

ROLEMASTER CYRADON

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PLAYER'S GUIDE

1 – INTRODUCTION

Gryphon World, also known as Mithra is fractured place and there is none more fractured than the island-continent of Cyradon.

The Central Highlands of Cyradon are known as the Devastation, because they were ravaged by magical fires loosed through the arrogance and political intrigue. To the east, the remaining Elvish kingdoms maintain their niche, expanding ever outward around the coastlands. Deep in forgotten places, the Gnomes preserve and try to restore the land to what it was before the great cataclysm.

To the north, the civilized, literate Nagazi Lizardmen guard the ancient knowledge of the Mithrans. While their more barbaric cousins control the northwestern coast, and the western jungles.

Seemingly aloof and distant from these affairs, the mighty Gryphons keep to themselves in their eyries, setting only their exiles and castoffs to stand guard over the ruins of the forgotten city in the center of the Devastation.

Now, there is a new influx of humanity, Dwarves and Sithi Elves. How will the elder races of Cyradon react to this? How will the fragile balance of power be altered? Will the humans choose to stay here since the world they knew was shattered?

Can the world be remade? Can the Devastation be healed? The bards tell tales of the old magics and the great beasts of the sky in ages past. Far away, under a sky filled with unfamiliar stars, stands an ancient city built in a time before the empires of the north fell. Nestled in a mountain range at the center of a vast desert wasteland, the city is carved into the remains of a dormant volcano. In the highest reaches of that city, in rooms carved from the mountains, the Gryphons watch and wait. Something long forgotten stirs them in their sleep.

HOW TO USE THIS BOOK

To use this book you need no other material. Rolemaster Cyradon is based on a cross between the **HARP Cyradon** book and **Rolemaster Express** (RMX), both available from Iron Crown Enterprises. This core material has been expanded so that everything you need to play in Cyradon can be found in this one volume.

However, it is possible that you will want to expand out from the system rules given here. RMC's **Arms Law** or RMC's **Combat Companion** can be used to expand upon combat with more detailed combat tables. You may also wish to get the **Rolemaster Cyradon Grimoire** which will expand upon magic by extending the spell lists given in this product to 50th level.

This book provides an overview of the continent of Cyradon, which is the continent the Gryphons, the Rhona Gnomes the Arali Elves, and the Nagazi Lizardmen call home. Cyradon is an island continent, somewhat like Australia in our world, but part of a wide archipelago of smaller island landmasses, rather more like contemporary Indonesia, Malaysia and the Philippines (imagine, if you like, that Australia was in midst of these archipelagos rather than to the south of them). The inhabitants of the continent must struggle to decide what to do about the humans, and the humans must find some way of making a niche for themselves.

The history and geography of the continent are summarized to provide a framework for you to develop your own ideas and stories. The book also examines the cosmology of the setting and discusses how the different races use magic. For plot purposes, the book provides ideas and hooks to create your own epic stories in Cyradon.

As a complete roleplaying game Rolemaster Cyradon includes basic character generation, like statistics, professions, races, cultures, skills, equipment, and spells. Likewise there are the required rules for running Rolemaster Cyradon, including a combat system, static and resolving actions. Finally, the book provides setting-specific encounter and creature tables.

THE SETTING

Gryphon World ("GW") is the core setting product line for Iron Crown Enterprises' High Adventure Role Playing (HARP) role playing game, and "Cyradon" was the first release for this new setting. It is now also available for Rolemaster Classic (RMC). In game terms, it is designed for low-level characters, but with progressive development so they can make a difference. Genre-wise there is a significant degree of "high adventure"; the main characters are meant to be plucky heroes of the story are meant to be swashbuckling romantics who will throw caution to the wind in their contributions to shape history.

By the same token, players can make use of other different character types, within this overall story; from ancient elvish warriors protecting their lands, Gnome mystics trying to steer a path to a glorious destiny, or from certain doom. A grim Skaldi tribesman, far from home but burning with a rediscovered idealism is also appropriate, an Elvish Sithi tracker or a gruff, practical Dwarf of the mountains. Play a magician knight of the New Tarahiri mountain kingdoms who has sworn to see Tarahir reborn. Or play a Gryphon, the fading lords of the sky as they prepare for a time of tumult that will see them restored to their position of greatness, or doomed forever.

Glorious adventures await! Explore the vast central lands of Cyradon, hunting the Aberrations and making war on the cursed Schirae tribes. Scale the sharp peaks of the mountains, seeking out the lost secrets of a forgotten race. Delve into the ruins of the elvish cultures of old, seeking treasure, magic and wisdom. Travel east into the lands of the Elves and play the games of court and intrigue. Explore the city of Belynar and help rebuild it, shaping it to your will and creating a city whose name will become famous throughout the world. Soar with the Gryphons in the wide sunset sky.

DIE ROLLING CONVENTIONS

Before engaging in the character generation overview, there are some die-rolling conventions for Rolemaster Cyradon that one needs to be aware of.

Each die used in Rolemaster Cyradon is a 10-sided die that gives a result between 0 and 9, if two of these dice are used, a variety of results can be obtained, however, results between 1 and 100 are the primary basis of the this system (i.e., RM is a “percentile” system).

Note: 10-sided dice can be obtained at your local hobby and game stores, or online.

PERCENTILE (“1-100”) ROLLS

1-100 Roll — Most of the rolls in Rolemaster Express are 1-100 rolls (also called “D100” rolls) to obtain a 1-100 result roll two dice together – one die is treated as the “tens” die and the other as the “ones” die (designate before rolling, please) thus a random result between 01 and 100 (a “00” is treated as 100) is obtained.

Example: *The GM asks a player to make a 1-100 roll, the two dice are rolled; the ten’s dice is a “4” and the one’s die is a “7”, Thus the result is “47”.*

Low Open-ended Roll — To obtain a low open-ended roll first make a 1-100 roll, a roll of 01-05 indicates a particularly unfortunate occurrence for the roller, the dice are rolled again and the result is subtracted from the first roll, if the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made, the total sum of these rolls is the result of the low open-ended roll.

Example: *The GM asks a player to make a low open-ended roll, and the initial roll is a 04 (i.e., between 01 and 05) a second roll is made with a result of 97 (i.e., between 96 and 00); so a third roll is made, resulting in a 03, thus, the low open-ended roll that the GM requested is a -96 (= 04 – 97 – 03).*

High Open-ended Roll — To obtain a high open-ended roll first make a 1-100 roll, a roll of 96-00 indicates a particularly fortunate occurrence for the roller, the dice are rolled again and the result is added to the first roll, if the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made, the total sum of these rolls is the result of the high open-ended roll.

Example: *The GM asks a player to make a high open-ended roll, and the initial roll is a 99 (i.e., between 96 and 100) a second roll is made with a result of 96; so a third roll is made with a result of 04, thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).*

Open-ended Roll — An open-ended roll is both high open-ended and low open-ended.

NON-”1-100” ROLLS

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. This gives a result between 0 and 9, but the 0 is treated as a 10, such a roll is referred to as a “1-10” or “D10”.

1-5 Roll — Roll one die, divide by 2 and round up (“1D5”).

1-8 Roll — Roll one die; if the result is 9 or 10, re roll until a 1 to 8 occurs (“1D8”).

5-50 Roll — Roll 1-10 five times and add the results. (“5D10”)

2-10 Roll — Roll two dice, divide each result by 2 (round up), and then add the two results to obtain the “2-10” (“2D5”) result.

Other Required Rolls — any required rolls are variants of the above.

UNMODIFIED ROLLS (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked on the appropriate charts with a “UM” for example, all weapon attacks result in a fumble if the initial unmodified 01-100 rolls falls within the fumble range of the weapon.

2 – SETTING OVERVIEW

A CAPSULE HISTORY

The events in this book primarily take place on two of the continents of Mithra; the great continent of Anias and the smaller island continent of Cyradon.

The story begins in Anias - both in the distant and in the immediate past. Long ago, a race known as the Cyrads migrated from lands across Mithra to the smaller continent that became known as Cyradon. They were the most powerful and civilized of the races. Their capital on Cyradon was the city of Belynar, which they carved into the side of an ancient volcano. The Cyrads shared their home with several other races, including the mighty Gryphons.

Descendants of the ancient Mithrans, the Cyrads traveled across the world of Mithra and beyond through their famed "Royal Roads" - mysterious magical portals. Then suddenly, all recorded history of the Cyrads vanished; a total collapse of their society that left no trace. Some scholars say the Cyrads were destroyed by a plague or by Dragons, and others that they took a Royal Road beyond the stars to a new home.

Some time later, a second wave of immigrants landed upon Cyradon. Claiming to want to be free of the younger, upstart race of humans, many Elves from Arali took part in this migration, drawn to Cyradon because of the "Echoes", the land's inherent powerful magic.

When arriving at Cyradon, the Arali Elves brought their ancient political rivalries and Machiavellian intrigues. They founded new kingdoms, like Janieal, Desnia, Shivan, and Ischea. Another Elvish race, the Danae, were forced into secondary roles as the Arali vied for dominance. The Arali gradually grew apart from each other and the Danae. They came to see themselves as separate "races"; while they acknowledged a racial kinship with other Arali, they denied kinship with the other Elves. The other already existing races on Cyradon such as the Nagazi and the Gryphons wisely refused to take sides in these disputes.

For centuries the precarious balance of power held, but then the Narsin, an order of magicians, came to Cyradon. The Narsin persuaded the Arali, who sensed potential allies, to allow their order to reoccupy the ancient ruins of Belynar. Over time, the Narsin and their city grew as the Narsi had time, magical power and unlimited resources at their disposal, and turned their efforts to magical experimentation. They created many new species and magical servants. A people prone to boredom, the Narsin instituted a series of games where these creations would battle one another. As time passed, this diversion became an overwhelming feature of the Narsi society, driving them to create more and more creatures and constructs for use in battle. Many powerful Arali also took part in these games, purchasing monsters for their stables and to fight in the coliseum. Over time, much of the Arali and Narsi cultures descended into decadence.

The Arali were both envious and contemptuous of the Narsin. They despised the Narsin for being human, but envied and coveted their power. Powerful Arali actively conspired to use the Narsin to defeat their rivals and to establish hegemony over all of Cyradon. In an effort to outdo the other Elves of Cyradon, the Shivan Arali bribed the Narsi to alter their race; nothing less than wings and the power of flight would satisfy the Shivan Arali. In response, the Arali of Desnia attempted to stop the magic ritual that would give the Shivan wings. Their efforts were catastrophic - the resulting magical backlash released an intense pulse of magical energy that swept out from Belynar, killing or twisting everything in its path. Nothing was left of the central highlands except for the blasted lands and hordes of strange new monsters. This became known as the Devastation.

The backlash transformed and twisted the surviving Shivan Arali. They lost their longevity and grew vestigial wings upon their backs. They became the Schirae.

Angry and grief stricken, the Arali survivors blamed the human newcomers for the Devastation. Tapping the Echoes of Cyradon, the Arali of Desnia crafted the Veil, a magical barrier meant to drive away all those who sought to reach Cyradon. The Veil was a massive wall of mist that surrounded Cyradon to prevent outsiders from approaching. The Desnians also used the Echoes to re-seal the Royal Roads that the Narsin had opened, to prevent others from arriving by that method.

The Veil lasted for centuries, until just a year or so ago, when an Arali poet, discovered that the use of the Echoes to power the Veil was also destroying both the Echoes and all of Cyradon by depleting the power of the land rather than allowing it to be used to heal the land. Taking matters into his own hands, the poet forged a ritual that destroyed the Veil.

THE PRESENT: ESCAPE TO BELYNAR

On the war-torn continent of Anias, an empire arose from the ashes of one much older. The old Empire of Tarahir, once a small trading post that grew to become the center of a Narsin supported Empire, was a literate and civilized society, but in its sprawling, bloated corruption, it grew complacent. The Empire of the Orsai is a younger, hungrier breed, still learning how to stretch its muscles and grow. Governed by a sect of politician-priests, the Theocracy of Asut guides the empire according to the will of their desert god, Memra. The Orsai Empire is a warrior culture dominated by powerful nomadic tribes. They have claimed the territory of the Tarahiri Empire from their former masters. But Tarahir still stood; a rich subject state which had never fully bowed to the Orsai. In an attempt to possibly recapture some of their former glories, the Tarahiri rebelled, denying the authority of the Orsai over

them. The old successor kingdoms to the north marched in support of the uprising, but to no avail: The Orsai defeated them all, and laid waste to the city of Tarahir.

As ancient Tarahir burned, a motley band of refugees, soldiers, and mercenaries fled into the mountains. Attempting to find shelter and protection, they fled into a cavern complex that was the remains of ancient Dwarvish city. They hoped to hold their Orsai pursuers off long enough for reinforcements to arrive. Instead, they stumbled onto a magical portal. A young mage remembered a tale written on a crumbling parchment. The Cyrad had built magical roads across the world, from city to city...If this was an ancient Cyrad portal, the mage reasoned, it most likely led to a Cyrad city or perhaps another Dwarvish city. As the Orsai closed in on the caverns, the portal sprang to life, offering the refugees an uncertain future. The refugees took the escape offered to them. When the Orsai swept through the caverns their scouts found only a few traces of the survivors. The portal had closed and the whereabouts of the refugees remained a mystery.

The portal led to Belynar, once the greatest city on the island-continent of Cyradon and half a world away from anything they ever knew. Several thousand people, human, Gryx, and Sithi, scared, tired, and hungry, emerge into the great square on the largest of the plateaus of the great city. In the peaks overlooking the city, a tiny community of Gryphons – creatures of myth and fear in Anias – stood watch over the desert, holding ancient enemies at bay. It is probable that any other race in Cyradon would have killed the refugees where they stood, but the Gryphons understood that the coming of these humans meant a time of great change was here.

NEW LIFE & NEW HOPE

Shortly after the arrival of the refugees in Belynar, a mixed contingent of Desnian and Janieal scholars arrived to look into fluctuations of the Royal Road that had been detected weeks before. The Desnian and Janieal Arali have arrived to find that the Gryphons and Rhona are already present and working to aid the newly arrived refugees. To everyone's surprise, a Dwarvish contingent arrived through the Royal Road portal only a few short days after the refugees. Then, representatives of the calm and civilized Nagazi arrived, seeking to aid and learn more about the refugees and the events now unfolding here in Belynar.

With such a diverse group, the Rhona elders decided to try the ritual of Estrousal one more time in honor of the meeting of so many different races in one location. Thus a small group, comprised of all the races present ascended to the very top of the volcano upon which Belynar was built to perform this ritual. It took half the night, and at its conclusion the focus of the ritual, one of the famed Tears of Life exploded in a pulse of energy, something that had never happened before in all the years that the Rhona had been performing the ritual. The following morning, as the sun rose over the distant peaks of the Mountains of Morning, many noticed the change that had taken place over Belynar and its surrounding area. Where once there was nothing but the blasted red sand of the Devastation, there was now grass and trees, animals and even crops growing in fields. The ritual had restored the land to the way it was before the Devastation.

This was only a temporary respite; the ritual had restored only a small portion of the Devastation to life, a portion that would eventually erode away again in but a few short years, a decade or two at most. For the healing to become permanent, even more of the Devastation must be healed, enough so that the land is once again strong enough to fight off the corrupting influence of the Devastation. The land needs to be restored fully. The land needs heroes to save it.

WHAT DOES 'CYRADON' MEAN?

To human scholars, “Cyradon” is the Cyrad name for a distant continent claimed by the Cyrad as part of their empire in ancient times. The Cyrad empire is said to have started in the Juras Mountains of Anias and then stretched north and south and somehow far to the east across the sea to a distant land. Over time, the term “Cyradon” has come to mean “over the hills and far away”, a distant country shrouded in myth, whose existence is questioned by many teachers. “Away to Cyradon” is a Tarahir term which means lost or distracted. “Ah that boy is always woolgathering,” a father or a schoolmaster might say, “he always seems to be away to Cyradon.” But Cyradon does indeed exist. To the Gryphons, Cyradon means the Place of Sanctuary.

3 – CHARACTER GENERATION OVERVIEW

In a Rolemaster Cyradon roleplaying game, one player, the Games Master (GM) takes the Cyradon setting and creates a number of open scenarios whose ending will be determined by the interaction of characters with the environment and each other. The focus of this interaction is placed on the characters controlled by players, known as Player Characters (PCs).

Generation of PCs is a cooperative effort between the individual players and the Games Master. The GM normally guides and suggests, but the player makes the core choices for their character. However, due to the nature of the campaign, the GM may also limit what choices are available for the player to choose from. It is always a good idea to check with the GM to ensure that what you want to play is available for the campaign.

CHARACTER CREATION CHECKLIST

A number of simple steps are required for character creation. They are listed below and then followed by a more in-depth explanation of the step. The explanations will usually refer you to other chapters of this product where you can find the actual details for each choice.

- Step 1 – Character Concept**
- Step 2 – Choose Race, Culture & Profession**
- Step 3 – Generate Stats**
- Step 4 – Adolescent Development**
- Step 5 – Apprenticeship Development**
- Step 6 – Equip the Character**
- Step 7 – Tally Bonuses**
- Step 8 – Begin Play!**

STEP 1 – CHARACTER CONCEPT

First off, the player should model the character in their mind. This may seem to be a superfluous step, but spending some time initially conceptualizing the character saves a lot of time during the process of character generation.

This can be generally broken down into considering the physical attributes of the character (e.g., what race are they?, what characteristics do they excel at?, which are less effective at?), their social attributes (e.g., what magical realm are they aligned to?, what cultural environment?, what profession have they undertaken?, what skills they have learned?, what possessions do they have?) and their mental attributes (e.g., what are their loyalties?, their passions?, their ideologies?).

Once you have at least a general idea of the answers to these questions, you can then begin creating your character based on the answers you

STEP 2 – SELECT RACE, CULTURE, & PROFESSION

In this step, you are actually making 3 specific choices; one each for Race Culture and Profession. Your choices are as follows:

Races: The available races are separated into two groups, those from Anias and those from Cyradon. The Anias races are Humans, Sithi Elves, Gryx, and Dwarves (also known as Mablung). The races from Cyradon are the Arali, the Rhona (Gnomes), The Gryphons, the Danae (equivalent to the Sithi Elves), and the Nagazi (lizardmen).

Each race defines several things for the character. They provide racial stat bonus modifications, resistant roll modifiers, and a number of other modifiers that affect the characters. Every race also has a number of special abilities. Some of these abilities can affect the skill costs that are set when you choose your character's profession.

More information on races can be found in first part of Chapter 4, page **xx**.

Cultures: A culture helps define the character by providing ranks in a few basic skills and providing background information that help to shape the character's outlook on life such as his attitudes, how he dresses, etc.

For those from Anias, the available cultures are Tarahiri, Skaldi, Sithi, Mablung, and G'Shul. The cultures available to characters from Cyradon are the Gryphon, Rhona, Desnian, Janieal, and Nagazi cultures. Each race will be limited to what cultures they may select from. We will also be adding a generic Rural Culture that any race may select from.

More information on cultures can be found in the latter half of Chapter 4, page **xx**.

Professions: The character's profession determines the Development Point (DP) cost that he pays for each rank in any skill. It also determines how many ranks he may purchase in a given skill each level. Each profession has 2 stats which are called its "prime requisites". These are the two stats that are most important to the profession.

There are 12 basic professions for you to select from. Those professions who use magic will also have to select a Magical Tradition. The Magical Tradition will determine what spell lists the character has access to and is able to learn. When figuring in the various Magical Traditions available, the 12 professions are effectively

expanded to 33 professions in total. Just as with cultures, certain Magical Traditions will only be available to certain races (i.e. an Arali Elf will not be able to choose a Magical Tradition from Anias).

More information on professions can be found in the first part of Chapter 5, page **xx**.

Once you have made these choices, you should record them on your character sheet, filling the racial stat bonuses, the skill costs and the free ranks from your selected culture.

STEP 3 – GENERATE STATS

In Rolemaster Cyradon, the basic mental and/or physical characteristics of your character are presented by 10 statistics ("Stats"), with two values. The *Temporary* value is the result of upbringing and training, and it can actually fluctuate from level to level, or as the result of magic or other factors. The *Potential* value is set, based upon starting values of the Temporary value, and once set, it will rarely, if ever, change. It is the Temporary value that is usually directly used in play.

The Temporary value then generates a *Stat Bonus*. This Stat Bonus, when added to the *Racial Stat Bonuses*, along with any special bonuses gives a Total Stat Bonus which is then applied to generate skill bonuses.

Your character's Stats should be recorded in the Stats section of the Character Record. Additionally, there is space to record the Stat bonus derived from the Stat value and any racial or miscellaneous Stat bonuses that may affect it. Finally there is a space to record the total bonuses per Stat.

In addition to generating your main stats, this is where you will also figure out how many Power Points your character will have.

For more information on Generating Stats refer to the latter half of Chapter 5, page **xx**.

STEP FOUR – ADOLESCENT DEVELOPMENT

The next step in the development of your character is to start spending Development Points (DPs). Once this level (Adolescent Level) of development is complete, the character is considered to be at level zero (0).

Your character receives 40 DPs to use in purchasing individual skill ranks, a Training Package, and Gifts.

Skill Ranks – As mentioned previously, every skill as a unique cost. The structure given for the cost also determines how many ranks you may purchase each level. If a skill has only a single cost, then you are only allowed to purchase 1 rank per level.

If a skill has a cost of number-slash-number (i.e. 2/7), then you are allowed to purchase 2 ranks per level.

The first rank costs a number of DPs equal to the number before the slash and the second rank costs an amount of DPs equal to the number after the slash.

If a skill has a cost of number-slash-asterisk (i.e. 2/*), that means that you are allowed to purchase as many ranks as you like, and that each rank costs the same number of DPs as the number listed before the slash. Please note however, that some skills with this type of cost, notably the Spell Lists skill, may have other limits or caps on how many ranks may be purchased in a given level.

More information on skills can be found in Chapter 6, page **xx**.

Training Packages – These are groups of skills related to a specific organization or group or job. When you purchase a Training Package, which costs DPs, you gain a number of skill ranks in specific skills. In some packages, you are actually given a limited choice in which skills to place the skill ranks. The skill ranks gained from a Training Package do not count against the limits on the number of skill ranks that may be purchased per level.

Many Training Packages have prerequisites, requiring that the character be of a specific race, profession, or magical tradition in order for them to be allowed to be acquired.

More information on Training Packages can be found in the latter half of Chapter 7, page **xx**.

Gifts – These are special abilities or talents that help in personalizing your character. It costs DPs to purchase Gifts, and most Gifts may only be acquired during initial character generation (i.e. Adolescent and Apprenticeship Development).

More information on Gifts can be found in Chapter 7, page **xx**.

STEP FIVE – APPRENTICESHIP DEVELOPMENT

In this step, your character does his Apprenticeship Development. Once this level of development is complete, the character is considered to be first level, and ready to begin play once he is equipped and everything has been tallied.

Your character receives 40 Development Points for this level of development and may spend them on skills, Training Packages or Gifts just as he did in the Adolescent level of Development.

STEP SIX – EQUIP YOUR CHARACTER

The sixth step of character generation is to outfit the character with their starting equipment. A good selection is provided in Chapter 8 (page **xx**), which provides for weapons, armor, food and lodging, accessories, transport, and herbs.

The Gamemaster must decide with how much equipment and money their Player Characters begin play. The following suggestions have been provided as basic guidelines, but the GM should ensure that any equipment or

money that the characters start the game with is consistent with the background of the character and suitable for the campaign setting as a whole.

Each character automatically begins the game with:

- Two normal weapons of their choice. (They must have at least one rank in an applicable weapon skill for each of the weapons chosen. If they only have one weapon skill they only get one free weapon, if they have no weapon skills, they get no free weapons). Scabbards for their weapons, and a weapons belt.
- One set of clothing (including cloak/coat and boots - the quality and style of the clothing should be dependent upon the financial, social, cultural and racial standing of the character). This is what the character is wearing. Armor is not considered to be clothing and is not included among the “free” items that the character has.
- Each character also starts with some money – although the amount they start with is highly dependent upon their background. It is recommended for each character to start with $20 + 1d10$ silver pieces to use in the purchase of equipment. They can use this cash to buy equipment and to survive on until they can get more. The character may purchase any equipment or supplies that are allowed by the Gamemaster.

STEP SEVEN – TALLY BONUSES

The seventh and final step in character generation is totaling skill bonuses and determining miscellaneous values.

This can include calculating the character's base movement rate and encumbrance, resistance rolls against magic, poison and disease, and adding level bonuses to skills according to profession.

Finally, if you haven't done so, it is certainly time to give your character an appropriate name!

STEP EIGHT – BEGIN PLAY!

Your character is complete, and you are ready to begin adventuring in the exciting

4 – RACES & CULTURES

RACIAL STAT INFORMATION

In this section we present the racial stat tables and give a brief explanation of the items found on the tables.

<<insert RacialStats table>>

RACIAL STATS

Stat Bonus Modifications –

This section of the table contains a row for each of the stats. The numbers found in this section are recorded in the “Racial Bonus” column of the stats section of the character sheet.

RR Modifications – This section gives the racial modifiers for the different types of Resistance Rolls possible, and they are recorded in the proper section of the character sheet. No racial modifiers are given for Fear Resistance Rolls because none of the given races have a racial modifier for it.

Recovery Multiplier – When a character is injured, he can

often heal normally over the course of time. The Healing Recovery Table (page xx) is used to determine exactly how long that recovery will take, but it is designed for use with normal humans. Some races will heal faster or slower than humans, and the recovery multiplier is used exactly how long that it.

Example: Jorg the Dwarf has a Recovery Multiplier of 0.5x. He takes a wound, and a roll on the Healing Recovery Table says that it will take 10 days to heal. Multiplying that 10 days by 0.5, we find that Jorg will actually heal in 5 days since he is a Dwarf.

Soul Departure – This is the number of rounds after death that the character’s soul leaves the body. If the body can be healed of the damage that caused the death before this number of rounds elapses, the character will not actually die. Once this time has passed, the character may only be restored through the use of power magic or herbs. Refer to page xx for more information.

Starting Languages – A starting character will automatically know this many languages. Of those languages, he will have 6 ranks Spoken and 5 ranks Written in his native tongue, and 3 ranks in both Spoken and Written for any other languages he knows. The character’s choice of languages is limited by where he is from. Refer to the sidebar on page xx for more information on the available languages.

Base Hit Points – This number is added to the character’s Body Development skill as a special bonus in order to determine the character’s total number of hits.

Hits per Rank – When the character purchases ranks in the skill, Body Development, it increases his Hits by this number. Unlike other skills, Body Development does not follow the normal skill rank bonus progression. Each rank is always worth the same number.

RACIAL STATS								
Stat Bonus Modifications	Anias Races				Cyradon Races			
	Human*	Gryx	Mablung	Sithi	Gryphon	Rhona	Arali	Nagazi
Constitution (CO)	+5	+10	+15	0	+10	+5	0	+5
Agility (AG)	0	0	0	+5	-10	+5	+5	0
Self Discipline (SD)	0	+5	+10	0	0	0	+5	+5
Memory (ME)	0	0	0	+5	0	0	+5	0
Reasoning (RE)	0	0	0	0	+5	+5	0	0
Strength (ST)	+5	+15	+5	0	+15	0	0	+10
Quickness (QU)	0	0	0	+10	+10	+5	+5	+5
Presence (PR)	0	+5	0	+10	0	0	+10	+5
Intuition (IN)	0	0	0	0	0	0	0	0
Empathy (EM)	0	0	0	+5	+5	+10	+5	+5
RR Modifications								
Essence	+10	+5	0	+20	+10	+15	+15	+10
Channeling	+10	+5	0	+20	+10	+15	+15	+10
Mentalism	+10	+5	+10	+5	+10	+5	+10	+10
Poison	+10	+20	+20	+5	+10	+10	+5	+10
Disease	+10	+20	+20	+5	+10	+10	+5	+10
Recovery Multiplier	1x	1x	0.5x	1.5x	1.2x	0.5x	2x	0.7x
Soul Departure	12	10	18	3	12	6	2	15
# Starting Languages**	2	4	2	3	3	3	3	2
Base Hit Points	24	40	36	20	36	18	22	32
Hits per Rank***	5	6	6	5	7	4	5	6
Max # of hits	120	200	180	100	180	90	110	160

* = Humans may assign up to four +5 bonuses to their stats, but no stat may have more than a total bonus of +10.

** = Rank 6 Spoken/5 Written for native tongue; 3 Spoken/3 Written for all others

*** = Per rank of Body Development, hits from ranks cannot exceed Max # of Hits

Max # of hits – This number represents the maximum number of hit points that the character may have from the totaling of his Base Hit Points and the Hit Points gained from each rank that the character

<<insert AdditionalRacialInfo table>>

ADDITIONAL RACIAL INFORMATION

Base Height – This represents the average height of a character from this race. The player is free to adjust it accordingly. Values are given for both Males and Females of each race.

Base Weight – This represents the average weight of a character with a medium build from this race. It is recommended that if the character’s height is adjusted, that their weight also be adjusted using the guidelines given under Weight Modifier below. Values are given for both Males and Females of each race. Characters of a light build should reduce the Base Weight by 25%. Characters of a heavy build should increase the Base Weight by 25%.

Weight Modifier – It is recommended that should you adjust the height of your character, that you adjust his weight by the given amount for each inch of height difference from the Base Height. If the character is of a light build, then reduce this number of 50% (round down). If the character is of a heavy build, then modify

Adulthood – This is the average age that a member of the given race is considered an adult. This also represents the average age of a first level character.

Lifespan – This is the average to which a member of this race may expect to live.

Increment – This value is given mainly for non-player characters and for player character that spend years of game time not in play. This number is added to the “Adulthood” age of the character for every level he is above first level. Thus a third level human would normally be around 24 years old (18 + 3 + 3).

This can also be used to determine how many levels that a character who has been out of play for several years of game time has advanced.

Please keep in mind that this is only meant as a rough estimate and aid for the GM for determining the age of non-player characters, and not as a specific rule.

ADDITIONAL RACIAL INFORMATION							
Race		Base Height	Base Weight	Weight Modifier	Adulthood	Lifespan	Increment
Human	Male	5'10"	180	5	18	130	3
	Female	5'2"	120	4			
Gryx	Male	6'0"	250	6	16	80	2
	Female	5'10"	200	5			
Mablung	Male	4'5"	200	6	50	350	6
	Female	4'2"	150	5			
Sithi	Male	5'6"	140	3	60	450	8
	Female	5'2"	120	3			
Gryphon	Male	4'6"	250	3	15	80	2
	Female	4'4"	240	3			
Rhona	Male	4'0"	70	2	35	250	4
	Female	3'10"	50	2			
Arali	Male	6'0"	150	3	75	550	10
	Female	5'9"	125	2			
Nagazi	Male	6'0"	250	6	20	150	3
	Female	5'10"	200	5			
		Base Height = Average Height		Base Weight = Average Weight			
Weight Modifier = Average difference in weight due to each inch of difference in height. Different builds can change this slightly.							
Adulthood = The age at which a member of the given race is considered an adult. This usually coincides with them being a first level character.							
Lifespan = average lifespan for the race							
Increment = This number is added to the Adulthood number to determine age of a character that is above first level (i.e. a 3rd level human is 31 years old (25 (1st) + 3 (2nd) + 3 (3rd) = 31)). Only for NPCs and characters that start above first level.							

RACIAL DESCRIPTIONS

HUMANS

Humans are a minority in Cyradon. The only humans currently on Cyradon are those who came as along the Royal Road. Most of the refugees, including the Orsai among them, were fleeing the repression of the Asut Theocracy.

Whilst physical ties to the humans’ homeland have been severed, some of the survivors cling to the traditions of their former lives, cooperation is paramount for survival. Out of the many diverse people who came to Belynar, a single unique culture will emerge in time that is a blend of many different ways.

The majority of the humans who traveled the Royal Roads to escape the war are of Tarahiri or Skaldi stock. However, there are also a number of Orsai, traders caught in the city, prisoners caught as the refugees fled and deserters from the Orsai army as well. In addition to these, there is also a smattering of other humans from other far off lands.

Tarahir was a city of commerce, and thus had people from many different lands. When the war came upon Tarahir, many of those traders and visitors were cut off from home. Most of these merchants and visitors fled into the mountains along side then citizens and soldiers of Tarahir, and together they survived long enough to reach Cyradon.

Demeanor: Humans are the most adaptable, versatile, and diverse race on Mithra. They continually strive to build and expand, to reach above and beyond their current means. Unfortunately, this drive to succeed often puts them in direct conflict with both the other races of the world and even other humans during the course of their lives.

Appearance: Humans run the gamut of skin coloring and body shape. They are one of the most diverse races when it comes to appearance. Tarahiri – The Tarahiri are a mix of many different human races that have interbred with

each other for countless years. Male Tarahiri stand about 5'10" tall with the females averaging about 4" shorter. Tarahiri come in all sorts of different body types, and their skin is usually a light olive complexion.

Orsai – The Orsai have dark skins, ranging from grayish olive tone to a very deep bluish-black, depending upon the region that their tribes originate from. Male Orsai are, on average, about 5'11" tall with the females averaging about 9" or 10" shorter. The majority of the Orsai have the dark olive skin tone with the rock-like grayish cast to it.

Skaldi – The Skaldi are among the tallest of the human races in Cyradon. Standing a bit over 6' tall on average, with the female Skaldi standing just a few inches shorter, they have a light or pale skin color, with blond, red, or light brown hair.

Culture: Humans may come from the Tarahiri or Skaldi cultures. The Tarahiri culture is an urban-based culture that centers on crafts and trading. The Skaldi culture comes from a rural environment, but the Skaldi are warriors who are often at war with one another or selling their swords as mercenaries. Thus they have a more martial outlook on life. Humans may also come from the generic Rural culture.

Special Abilities:

Bonus Skill Ranks: Humans gain 10 skill ranks that they may place into any skills that they want. However, the character is limited to putting no more ranks in a specific skill than could be learned in a single given level.

Skill Specialization: The character gains a +10 bonus to 2 individual skills. If the player selects a skill that requires specialization, such as a weapon skill, then the player must place the bonus on a specific skill, it does not apply to all such skills.

Skill Flexibility: The character may select 3 different skills and reduce their costs by 1 point (i.e. a cost of 2/6 becomes 1/5, a cost of 2/* becomes 1/*). This may not be applied to any skill that already has a primary cost of 1. If applied to a skill that requires specialization, such as weapon skills or spells, the cost reduction applies only to a single instance of that skill (i.e. to one spell list, not all spell lists).

GRYX

The Gryx are spread all across Anias, living among many different cultures and nations. They originally hail from the Great Steppes to the far east of Tarahir, but a couple hundred years ago something drove them from their homelands. They have since continued to migrate west, and even south into and beyond the Great Desert.

However, since the rise of the Asut Theocracy, the Gryx who settled in the Orsai lands have been slaughtered just for being different. Many were able to escape to the north, and they sent out a call to their brethren asking for aid. Hundreds, if not thousands of Gryx men and women responded and traveled to Tarahir to battle the Theocracy and their hordes. A good number of them were among the refugees who escaped to Cyradon.

Demeanor: Though their fearsome appearance suggests a savage mind, the Gryx are a peaceful race, preferring to tend to their own affairs. It is rare to find a Gryx in a violent profession, although it does occasionally happen.

Appearance: Gryx stand about 6' in height, with females ranging only a few inches shorter. All Gryx are extremely muscular and are very large by racial standards, often weighing between 250 and 300 pounds. Despite their best intentions, the Gryx are an unsightly race. Their skin is dark and blotchy, and their hair is coarse. A low, protruding brow, deep-set eyes, a flattened, upturned nose and tusk-like teeth often find them mistakenly labeled as monsters by other races at first sight.

Culture: The predominant Gryx culture is known as G'Shul, and while many Gryx will have it, there may also be others from a Tarahiri, Sithi, Skaldi, or Rural culture.

Special Abilities:

Lightning Reflexes – All Gryx enjoy extremely swift reflexes, granting them a +5 bonus to their Initiative roll.

Nightvision: This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day out to a range of 750', on a night lit only by star light, the character can see up 150'. When indoors, this allows the character to see 3x as far as normally allowed by a light source.

Dense Musculature – With a sturdy bone structure and musculature, all Gryx receive a +5 bonus to both their OB and DB. This also gives Gryx a -30 modifier to their Swimming skill.

DWARVES (MABLUNG)

Dwarves are found on most of the continents of Mithra. They are, as a rule, tough, practical, hardworking, energetic and honest. They are also curious, and enjoy exploring new lands and places. Although they are builders and craftspeople by nature, they have a great respect for the natural world—and harvest the resources they need for their life and work with care and respect.

Demeanor: Dwarves are very straightforward and dislike 'beating around the bush'. They admire strength and directness in others and dislike what they consider to be fripperies. To the Dwarves, something that is artistic should be functional as well. This shows in their demeanor and dealings with others.

Appearance: Dwarvish men stand around 4' 5" tall, while women are slightly shorter (4' 3"). A very stocky race, the Dwarves look as though they have been compressed, their bodies expanding in width. Often weighing twice what would be expected for someone their size, they generally average 200 pounds.

Male Mablung, the Dwarvish culture, are very fond of their beards, which may grow to lengths that hang past their waists. For many Mablung, hair and beards (for men) are almost always woven into braids, weaving in colored stones and beads and rings that are more than just decorations. These items will each have a special significance to the Dwarves.

Culture: The primary Dwarven culture is known as Mablung, but there are those who also lived a Rural life upon the surface.

Special Abilities:

Dense Musculature: Dwarves have musculature that is denser and heavier than that of humans. This grants them a +5 to both their OB and DB. This also gives a -30 modifier to the Swimming skill.

Choose one of the following:

Nightvision (Lesser): This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. On a starlit night, he can see up to 100'. When indoors, this allows the character to twice as far as the light source normally allows.

Darkvision (30'): Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source. May see clearly up to twice the given distance on a starlit night, and 10x the given distance on a brightly lit night.

Choose one of the following:

Hammer Throw: The character has an exceptional talent for throwing a hammer or axe. His thrown attacks using those weapons have the same range as a short bow.

Stone Sense: Requires only a normal, medium difficulty perception maneuver to notice hidden things in stone such as slight slopes, dangerous stone work, secret doors, etc.

ELVES (SITHI/DANAE)

The Sithi are an elvish kindred that chose to remain on Anias, instead of participating in the migration to Cyradon. Unlike many of their brethren the Sithi have no problems getting along with humans, and over the centuries their blood has often mingled with that of the neighboring human communities. The Sithi dwell in forestlands, and are excellent archers, rangers and trackers. They live in close harmony with nature.

When the Arali left Anias, a large number of Sithi went with them. These became known as the Danae, and while they are still very much like their cousins from Anias, their cultural choices are different.

Demeanor: The Sithi deeply respect nature and this shows in their outlook on the world around them.

Appearance: The Sithi are said to be the most like humans of all the elvish tribes. They are shorter, stockier and more muscular than their fellows. Sithi average 5' 6" tall, with females of the race ranging only a few inches shorter. All have very lithe forms with Elven males weighing around 140 pounds. Sithi have upswept ears that top off in delicate points, although these are more rounded than those of other Elves. Male Sithi are unable to grow beards. Their skin color is often a light brown, similar to that of an acorn, while their eyes are often some shade of grey or green.

Sithi Elves retain a youthful appearance until just before the end of their lives, aging dramatically over their last 5 years of life.

Culture: The Sithi are rarely from any culture other than the one named for them (Sithi). Of the other cultures, only Rural will have any significant number of members.

The Danae, however, may be from the Rhona, or Rural cultures. More rarely, one will have a culture that is essentially identical to the Sithi culture or have grown up in a Desnian or Janieal culture.

Special Abilities:

Nightvision: This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day out to a range of 750', on a night lit only by star light, the character can see up 150'. When indoors, this allows the character to see 3x as far as normally allowed by a light source.

Enhanced Senses: Excellent eyesight grants a +10 bonus to all Perception maneuvers.

Choose one of the following:

Outdoorsman: Gains a +15 bonus to Herbcraft (specialization of Craft skill), Foraging, Navigation, Riding, and any Region, Fauna or Flora Lore skills.

Quiet Stride: An unnaturally quiet tread grants a +25 to Stalking & Hiding.

GRYPHONS

The Gryphons are a wild, freedom loving people, who strive to find joy in every day. They are dynamic, inquisitive and civilized. They are also a wise race, that honors their commitments and guard things they hold precious.

Gryphons share many characteristics with the raptors and with the large cats, but are related to neither. Gryphons' talons let them do many of the things that humans can do with their hands: cook, write, paint, inscribe or etch runes, carve wood, work metal etc. They can use most standard magic items including rings. They cannot use

two-handed melee weapons or long bows, short bows and composite bows. They can use one-handed swords, but prefer to fight with their beaks and talons. They can and do use crossbows on occasion.

Gryphons can only wear armor that has been specially designed to accommodate their physique. (See the equipment section later in this chapter for more details.)

Gryphons cannot carry riders on their backs—their backbones cannot support the weight of a rider. They would also consider this demeaning—if circumstances forced a Gryphon to carry a two-legged comrade, the Gryphon would carry the individual in his or her talons.

Special Note: While Gryphons can fly, they are quadrupeds. When moving on the ground, they must keep two opposing limbs on the ground. When standing still, they can remain upright by keeping their two rear limbs on the ground. As a result, they are at a distinct disadvantage in conventional hand-to-hand combat. While a Gryphon could theoretically wield a sword in combat, they don't fight in this way because it doesn't make sense to them. Instead they use their powerful talons in combat.

Gryphons also usually take a different approach to combat—using their ability to fly and their speed to their advantage. Gryphons have developed a special style of Martial Arts and special weapons that maximize their advantages and minimize their vulnerability in combat. Garuda Gryphon fighters will ambush their foes from above and behind whenever possible; they often wear talon and claw tips that allow them to inflict extra damage on their foes. Like all intelligent warriors, they choose the terrain of a battle with care.

Gryphons are keenly aware that they need ample room to maneuver to fight; they will also do everything that they can to avoid being pinned down. They also prefer not to fight in narrow corridors.

Demeanor: Gryphons love the freedom that flight gives them, but they are also extremely serious about any oaths that they give. They are curious and intelligent and enjoy exploring.

Appearance: Most Gryphons have the body and hindquarters of a large feline while having the head and forequarters of a large bird of prey, the various types of each separate the Gryphons into 6 tribes:

The Gwalchmei have a hawk-like head and shoulders and plumage and leonine hindquarters.

The Shahaba are noted for their grey and black mottled plumage and their merlin-like heads. They have the hindquarters of a mountain lion.

The Gandharvas have the forequarters of a black eagle and the hindquarters of a black jaguar.

The Whitewings have the forequarters of an osprey and the hindquarters of a lynx.

The Arimaspias have the forequarters of a golden eagle and the hindquarters of a lion.

The Manannan have the forequarters of a sea eagle, and the hindquarters of a leopard.

The forequarters of the Gryphon differs from normal birds of prey in that they have 3 forward talons and one rear talon on each front appendage, allowing them to use their talons just like a human uses their hands. While they may not have quite the same amount of manual dexterity, they can manage extremely well.

Occasionally a Gryphon is born with the full body of a cat and the head of a bird of prey. This is normally the mark of a Gryphon who has the Shapechanger talent.

Male Gryphons stand approximately 4'6" tall with females just a few inches shorter. Most Gryphons also range between 4' and 6' in length, with an approximate wingspan of about 10' when their wings are fully extended. An average sized Gryphon has a BMR of 50'. Gryphons of larger or smaller sizes do adjust their BMR accordingly, based upon the Gryphon column of the Stride Modification Table. Quickness bonuses also apply normally.

Culture: Gryphons all belong to their own unique culture; however see the sub-species and tribal characteristics given above.

Special Abilities:

Flight: Character is able to fly at a rate equal to 75' per round plus his Quickness Bonus plus the stride modification for Base Flight from the Stride Modification Table (see page xx). This is their Base Flight Rate (BFR). Flight may be maintained for an amount of time equal to 1 minute for each point of their Con stat (Temp score in RMC) without rest. Characters may use different Paces with their flight, and the increased Pace reduces the amount of time that may be spent in flight. A flying character may carry up to half his weight while flying, but only by flying at half speed. Characters with flight may learn how to glide and ride the thermals, staying aloft for hours (at half speed).

Gryphons learn the Flying skill at a DP cost of 1/3 regardless of the cost for the profession. They also have an innate +25 to all Flying maneuvers.

Enhanced Senses: Excellent eyesight grants a +10 bonus to all Perception maneuvers.

Talons: Instead of hands, Gryphons have talons as their manipulative appendages. They can make Small Claw attacks with these talons. However, the talons cause a reduction of manual dexterity. This is reflected in all skills, except for the Gryphon specific combat styles, that requires the hands such as Disarm Traps, Pick Locks, weapon skills, etc. having a cost that is 3 points higher than what is listed for the character's chosen profession (i.e. a profession that has a Pick Locks cost of 2/6 would have a Pick Locks cost of 5/9 for the Gryphon).

<<Begin Boxed text>>

GRYPHON NOTES

DAMAGE & FLIGHT

If a Gryphon receives any maneuver penalties during combat, their ability to fly will be adversely affected by the severity of the maneuver penalty. Generic penalties ranging from -1 to -20 will have no effect upon the Gryphon's ability to fly. Generic penalties from -21 to -50 will result in the Gryphon only being able to fly at one half of their normal BFR.

Generic penalties greater than -50 will result in the Gryphon not being able to fly at all.

HIT LOCATIONS & WINGS

Anytime that a critical attack would result to a strike to the shoulders, arm, or hand, check the critical roll. If the die is odd, then the attack has struck the Gryphon's wings. If the result is even, then the attack has struck the Gryphon's fore limbs.

When using these rules, the Gryphon's ability to fly is impaired only by damage to his wings. For every -10% of total hits received, reduce the Gryphons BFR by 15' per round. Should the penalties be greater than -50, the Gryphon will be unable to fly at all.

GRYPHON COMBAT

Due to their physical forms, Gryphons have developed their own unique fighting styles. These styles are described more fully in the Combat Skills section of Chapter 6, page **xx**.

As mentioned in the Special Abilities section of the Gryphon Racial Description, the Gryphon specific Combat Skills do not have their costs adjusted like other skills that require the use of the hands.

<<End Boxed Text>>

GNOMES (RHONA)

The Rhona Gnomes are a strange, slight people of the wilderness, who make their homes in the deep forests and valleys of the Land of the Dawn. Those who live in the Shival Mountains have worked for centuries to preserve what life remains there. Now that a large portion of the Devastation has been restored, the Gnomes are feeling hope again for the first time in those long centuries of their devotion.

Demeanor: The Gnomes (Rhona) have a deep respect for nature and an affinity with the earth, and like to nourish it as best that they can. They hate the Devastation and those who caused it, but do not blame a whole race for the actions of a few. They are also very secretive after spending so many years hiding from the Schirae as they attempted to heal the wounds of the Devastation. They have learned to excel in the arts of concealing the entrances to their communities, so much so that these entrances can only be discovered if the Rhona actually wish them to.

Appearance: Rhona resemble miniature humans, averaging 4' in height, with females ranging only a few inches shorter. Rhona of all ages have wrinkled, leathery skin.

Culture: Gnomes have unique culture called Rhona. Some Gnomes may also come from a Rural culture or even a variant of the Sithi culture used by the Danae Elves.

Special Abilities:

Natural Camouflage: The Rhona are able to change the coloration of their skin and clothing to better match their surroundings. This translates as a +25 bonus to stalking and hiding. The character makes a Medium Difficulty SD-based roll each round, totaling the results from the Movement & Maneuver Table (page **xx**). The change is complete when the total is 100 or greater, and it will last for up to 10 minute plus 1 minute per point of SD bonus. It only takes 1 round of concentration to cancel the Camouflage.

Sense Magic: The character may make a Perception maneuver with a -20 modifier to detect active magic. He may only concentrate on one 5' radius area within 100' of himself at a time.

Choose one of the following:

Nightvision (Lesser): This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. On a starlit night, he can see up to 100'. When indoors, this allows the character to twice as far as the light source normally allows.

Darkvision (20'): Character may see up to the distance listed when in total darkness. If surrounded by darkness and within an area of light (i.e. like that from a torch), he may see the distance given plus that of the light source. May see clearly up to twice the given distance on a starlit night, and 10x the given distance on a brightly lit night.

ELVES (ARALI)

The Arali Elves are cousins to the Cyrad. Both races are descendants of the Mithrans. Since then, the Elves have split into several distinct sub-races, of which the Arali are but one. Tiring of having to share land with the humans of Anias, the majority of the Arali Elves migrated to Cyradon.

Demeanor: The Arali are an arrogant lot. They see themselves as the only true descendants of Mithrans and see their elvish brethren as less than themselves. The Arali, particularly those from Desnia, unjustly blame many things upon the humans. The Janieal Arali are more open-minded than their Desnian cousins, but are still more condescending than friendly. While believing themselves to be very civilized, many Arali harbor a deep-rooted antagonism for the Nagazi because deep down they know that the Nagazi are more civilized than they are.

Appearance: The Arali are a tall race, the males standing about 6' on average with an extremely slim build. They have sharply chiseled features including a pronounced slant to their eyes, which are often of an extremely vibrant color of unusual shades. Their ears are slightly pointed, but this is not nearly as pronounced as the upswept points of Sithi ears.

Arali Elves retain a youthful appearance until just before the end. Those nearing their end will often undergo a ritual that will allow them to transform into a being of pure spirit, ascending to a higher plane of existence.

Special Abilities:

Nightvision: This ability allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day out to a range of 750', on a night lit only by star light, the character can see up 150'. When indoors, this allows the character to see 3x as far as normally allowed by a light source.

Spirit Sense: The Arali are extremely in tune with the Otherworld, what they consider to be the source of mana, as well as the home or source of many spirits. This tie is so strong that Arali can actually sense the presence of spirits, strong auras of magic wielders, and places of power with a Perception maneuver modified by -30. If they also have the Sense Magic Talent, they may sense these things with a normal Perception maneuver (i.e. no modifier).

Strong Mana: The Arali are extremely in tune with the Otherworld, what they consider to be the source of mana, as well as the home or source of many spirits. This means that Arali gain 1 Power Point more each level than is normally granted from their Realm stat (i.e. a stat of 75-94 would normally grants 1 PP per level, for an Arali it would grant 2 PP per level).

DANAE ELVES

The Danae Elves dwell in the area of Cyradon known as Aneirin. They are identical to the Sithi Elves for stats and racial abilities. However, their culture and outlook is identical to that of the Rhona.

Sometimes the Danae hire themselves out to people in other lands, so it is possible that some may be among the Arali contingents that arrive in Belynar, and that a player may wish to play a Danae.

NAGAZI (LIZARDMEN)

Created by the Dragons of ancient legend as slaves, the Nagah gained their freedom during the First Age. Left in barbarism, they slowly clawed their way to the rudiments of civilization in the depths of the Madiarian forest. Two sub-groups of Nagah split off from the rest and traveled north. One group settled the northwestern coast of Cyradon and became the Nagal.

The other group continued to the east and came upon the ruins of Evefalim. One of their wise ones discovered and partially translated some of the ancient Mithran texts found there. These texts led to a new age of enlightenment for the Nagazi, as they now called themselves. The Nagazi have created a small confederation of city-states, and have opened trade relations with all those around them, including the more barbaric Nagal city-states to the west, the Arali settlements along the coast to the east, and even with the Arali of Ciastan who have closed their borders to other Arali.

Demeanor: The Lizardmen are very cosmopolitan and refined with impeccable manners towards all others. They dislike fighting, but will do so if they have to. They prefer negotiation and trading to conflict.

Appearance: Lizardmen are humanoid reptiles standing an average of 6' in height. They have a tough leathery skin that varies in hue from brown to a deep green. They have only a vestigial tail, and retractable claws on their hands, which have only 3 fingers and thumb unlike many other races.

Culture: The Lizardmen have a unique culture called Nagazi, but there are many that also follow the generic Rural culture.

Special Abilities:

Tough Hide: The Nagazi have a tough natural hide that grants them a +20 to their DB.

Natural Weapon (Claw): The Nagazi have retractable claws on their hands. They may learn how to use these claws as a weapon in combat using Basic Innate Melee as the skill to be developed for this. Their claws will do a Small Claw attack.

Nightvision (Lesser): This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. On a starlit night, he can see up to 100'. When indoors, this allows the character to twice as far as the light source normally allows.

CULTURES

<<insert Culture Table here>>

CULTURE TABLE KEY

When a player selects a culture, he is not only making a choice about where his character comes from, but also agreeing that various aspects of the culture have shaped his character's outlook on life, and on the things that he may have learned while growing up.

Each culture entry begins with a short description of the culture itself, to give an idea of the background from which the character originates. The specific sections provide more detail and also aid in shaping the character.

Note: The information provided is meant to be a guide only, not specific requirement. Characters may vary from the information given. The greater the difference from the norm for the culture, the more interesting the character's background is likely to be.

Preferred Locations: This section tells a little bit about the type of area from which the character comes from, and in which he will feel the most comfortable. Characters that grew up in an urban culture will be less comfortable in wilderness settings than those from a rural background. Players can use this to help shape his character's personality.

Clothing, Decoration & Armor: This section gives a general idea of the type of clothing worn by persons from this culture. This can aid in helping the player determine his character's appearance. The most common types of armor are also listed here, and this will help the player in choosing armor that is appropriate to his culture.

Demeanor: This section gives some of the basic attitudes and outlooks found within the culture and is most useful for determining the starting point of the character's personality. The character's personal history will adjust and adapt these attitudes as the character grows.

Available Languages: The Racial Information Table gives the character a number of starting languages. This section lists the languages that may be selected from for those starting languages. The Culture Table gives each additional language ranks that may be spent improving those starting languages, or learning other languages from the list of those available. Refer to the sidebar on page **xx** for more information on the various languages available to players.

Available Weapons: This section details which weapons are most common among people from a specific culture. It is not meant to be a limitation on what weapons may be learned.

ANIAS CULTURES

TARAHIRI CULTURE

Tarahir was a good sized city, filled with all the hustle and bustle that is implied. It was a center of commerce for many different peoples and thus became a melting pot of traditions and cultures. The Tarahiri people retain some of their pride, and their mercantile spirit. They remain cosmopolitan. They remain tolerant (if grudgingly) of other races and religions. Now, the people of Tarahir are resigned to the loss of their city. Infinitely adaptable, they are already planning to make the ruined magician's city a place to rival Tarahir at its height.

CULTURES											
Skills	Anias Cultures					Cyradon Cultures					Rural
	Tarahiri	Skaldi	G'Shul	Mablung	Sithi	Gryphon	Rhona	Desnian	Janieal	Nagazi	
Combat Skills											
Maneuvering in Armor	2	2	1	2	1	0	0	2	1	0	1
Combat Skills*	4	5	5	5	5	2	2	4	3	3	3
General Skills											
Climbing	0	0	1	1	1	0	1	1	0	1	1
Disarm Traps	0	0	0	1	0	0	0	0	0	0	0
Perception	2	1	1	2	2	3	2	1	1	1	2
Pick Locks	0	0	0	1	0	0	0	0	0	0	0
Riding*	0	1	2	0	1	0	1	0	1	0	1
Stalk & Hide	2	1	1	0	3	1	3	1	1	1	2
Swimming	0	1	1	0	1	0	0	1	2	2	1
Magical Skills											
Runes	0	0	0	2	0	1	2	2	1	0	0
Staves & Wands	0	0	0	0	0	0	2	0	1	0	0
Special Skills											
Ambush	0	1	0	0	1	0	0	0	0	0	0
Body Development	1	2	2	3	1	1	1	2	1	1	1
Linguistics**	6	6	8	6	6	6	6	6	6	6	6
Secondary Skills											
Acrobatics	1	0	0	0	0	0	1	1	1	1	0
Crafting*	3	1	0	2	0	1	1	1	3	2	2
Crafting (Herbcraft)	0	1	2	0	2	2	2	0	1	2	1
Crafting (Trading)	2	0	0	0	0	0	0	2	1	2	0
Crafting (Animal Handling)	0	1	2	0	0	0	0	0	0	1	1
First Aid	2	1	0	1	0	1	1	2	1	1	1
Flying	0	0	0	0	0	3	0	0	0	0	0
Gen. Lore (Local Region)	2	1	1	1	1	3	2	2	2	2	1
Navigation	1	2	1	1	1	2	0	0	1	1	2
Tracking	0	1	1	0	2	2	1	0	0	1	2

* - Ranks must be divided among one or more specialties, but not more than can be purchased in a single level.
 ** - Language ranks are in addition to those given in the Racial Stats Table.

Preferred Locations: Those from Tarahiri prefer big cities to any other type of location. They like the protection that the walls give them.

Clothing, Decoration & Armor: Tarahiri apparel runs the gamut from low-born folk draped in rags, to those of noble blood dressed in extravagant fineries. For those involved in the defense of Tarahir, armor normally consists of soft or rigid leather with steel pauldrons or perhaps a metal breastplate.

Demeanor: As varied as the clothing, nearly any disposition or motivation can be found among the citizens of Tarahiri. However, commerce was a big part of the life of those in Tarahiri and therefore negotiation and being able to trade for or buy just about anything is a common attitude.

Available Languages: Tarahiri Common, Empasan, Chanit, Skaldic, Cana, Razhus and Taloc (Gryx only)

Available Weapons: For those who come from Tarahir, their station in life often dictated what weapons they had knowledge of. The basic list of weapons available to members of each social class is as follows:

Lower Class: Daggers and clubs, and occasionally the short sword

Middle Class: Daggers, short swords, maces, and clubs. Those who have served in the military usually have training in a missile weapon like a bow or crossbow and in a pole arm of some type.

Upper Class: Daggers, Swords of any type, maces, morningstars, flails, bows and crossbows.

SKALDI CULTURE

Hailing from the rugged lands north of Tarahir, the Skaldi have a culture that reflects their way of life. Theirs is a wild life, where the Skaldi spend much time in smaller battles between their various clans. The Skaldi culture values bravery and skill in combat.

Preferred Locations: Skaldi prefer to live in small, isolated, villages and hamlets in the hills and valleys of their lands. Many Skaldi communities chose to dwell close to Sithi woodlands, usually in a fertile defensible valley. They are uncomfortable in warmer climes.

Clothing, Decoration & Armor: Coming from the wilderness of the northlands, the Skaldi often wear heavy leathers and furs along with coarse cloths of colors that reflect the darker earth tones. In combat, some wear chain armor in combination with various bits of rigid leather, but various styles of reinforced leather armor are the most common.

Demeanor: Big, broad, white skinned, red cheeked men with long dirty hair, screaming imprecations and fighting like madmen – or so the stories say. This is true enough, up to a point, but like all stereotypes it disguises a wider reality. The Skaldi tend to be a tough, though good-natured, people. The Skaldi tribes tend to be dour and grim and distrusting of strangers. When amongst friends, the Skaldi are relaxed, uncouth and good company.

Available Languages: Skaldic, Cana or Tarahiri Common

Available Weapons: The Skaldi prefer weapons such as broadswords, long swords, spears, daggers and long bows.

G'SHUL CULTURE

Driven out of their homelands far to the east, the Gryx of Anias have adapted to a wandering, nomadic life across the continent. As they spread across Anias, the G'Shul left totem poles dotting the landscape. These totems always face in the direction of their lost ancestral homeland. This is a practice that they plan on continuing on Cyradon.

The Gryx refer to themselves as the G'Shul, or the homeless, and the name of their culture is taken from this as well. Many tribes have become traders over the years, and are often the only connection isolated communities have with the outside world.

Preferred Locations: The G'Shul have no preferred locations, other than their original homeland, the Eastern Steppes, to which they cannot return. They wander from town to town, from forest to forest, all across Anias. They travel all over Anias, often using brightly painted enclosed wagons or tents for shelter during their treks from one place to another.

Clothing, Decoration & Armor: In battle, the G'Shul prefer light leather armor, usually reinforced by small metal plates sewn into the lining (i.e. reinforced leather armor). Everyday G'Shul clothing is simple and consists of sturdy leather trousers, or skirts for the women with a long sleeve shirt, and topped off with a sleeveless leather vest that goes down to mid-thigh. The vests may also be decorated in a variety of ways from adding beads, to enameling designs on the leather. Each vest is unique and reflects something about its wearer.

Demeanor: The G'Shul are a quiet peaceful people and dislike fighting when it is not needed. They tend to not trust any but other G'Shul tribes. The G'Shul refuse to teach any but other G'Shul their language, or how to read their message sticks.

Starting Languages: Taloc, Tarahiri Common, Cana, Chanit, Empasan, Skaldic, Razhus, Mablal

Available Weapons: In battle, most Gryx of this culture prefer using the War Fork, a powerful and deadly weapon in the hands of a trained user. Those of this culture also tend to carry and use daggers and short bows for hunting (and the occasional combat).

MABLUNG CULTURE

The Mablung culture is built upon a rugged ethic that prevails through every aspect of their lives. It stresses hard work and hard play once work is done for the day. This culture also stresses crafting of almost any type, be it smithing or gem working or even just woodcarving. Every person in this culture is trained to perform at least one type of crafting work, and many times more than one, depending upon the ability of the individual.

Preferred Locations: This culture prefers to live close to the materials that they desire to craft. Thus cities, towns and villages located on, in, or under rugged hills or mountains are the norm, especially if there is a vein of precious metals, gemstones, or rare wood near. That is not to say that the Mablung people do not appreciate the open air – they do. It's just that sitting around in the fresh air doing nothing achieves little.

Clothing, Decoration & Armor: Rugged, tough clothing, in somber earth tones are the norm. Bearded males tend to decorate those beards with colorful beads and braids. Individuals with a higher social standing within this society are generally denoted by more ornate decorations and accoutrements. In armor, the Mablung almost always wear chain or variations of heavy leather covered in studs and rings (i.e. reinforced leather).

Demeanor: Being very reserved, this culture does not trust outsiders easily, but once a person has been named as a friend, they are a friend for life, and are often considered to be like family for the one who named them as a friend.

Starting Languages: Mablad, Chanit, Tarahiri Common, Razhus, Empasan

Available Weapons: When going into battle, the Mablung prefer war hammers, battle-axes, spears, short swords, daggers, and crossbows.

SITHI CULTURE

The Sithi culture is built around their Sylvan roots and their life within the forests of the northlands. The Sithi live in small villages and hamlets, or sometimes semi-nomadic tribes that travel through the great forests of the north within limited areas.

Preferred Locations: The Sithi prefer forests, green hills and grey skies – or so the song goes. In truth, while they prefer to make permanent homes in temperate climes, they will happily live anywhere for several years. They are hardy and curious and enjoy the challenges of living somewhere new.

Clothing, Decoration & Armor: Varies, but the Sithi tend to dress in muted earth and forest colors, and wear practical and hard wearing clothing. The Sithi prefer soft and reinforced forms of leather armor when it is needed. While the Sithi do have metalworking skills, those are saved for daggers, and jewelry and such.

Demeanor: The Sithi are often a bit aloof from the affairs of others (other than their Skaldi neighbors). Their aloofness is not because they believe themselves to be superior, but because they have had bad dealings in the past and are wary. Once past their defenses, it can be seen that the Sithi are vibrant people who fully enjoy life.

Starting Languages: Cana, Skaldic, Tarahiri Common, Elu

Available Weapons: For weapons the Sithi normally use spears, javelins, staves, daggers, and bows; both long and short. Swords are rare among the Sithi, a relatively new concept introduced by contact with the Skaldi.

CYRADON CULTURES

GRYPHON CULTURE

Soaring high above the ground is a way of life for those with wings. The culture of the Gryphons reflects their fierce spirit and independent nature. Upon reaching maturity, Gryphons segregate themselves into Prides, based upon their occupation. Each tribe or eyrie has the same Prides as all the others. Each pride represents a niche or set of basic skills within the Gryphon society and is represented by individual Training Packages later in this chapter.

The Prides are as follows:

Garuda – These are the warriors of the Gryphons. They protect the eyrie and hunt game to feed the tribe.

Meeta – The Meeta are the scouts of the Gryphons. They will act as spotters for the Garuda, or be the ones to explore new places more often than not.

Varaghra – These are the Gryphon priests, and animists. They are spiritual leaders of the tribe.

Atriah – The Atriah are the largest Pride among the Gryphons. They are comprised of all those Gryphons who do not fall within one of the other prides. Among the Atriah, females are typically hunters and the males crafters.

Usirae – The Usirae are those Gryphons who are able to use magic.

Preferred Locations: Gryphons make their homes in widely spaced mountain communities called Eyries. The Eyries are extended villages, spread out over several square miles of mountainside or high altitude valley. Gryphons love to sleep under the stars, but they also shelter themselves from prevailing winds and weather. In some places Gryphons sleep in tree houses, if they don't have higher ground nearby.

Clothing, Decoration & Armor: Gryphons do not normally wear clothing. They prefer to wear harness with special straps on which to hang their gear. Most will normally have some sort of pack or pouch attached to this harness. Gryphons will also don flowing robes that do not interfere with their wings for ceremonial purposes. They do wear specially designed armor that doesn't impede their flight when they know that they are going into combat.

Demeanor: The Gryphons are more feline than avian in their approach to life. They are often sarcastic and sardonic. But they are also sensual, affectionate and good company. They are frequent jokers, regaling listeners with witty and clever humor. Beyond the jokes, Gryphons are a serious and a loyal people, capable of great depths of passionate responses to many things. Gryphons make quick and fast friends with people they trust, and such friendships last for life.

Starting Languages: Rukha, Elu, Tylst, Gazial

Available Weapons: In combat, Gryphons normally do not wield weapons; they prefer to use their claws. To this end, they have developed special Talon Tips, which enhance their combat abilities.

Note: Only characters with a natural means of flight, unaided by magic, may select a Gryphon Culture.

RHONA CULTURE

Rhona culture is dominated by the insatiable curiosity, inventiveness, and humor of the Rhona themselves. The Rhona make full use of their surroundings so that it is almost impossible to spot the entrance to Rhona Warrens unless you know exactly what to look for and where. Rhona culture promotes magical study and research as well as ingenuity and humor. They take great pleasure in the magic of life and find it odd if others do not.

Preferred Locations: The Rhona make their warren homes and ceremonial sites in areas of broken hills, small woodlands and rough country as these terrains provide them with more protection. The favored place for a Rhona warren is in a sheltered, defensible valley

Clothing, Decoration & Armor: Rhona prefer tough fabrics that help them blend into their surroundings, as it makes them feel more in tune with their surroundings. When in combat, the Rhona wear leather covered with studs (rigid leather) and

Demeanor: Rhona see themselves as the healers and protectors of nature. They worked hard over the centuries to preserve their mountain homes from the creeping of the Devastation. They are more in tune with their surroundings than just about any other race. They wish nothing more than to see the Devastation healed, and the arrival of the humans and the subsequent events have given them hope that it may be accomplished.

Starting Languages: Tylst, Cana, Elu, Gazial, Rukha

Available Weapons: The Rhona prefer to wield short blades and axes, short bows, and the Gnorish, a short flexible shaft topped with a weighted end.

Note: The Danae of this culture will speak a dialect of Cana as their native tongue. This dialect is close enough to the Sithi language Cana, that they are essentially the same. The only major differences will be in accent and local slang/idiom usage.

DESNIAN CULTURE

Desnia is a very militaristic society. All Arali from Desnia spend time as part of their military, working to better their small nation. Within the rigid confines of their society, the Desnians enjoy a lot of pomp, formality, and pageantry.

Preferred Locations: The Desnian Arali prefer to build their cities and towns near important strategic locations as this will aid them in times of war. They prefer locations that are easily defensible.

Clothing, Decoration & Armor: When not in combat, the Desnian dress in fine clothing of various manufacture. They prefer tunics and vests upon which to show off their military regalia and medals. In combat, the Desnian wear armor comprised of a mixture of light chain mixed with plate armor (i.e. scale).

Demeanor: Arali from Desnia are all almost universally arrogant and condescending. They like to claim to be the chosen children of the first race, the Mithrans. They tend to believe that they are never wrong. They tend to treat everything as some sort of contest or battle, even politics.

Starting Languages: Elu, Rukha, Gazial, Tylst

Available Weapons: The Desnians preferred weapon is the Masuna, a long, thin, slightly curved blade that is wielded one-handed, often used with either a shield or a matching long knife, known as the Masi in the other.

JANIEAL CULTURE

Seeing themselves as a moderating force upon the ambitions of the Desnians, those from Janieal are often more open-minded and less condescending than their Desnian cousins. This means that the Janieal Arali are not as arrogant as their kin, however, they are still arrogant and often have the "we know best" attitude.

Preferred Locations: The Janieal prefer to build their cities upon the eastern slopes of large hills and mountains. This way they can gain the first rays of sunshine as early as possible.

Clothing, Decoration & Armor: Janieal Arali prefer fine fabrics and rich vibrant colors for their clothing. In times of trouble and battle, they clothe themselves in light chain armor. As with the Desnians, Janieal use the Masuna, although very few Janieal wield it with the Masi. Janieal Arali troops also use the Arula, a heavy spear with a leaf shaped head on one end, and sheathed in studded steel at the other.

Demeanor: The Janieal view themselves as the big brother to all the other races. They are slightly condescending and patronizing to the other races, but in a kindly, “we know best” attitude.

Starting Languages: Elu, Rukha, Tylst, Gazial

Available Weapons: The Skaldi prefer weapons such as broadswords, long swords, spears, daggers and long bows.

NAGAZI CULTURE

The Nagazi are a forward-looking culture. They prize education above all. Getting a scholarship to a magical academy or a religious college is one of the easiest methods for a lower class Nagazi to be able to raise their social class. Many lower or middle class Nagazi will often become adventurers just for the opportunity to earn wealth for education in order to raise their social status. This respect for education is so widespread within the Nagazi culture, that they rule themselves through a Regency Council. This Regency Council is made up of nobles, officials, mages, and representatives of every major school, academy, college and university within their nation.

Preferred Locations: The Nagazi prefer to build towns and cities in humid climates, but are not limited to such. Being civilized they can adapt locations to suit their needs

Clothing, Decoration & Armor: As a culture who are rarely idle, Nagazi clothing is comfortable and practical first, decorative later. The Nagazi love jewelry, especially gold and silver jewelry worn as necklaces, earrings armbands and wristbands. The members of each class tend to decorate their "primary tool" - a warrior's spear, an artisan's hammer or a merchant's astrolabe – with intricate designs symbolizing name, family ties and history. For clothing, the Nagazi prefer tunics and leggings, and soft leather boots or shoes. They make fine cloths and materials and create exquisite clothing. In times of battle, they will often augment the natural toughness of their own hide with leather scale armor (i.e. reinforced leather) or light chain.

Demeanor: The Nagazi come across as cosmopolitan, tolerant and generally good-natured. They have wide smiles and long booming laughs. They have a sharp sense of humor and delight in gently ribbing all in their presence. This love of life easily can easily become wrathful violence if they or their loved ones are threatened.

Starting Languages: Gazial, Elu, Rukha, Tylst

Available Weapons: While the Nagazi have their claws as weapons, they prefer to extend their reach using finely curved swords, and bows and spears.

RURAL CULTURE

This generic Rural Culture is given for players to choose from since all of the other cultures given are specific to the main population centers of the other cultures. This generic culture allows for what amounts to a sub-culture of each of the given cultures.

Life is slower in a Rural Culture than it is in an most other cultures. Things move at a slower pace, and there is never as much urgency. Those from a Rural Culture often tend to live life at a slower pace than those from other cultures.

Preferred Locations: The Rural Culture can be almost anywhere. It is most often located outside of urban areas, as a provider of food stuffs for the larger cities, and further away, usually along routes to and from other destinations.

Clothing, Decoration & Armor: The majority of clothing will be of a sturdy nature, suitable for the work to be performed. Colors will often be darker, and more nature oriented. Jewelry will be uncommon, and would only be worn during holidays.

Demeanor: Rural Cultures tend to keep to themselves. Once they get to know a person, they will often be friendlier, but that person is still an outsider. The larger the town or village that has the Rural Culture, the less prevalent this attitude will be.

Available Languages: Learning languages other than the native tongue, and perhaps a trade language is unusual. The languages available will be determined by the character's race and the nearest large culture.

Available Weapons: Spears, quarterstaff, bows, hand axe, daggers, and the occasional mace or short sword.

5 – PROFESSIONS AND STATS

PROFESSIONS

Each profession has two stats upon which many of their skills and abilities are based. These two stats are noted as Prime Requisites under the profession descriptions in this section. When assigning your stats, you will often want your highest stats in your prime requisites. In many cases, depending upon the method of stat generation (see page **xx**), those stats will have a value of “90”.

Below is a description of the available professions. We have separated them into groups based on whether or not they are spell users and what type of spell user they are. These classifications (Non, Semi, & Pure) are used in determining certain aspects such as what Professional Level Bonuses they receive and/or the level to which they may learn spell lists and which lists they may actually learn (refer to Chapter 9 on Cosmology & Magic, page **xx**, for more information).

NON SPELL USERS

A Non Spell User is a character who is associated with a specific realm of magic, but does not have any Base Spell Lists. The realm associate is what signifies which Open Spell Lists a Non Spell User may learn. The selection of a Non Spell User’s realm is done at the time of character creation and cannot be changed afterwards.

FIGHTER

Fighters are the primary arms specialists. Fighters will find it easy to develop a variety of different weapons and to wear heavier types of armor. They are less skilled in maneuvering and manipulating mechanical devices such as locks and traps (though they are still superior in those areas to spell users) and have the greatest difficulty in learning anything connected with spells. A Fighter is not a spell-user by profession and must select a Realm of magic. They are unlikely to be ever particularly skilled at spell casting.

Prime requisites: Constitution and Strength.

THIEF

Thieves are specialists at stealth and subtlety. They have the easiest time learning mechanical skills such as picking locks and disarming traps and are fairly good at picking up weapons skills. Thieves are also unusually adept at Stalking and Hiding, Climbing and Perception. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities. A Thief has not a spell-user by profession and must select a Realm of magic. They are unlikely to be ever particularly skilled at spell casting.

Prime requisites: Quickness and Agility.

ROGUE

Rogues have some expertise with thieflly abilities, and a specialized knowledge of weapons. They are usually as good as a Fighter in their prime weapon of choice, and have a similar range, if not ability, of skills to a Thief. Further, they have the best capacity in magics from the realm of Arms, although they are unlikely to be skilled in this area. They do not have an innate realm and must select one. They are unlikely to be ever particularly skilled at spell casting. They rarely wear heavy armor, although armor does not especially harm the exercising of their professional abilities.

Prime requisites: Strength and Agility.

WARRIOR MONK

Warrior Monks are experts at maneuvering and martial arts. Although a Warrior Monk learns various weapons, they are not as skilled at them as other characters in the realm of Arms and prefer to use their unarmed abilities. They do not have an innate realm of magic and like other non spell users must select one. They rarely wear heavy armor, as it restricts their maneuvers.

It is recommended that all Warrior Monks belong to a specific Monastic Order

Prime requisites: Quickness and Self Discipline.

PURE SPELL USERS

Each of the following Pure Spell Users is associated with a single realm of magic. When a player selects one of these professions he must also select a specific Religious Order (if he is a Priest), or a Magical Tradition if he is a Mage or Mentat. The order/tradition selected provides the character with a Folio (“a group”) of spell lists from which he may select his Base Lists. Base Lists are the primary spell lists of the character, and they may be learned to a higher level than any other spell lists.

Chapter 9 & 10 provide more information on Religious Order, and Magical Traditions. However, we will also present you with some default Folios for the Pure Spell Users who do not wish to belong to a specific Magical Tradition or Religious Order.

PRIEST

A Priest is a Pure spell user from the realm of Channeling who has concentrated on spells that require the most direct power from deities. Priests must belong to a specific Religious Order and his spell lists are more directly related to the Spheres of Influence associated with his deity.

A Priest selects his 8 Base Spell Lists from the 15 lists in the Folio for his order and from the Open and Closed Channeling spell lists. Any list from his Folio that is not selected as a Base List, is treated as if it were an Open List for that priest.

Below is a Generic Priest Folio that may be used for those who do not wish to select one of the Religious Orders from Chapter 9.

<<insert Default Priest lists>>

Prime Requisites: Intuition and Memory

GENERIC PRIEST BASE SPELL LIST FOLIO	
Spell List	List Type
Animal Mastery	Chan. Base
Channels	Chan. Base
Communal Ways	Chan. Base
Herb Mastery	Chan. Base
Holy Symbol	Chan. Base
Major Healing	Chan. Base
Nature's Forms	Chan. Base
Nature's Guises	Chan. Base
Nature's Movement	Chan. Base
Nature's Protection	Chan. Base
Plant Master	Chan. Base
Protections	Chan. Base
Repulsions	Chan. Base
Stone Mastery	Chan. Base
Summons	Chan. Base

MAGE

The Mage is a Pure spell user from the realm of Essence. Studious, dedicated to understanding the forces of nature, a Mage is excellent at empirical studies and magic, but extremely poor at physical activities. Mages must belong to a specific Magical Tradition. This will determine the Folio from which he may select his Base Spell Lists.

Mages must select their 8 Base Lists from the Folio for their Magical Tradition, and/or from the Open and Closed Essence spell lists to be his Base Spell Lists. Any Folio lists not selected as a Base Spell List is treated as if it were an Open List for the Mage.

Below is a Generic Mage Folio for those who do not wish to belong to a specific Magical Tradition from Chapter 10.

GENERIC MAGE BASE SPELL LIST FOLIO	
Spell List	List Type
Air Law	Ess. Base
Dark Law	Ess. Base
Earth Law	Ess. Base
Fire Law	Ess. Base
Flesh Destruction	Ess. Base
Gase Destruction	Ess. Base
Ice Law	Ess. Base
Illusion Mastery	Ess. Base
Light Law	Ess. Base
Magestaff	Ess. Base
Mind Destruction	Ess. Base
Mirages	Ess. Base
Solid Destruction	Ess. Base
Water Law	Ess. Base
Wind Law	Ess. Base

<<insert Default Mage lists>>

Prime Requisites: Empathy and Reasoning

MENTAT

The Mentat is a Pure spell user from the realm of Mentalism. Explorers of the mind and mental states, a Mentat has average abilities in other areas. Mentats must belong to a specific Magical Tradition. This will determine the Folio from which he may select his Base Spell Lists.

Mentats must select their 8 Base Lists from the Folio for their Magical Tradition, and/or from the Open and Closed Mentalism spell lists to be his Base Spell Lists. Any Folio lists not selected as a Base Spell List is treated as if it were an Open List for the Mentat.

Below is a Generic Mentat Folio for those who do not wish to belong to a specific Magical Tradition from Chapter 10.

GENERIC MENTAT BASE SPELL LIST FOLIO	
Spell List	List Type
Air Mastery	Ment. Base
Confusing Ways	Ment. Base
Crystal Ways	Ment. Base
Healing	Ment. Base
Hiding	Ment. Base
Mind Attack	Ment. Base
Mind Control	Ment. Base
Mind Merge	Ment. Base
Mind Speech	Ment. Base
Mystical Change	Ment. Base
Past Visions	Ment. Base
Presence	Ment. Base
Sense Control	Ment. Base
True Perception	Ment. Base
True Sight	Ment. Base

<<insert Default Mentat lists>>

Prime Requisites: Presence and Self Discipline

SEMI SPELL USERS

Semi Spell Users are between the extremes of Pure Spell Users and Non Spell Users. Each Semi Spell User is automatically tied to a specific realm of magic, and each has a specific group of Base Lists associated with it.

A Semi Spell User has 6 Base Spell Lists in total. Chapter 10, Magic, lists the limitations that Semi Spell Users have in acquiring Open or Closed Spell Lists from their realm.

Each of the Professions given below have a default set of Base Spell Lists, and they may then select one (or two, in the case of the Champion) additional spell lists to bring their total up to 6. The default lists are used only if the player selects one of these professions, but does not wish to be associated with one of the religious or other organizations available. If the player elects to have his character be associated with that order/organization, then he will use the Spell List selection granted by that choice rather than the defaults listed below. Please note that the Bard is not associated with any specific orders or organizations so has only the default spell lists.

CHAMPION

The Champion is a semi-spell user of the realm of Channeling. He is a holy warrior, dedicated to supporting his church and the clerical hierarchy of his religion. All Champions have a 'code of conduct' of some sort; a Paladin is an example of a Champion. It is up to the GM and the Player to determine the 'code of conduct' for each Champion.

DEFAULT CHAMPION BASE SPELL LISTS	
Spell List	List Type
Faith's Shield	Chan. Base
Faith's Weapon	Chan. Base
Holy Infusions	Chan. Base
Succor	Chan. Base
Choose 2 more Base Lists from:	
All Open Channeling Lists	
All Closed Channeling Lists	
Any GM-designated lists based on the deity worshipped.	

<<insert Default Champion lists>>

Prime requisites: Intuition and Strength

ELEMENTAL WARRIOR

The Elemental Warrior is a semi-spell user of the realm of Essence. He is often called a warrior mage. The Elemental Warrior focuses on spells that enhance their defenses and combat skills. They specialize in a single element, and many of their spells will utilize visual effects that are based upon the selected element.

DEFAULT ELEMENTAL WARRIOR BASE SPELL LISTS	
Spell List	List Type
Warrior's Bridge	Ess. Base
Warrior's Element	Ess. Base
Warrior's Essence	Ess. Base
Warrior's Shield	Ess. Base
Warrior's Way	Ess. Base
Choose 1 more Base List from:	
All Open Essence Lists	
All Closed Essence Lists	

<<insert Default Elemental Warrior lists>>

Prime requisites: Empathy and Agility

VENTURER

The Venturer is a semi-spell user from the realm of Mentalism. He uses the powers of his mind to enhance his own abilities and to aid in clouding and/or controlling the minds of others. While many of his abilities are like those of the Mentalist, they are not as powerful.

DEFAULT VENTURER BASE SPELL LISTS	
Spell List	List Type
Body	Ment. Base
Combat	Ment. Base
Control	Ment. Base
Healing	Ment. Base
Sensing	Ment. Base
Choose 1 more Base List from:	
All Open Mentalism Lists	
All Closed Mentalism Lists	

<<insert Default Venturer lists>>

Prime requisites: Presence and Self-Discipline

RANGER

Rangers are semi-spell users that combine Channeling with skill at arms. Specialists in the outdoors and hunting, their skills and spells deal with those environs. Their magical realm means that they usually do not wear heavy armor.

DEFAULT RANGER BASE SPELL LISTS	
Choose 6 Base Lists from the following:	
Spell List	List Type
Animal Mastery	Chan. Base
Combat	Ment. Base
Creations	Closed Chan.
Inner Walls	Chan. Base
Locating Ways	Chan. Base
Lore	Closed Chan.
Moving Ways	Chan. Base
Nature's Guises	Chan. Base
Nature's Protections	Chan. Base
Nature's Way	Chan. Base
Path Mastery	Chan. Base
Succor	Chan. Base

<<insert Default Ranger lists>>

Prime requisites: Intuition and Constitution.

BARD

Bards are semi-spell users that combine Mentalism with a skill at arms. Their base spell lists deal with lore, sound and item use. Bards have excellent knowledge and social skills, and rarely wear head armor as this affects both their spells and those abilities.

DEFAULT BARD BASE SPELL LISTS	
Spell List	List Type
Controlling Songs	Ment. Base
Item Lore	Ment. Base
Lores	Ment. Base
Sound Control	Ment. Base
Sound Projection	Ment. Base
Choose 1 more Base List from:	
All Open Mentalism Lists	
All Closed Mentalism Lists	

<<insert Default Bard lists>>

Prime requisites: Presence and Memory.

PROFESSIONAL LEVEL BONUSES

One of the benefits to belonging to a specific profession is that doing so provides the character with specific training that enhances the character's general performance with certain skills or groups of skills.

This is reflected in a special bonus towards those skills that is received each level.

Example: Fighters receive a +3 per level to all Weapon Skills. This means that a fifth level fighter has a special +15 (+3/lvl x 5th lvl) that is applied to any weapon skill that he tries to use. When the Fighter goes up to sixth level, this special bonus gets another +3 becoming a +18 in total.

Each profession receives a level bonus to either Weapon Skills or Spell Lists each level, or both in some cases. Many of the professions also contain additional level bonuses, either to specific skills, to skills of the player's choosing. If a profession is given a choice on where to put a level bonus, then there are 2 guidelines to be followed.

First, the level bonus is applied to individual instances of skills, not to groups of skills (i.e. to a single spell list, not all spell lists). Second, the level bonus may not be applied to any other skill that already receives a level bonus, nor may it be applied to any skill within the Special Category.

Fighter: +3/lvl to all Weapon Skills; +1/lvl to 2 additional skills of the player's choice.

Thief: +2/lvl to Disarm Traps, Pick Locks, Stalk & Hide, Streetwise and Trickery; +1/lvl to all Weapon Skills; +1/lvl to 2 additional skills of the player's choice.

Rogue: +2/lvl to all Weapon Skills; +1/lvl to 3 additional skills of the player's choice.

Warrior Monk: +3/lvl to all Martial Arts skills; +1/lvl to all other Weapon Skills; +2/lvl to Adrenal Moves & Meditation; +1/lvl to 1 additional skill of the player's choice.

Priest: +2/lvl to all known Spell Lists; +1/lvl to 3 additional skills of the player's choice.

Mage: +2/lvl to all known Spell Lists; +2/lvl to Directed Spell Styles; +1/lvl to 1 additional skill of the player's choice.

Mentat: +2/lvl to all known Spell Lists; +1/lvl to 3 additional skills of the player's choice.

Champion: +1/lvl to all Weapon Skills; +1/lvl to all known Spell Lists; +1/lvl to 3 additional skills of the player's choice.

Elemental Warrior: +1/lvl to all Weapon Skills; +1/lvl to all known Spell Lists; +1/lvl to Directed Spell Styles; +1/lvl to 2 additional skills of the player's choice.

Venturer: +1/lvl to all Weapon Skills; +1/lvl to all known Spell Lists; +1/lvl to 3 additional skills of the player's choice.

Ranger: +1/lvl to all Weapon Skills; +1/lvl to all known Spell Lists; +1/lvl to Stalk & Hide, Foraging, Navigation, and Tracking; +1/lvl to 2 additional skills of the player's choice.

Bard: +1/lvl to all Weapon Skills; +1/lvl to all known Spell Lists; +1/lvl to Acting, Music, and Singing; +1/lvl to 2 additional skills of the player's choice.

GENERATING STATS

There are ten Stats in total, four of which are primarily physical (Constitution, Agility, Strength, Quickness), four of which are mental (Memory, Reasoning, Intuition, Empathy) and two which combine aspects of both (Self Discipline, Presence).

The Stats are divided into two groups. The names of the two groups have a meaning in the original Rolemaster rules that does not apply in RMC Cyradon. However, to retain consistency between the original rules and these, we shall retain the names of the 2 groups. This will help to reduce confusion should you ever move to Rolemaster Classic, and also because the Array method of stat generation utilizes the two groups as they are currently defined.

The Primary Stats are Strength, Quickness, Presence, Intuition, and Empathy. The Development Stats are Constitution, Agility, Self Discipline, Memory, and Reasoning.

DEVELOPMENT STATS

Constitution (Co) - General health and well being, resistance to disease, and the ability to absorb physical damage are all reflected in a character's Constitution, also referred to as: health, stamina, endurance, physical resistance, physique, damage resistance, etc.

Agility (Ag) - Manual dexterity, grace and litheness are the prime components of this characteristic, also referred to as: dexterity, deftness, grace, manual skill, adroitness, maneuverability, stealth, dodging ability, litheness, etc.

Self Discipline (SD) - The control of the mind over the body, the ability to stay focused or push harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual, also referred to as: will, alignment, faith, mental strength or power, concentration, self-control, determination, zeal, etc.

Memory (Me) - The ability to retain what has previously been encountered and learned. Also referred to as: information capacity, mental capacity, recall, retention, recognition, etc.

Reasoning (Re) - Similar to intelligence: the ability to absorb, comprehend, and categorize data for future use, It also reflects the ability to take available information and draw logical conclusions, also referred to as: intelligence, learning ability, study ability, analysis rating, mental quickness, logic, deductive capacity, wit, judgment, I.Q., etc.

PRIMARY STATS

Strength (St) - Not just brute musculature, but the ability to use existing muscles to the greatest advantage, also referred to as: power, might, force, conditioning, physique, etc.

Quickness (Qu) - Essentially a measure of speed, reflexes and conscious reaction time, this stat is often lumped with several others as dexterity, also referred to as: speed, reaction time, readiness, reflexes, etc.

Presence (Pr) - Control of one's own mind, Courage, Bearing, Self Esteem, Charisma, and the ability to project these to affect or control others are the principal elements of a character's presence, also referred to as: leadership, moral, psychic ability, vanity, perceived power, bardic voice, charisma, etc.

Intuition (In) - A combination of luck, genius, precognition, ESP, and the favor of the gods is embodied in this stat, also referred to as: sixth sense, "gut" feeling, wisdom, luck, talent, reactive ability (mental), guessing ability, psychic ability, insight, clairvoyance, inspiration, perception, presentiment, etc.

Empathy (Em) - Is the ability to perceive the emotional states of others and also the capacity to form emotional attachments to persons, places or things. The relationship of the character to all pervading force that is common to all things natural and is the basis of most things supernatural, also referred to as: emotional capacity, sensitivity, judgment, alignment, mana, magical prowess, etc.

STAT GENERATION

There are two methods to select from for generating your Temporary Stat values; the Random and Array methods.

Random – Allowing for random generation with a standard distribution, character Stats would be determined from the sum of 40 + a 6d10 die roll for each individual stat. The player generates 10 numbers in this fashion, and then places them for his Temporary Stat values as he sees fit.

When using this method, the character is allowed to exchange the two lowest stat values with 90s. However, if he does exchange these stats, then these 90s **must** then be placed in stats that are listed as the "prime requisites" for his chosen profession.

Once the stats have been placed, the player should then use the Potential Stats Table to determine the Potential Stat for each of his Temporary Stats.

Potential Stats Table	
Temporary Stat	Potential Modifier*
40-59	+21
60-74	+18
75-79	+15
80-84	+12
85-89	+7
90-94	+5
95-97	+3
98-99	+2
100	+1

* = This modifier is added to the Temporary Stat to determine the actual Potential Stat

<<insert Potential Stat Table Here >>

Once he has determined his Potential Stats, the player should then use the Master Stat Table, see below, to determine his Stat Bonuses.

Array – ICE recommends that Stats are assigned from an array. The following array is used for each stat Group, and the array consists of 5 numbers, with 5 additional numbers in parenthesis next to them. The 5 main numbers are the Temporary Stats, and the accompanying number in parenthesis is the Potential Stat that goes along with the Temporary. The array is as follows: 90 (95), 80 (92), 75 (90), 75 (90), and 70 (88)

The Temporary "90" is **required** to be assigned to the "prime requisites" for the profession. Every profession has at least 2 prime requisites, one in the Primary Stats and one in the Development Stats. Assign the remaining four values however you wish. The Stat bonuses for the Temporary values can be determined from the Master Stat Table.

MASTER STAT TABLE		
1-100 Stat	Bonus	PP per Level
102+	+35	4
101	+30	3
100	+25	3
98-99	+20	2
95-97	+15	2
90-94	+10	1
85-89	+5	1
75-84	+5	1
25-74	0	0
15-24	-5	0
10-14	-5	0
5-9	-10	0
3-4	-15	0
2	-20	0
1	-25	0

<<insert Master Stat Table Here >>

DEVELOPMENT POINTS

A first level character is created using 80 Development Points (DPs); 40 for the Adolescent level and 40 for the Apprenticeship level. When a player finishes his character’s Adolescence development, the character is considered to be Level 0 (zero). When the player finishes his character’s Apprenticeship development he is considered to be first level.

When going up a level, the character must spend all 40 of his Development Points. Any point that are not spent are lost, they may not be saved for later levels.

These Development Points may be spent upon 3 different things; Skills, Training Packages, and Gifts. Before spending any Development Points on individual skills, the player should look over the Training Packages and Gifts to see if any of them fit your character concept.

More information on skills can be found in Chapter 6, page **xx**. More information on Training Packages can be found in the latter half of Chapter 7, page **xx**. More information on Gifts can be found in Chapter 7, page **xx**.

ADDITIONAL STATS

There are two additional stats that are derived from the other stats that need to be figured. They are the character’s Power Points and his Base Movement Rate. Each is covered in more detail below.

POWER POINTS

Although technically not a stat, now would be the time to also determine how many Power Points your character has. Power Points are what are used to cast spells. The level of the spell equals the Power Point cost of the spell.

All characters have Power Points, even those who do not have Base Spell Lists. Non-Spell Users must select a Realm of magic to be associated with. The Realms are Channeling, Essence and Mentalism.

Each realm also has a specific stat associated with it. For Channeling, the associated stat is Intuition. For Essence, the associated stat is Empathy, and for Mentalism, the associated stat is Presence.

Characters will start first level off having a number of Power Points (PP) equal to:

$$10 + (\text{Realm Stat Bonus}/10 \text{ (rounded up)}) + \text{Level Based PP}$$

Level Based PP are determined by cross referencing the character's Temporary Stat value for his Realm on the Master Stat Table to determine the number of Power Points that the character receives each level (the "PP per Level" column). The result is multiplied against the character's level to determine the total number of Level Based PP.

STRIDE/WINGSPAN MODIFICATIONS			
Height	Gryphon	Wingspan	Movement Mod.
7'10" - 8'3"	6'4" - 6'9"	12'7" - 13'6"	+20
7'4" - 7'9"	5'10" - 6'3"	11'7" - 12'6"	+15
6'10" - 7'3"	5'4" - 5'9"	10'7" - 11'6"	+10
6'4" - 6'9"	4'10" - 5'3"	9'7" - 10'6"	+5
5'10" - 6'3"	4'4" - 4'9"	8'7" - 9'6"	0
5'4" - 5'9"	3'10" - 4'3"	7'7" - 8'6"	-5
4'10" - 5'3"	3'4" - 3'9"	6'7" - 7'6"	-10
4'4" - 4'9"	2'10" - 3'3"	5'7" - 6'6"	-15
3'10" - 4'3"	2'4" - 2'9"	4'7" - 5'6"	-20
3'4" - 3'9"	1'10" - 2'3"	3'7" - 4'6"	-25
2'10" - 3'3"	—	2'7" - 3'6"	-30
2'4" - 2'9"	—	1'7" - 2'6"	-35
1'10" - 2'3"	—	1" - 1'6"	-40

<<insert Stride Modification table >>

BASE MOVEMENT RATE

The Base Movement Rate (BMR) is 50' per round plus the character's Quickness modifier plus a modifier based on his Stride (i.e. his Height). To determine the Stride modifier, look up the character's height using the Height column on the Stride/Wingspan Modifications table, Gryphons will use the Gryphon column instead of the Height column. Then the number found in the Movement Mod. column is used as the Stride Modifier to a character's Base Movement Rate.

When heavily encumbered the Base Movement Rate of the character can be reduced. Refer to the rules on Encumbrance on page **xx** for more information.

Gryphons – When figuring the Base Movement Rate for Gryphons do not use the Height column from the Stride/Wingspan Modifications table, use the Gryphon column.

BASE FLIGHT RATE

Gryphons and other characters with wings will have a Base Flight Rate that works much like a character's Base Movement Rate. To determine a character's Base Flight Rate, you add the character's Quickness modifier and the Movement Mod. based on the character's wingspan from the Stride/Wingspan Modifications table to a base of 75' per round.

A character's wingspan is usually about twice his height. Refer to the description of the Gift, Winged Flight, on page **xx** for more information on some of some of the factors involving flying.

RESISTANCE ROLL MODIFIERS

The Racial Stats table gives racial modifiers for 5 different types of Resistance Rolls (RRs), one for each realm of magic, one for Poison, and one for Disease. There is a sixth type, Fear, which is not listed on the table because all races are affected by it equally.

Each of the character's RR Modifiers is comprised of the racial modifier for the RR type and the total stat bonus of a stat that is related to that type of RR. Here are the main six:

Essence – The RR Modifier consists of the character's racial modifier plus the character's total Empathy stat bonus.

Channeling – The RR Modifier consists of the character's racial modifier plus the character's total Intuition stat bonus.

Mentalism – The RR Modifier consists of the character’s racial modifier plus the character’s total Presence stat bonus.

Poison – The RR Modifier consists of the character’s racial modifier plus the character’s total Constitution stat bonus.

Disease – The RR Modifier consists of the character’s racial modifier plus the character’s total Constitution stat bonus.

Fear – The RR Modifier consists of the character’s racial modifier plus the character’s total Self Discipline stat bonus.

While these six types of Resistance Rolls are the most common ones that will be encountered, there is always the possibility of others that require a different stat bonus or the average of two or more stat bonuses.

In cases where such is required, the GM will let the player know what stat(s) are involved.

For more information on Resistance Rolls in general, refer to pages **xx** and **xx**.

6 – SKILLS

LEARNING SKILLS

As mentioned previously, characters spend Development Points (DPs) to learn skills. They do this by purchasing “skill ranks” in each skill. The cost of each skill is based upon the profession of the character, and certain professions will be able to purchase more ranks in a skill each level than other professions will be able to.

SKILL COSTS

There are three types of skill costs to be found on the Skill Cost Table. They are as follows:

- # - **Number**. This means that the character may only purchase 1 skill rank in that skill each level. Each skill rank costs a number of DPs equal to the number.
- #/# - **Number-slash-number**. The character is allowed to purchase 2 ranks in this skill each level. The first rank costs a number of DPs equal to the first number (before the slash), the second rank costs a number of DPs equal to the number after the slash.
- #/* - **Number-slash-asterisk**. This type of cost means that the character may purchase more than 2 ranks each level, and that all ranks cost the same number of DPs. This type of cost may have restrictions that limit how many ranks may be purchased based on the actual skill it is used for.

The Skill Cost Table and the Combat Skill Cost table show the costs for each of the skills for each profession. Before purchasing any skills, consider the background, personality, motivation, habits and quirks of your character. The clearer the image of your character is in your mind, the easier it will be to select appropriate skills for your character.

SKILL COSTS														
Skills	Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard	
Combat Skills*														
Maneuvering in Armor	Ag/St	3/*	4/*	3/*	11/*	7/*	11/*	7/*	5/*	6/*	4/*	4/*	4/*	
Weapon Skills**	varies	*	*	*	*	*	*	*	*	*	*	*	*	
General Skills														
Climbing	Ag	3/7	2/5	3/7	3/7	5	7	5	3/8	3/9	3/7	2/4	3/9	
Disarm Traps	In/Ag	3/8	1/3	2/5	3/9	8	7	7	6	8	4	4	4	
Perception	In/Re	2/5	1/3	1/3	2/5	3	3	3	2/7	2/7	2/6	1/5	2/7	
Pick Locks	In/Ag	3/9	1/3	2/6	3/9	8	8	8	8	8	4	4	4	
Riding**	Em/Ag	2/6	2/6	2/5	2/7	3	3	2	1/5	2/6	2/6	2/5	2/6	
Stalk & Hide	Ag/SD	2/5	1/3	1/3	2/4	5	5	5	3/7	2/7	2/6	1/4	2/7	
Swimming	Ag	2/6	1/3	2/5	1/5	3	3	3	2/6	2/6	2/6	2/4	2/6	
Magical Skills														
Directed Spell Style**	Ag	6/12	6/12	6/12	6/12	3/8	2/6	2/6	6/12	3/6	6/12	6/12	6/12	
Runes	Em/In	7	6	6	6	2/6	1/4	2/5	4	3	4	5	5	
Spell List Acquisition**	varies	20	10	8	10	2/*	2/*	2/*	4/*	4/*	4/*	4/*	4/*	
Staves & Wands	Em/In	9	7	8	9	2/6	1/4	2/5	6	5	6	6	6	
Special Skills														
Adrenal Moves**	Pr/SD	2/6	2/6	2/6	1/3	5	6	6	2/7	2/7	2/6	2/7	2/7	
Ambush	—	3/8	1/3	2/5	3/9	8	8	9	9	6	3	3/8	6	
Body Development	Co	1/3	3/7	2/5	2/7	5	8	6	2/7	2/7	2/7	2/7	3/8	
Linguistics**	—	3/*	3/*	3/*	3/*	2/*	2/*	2/*	3/*	3/*	3/*	3/*	1/*	
Secondary Skills														
Acrobatics	Ag/Qu	2/5	1/3	1/4	1/3	2/7	3	3/7	2/6	2/6	2/4	2/6	2/6	
Acting	Pr/Em	2/6	2/5	1/3	2/5	2/7	3/6	2/6	2/6	2/6	2/6	2/6	1/5	
Crafting**	Ag/Em	2/6	2/6	2/6	3/5	3	3	3	2/6	2/6	2/6	2/6	2/6	
Diplomacy	Pr/In	3/6	3/6	2/6	2/6	2/6	2/5	2/4	2/5	2/6	2/5	2/5	1/4	
Duping	Pr/Em	2/6	1/4	1/5	3/6	3/6	3/6	3/5	3/6	2/6	2/5	2/7	1/5	
First Aid	SD/Em	2/6	2/6	2/6	2/6	1/4	2/6	2/6	2/4	2/4	2/4	1/4	2/6	
Foraging	In/Me	2/6	2/6	2/5	2/6	2/5	2/6	2/6	2/5	2/6	2/5	1/3	2/6	
Flying	Ag/Co	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	3/6	
Frenzy	Em/SD	2/6	2/6	2/6	2/5	3	5	2/4	2/6	2/6	2/6	2/6	2/6	
Lore: General**	Me/Re	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/2	
Lore: Magical**	Me/Re	6	5	4	6	2/5	1/4	2/4	2/4	2/4	2/4	3/6	1/4	
Lore: Obscure**	Me/Re	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/4	
Meditation	Pr/SD	3/7	3/6	3/6	2/4	1/3	2/6	1/4	2/5	2/6	1/3	2/4	2/4	
Music	Ag/Em	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/2	
Navigation	Re/In	2/6	2/6	2/5	2/6	2/4	2/6	2/6	2/5	2/6	2/4	1/3	2/6	
Singing	Pr/In	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	1/2	
Streetwise	In/Pr	2/4	1/2	1/3	3/6	3	3	3	2/6	2/6	2/6	3/6	2/4	
Tracking	In/Re	1/4	1/3	1/4	1/3	2/7	3	3	2/4	2/4	2/4	1/3	2/6	
Trading	Re/Em	3/6	2/4	2/4	3/5	2/6	3/5	3/5	2/4	2/4	2/4	3/5	2/4	
Trickery	Pr/Qu	2/6	1/2	1/3	1/4	3	3	3	2/6	2/4	2/6	2/5	2/4	
Prime Requisites		Co/St	Qu/Ag	St/Ag	Qu/SD	In/Me	Em/Re	SD/Pr	In/St	Em/Ag	Pr/SD	In/Co	Pr/Me	

* - Refer to the Combat Skill Cost table for more information regarding the costs of specific weapon skills and styles.
** - Must be specialized into individual, specific skills, such as 1 weapon style/skill, spell list, lore, or language

<<Insert SkillCosts.xls table>>

SKILL RANK BONUSES

During the course of play, the Game Master (GM) will, at some point or another, ask you to make a Maneuver Roll. When the Maneuver Roll involves a skill, you will add the *Total Skill Bonus* for that skill to your roll to determine success or failure.

Your Total Skill Bonus is determined by several factors, including the stat bonuses for the skill, any special bonuses from quality or magical equipment, and your *Skill Rank Bonus*.

Your Skill Rank Bonus is determined by how many skill ranks you have in a given skill. If you have no skill ranks, then your skill rank bonus is a -25. If you have 1 skill rank, your skill rank bonus is +5. The bonus you receive for each rank will change based upon the number of ranks you know. Ranks 11 through 20 give +2 per rank to your Skill Rank Bonus. Ranks 21 through 30 give a +1 bonus per rank to your Skill Rank Bonus. You gain a +0.5 to your Skill Rank Bonus for every rank above 30. For Skill Rank Bonuses, you always round down to the nearest whole number.

The *Skill Bonus By Rank* table shows you what your Skill Rank Bonus will be based on the number of ranks you have in the skill.

<<Insert Skill Bonus By Rank table>>

SKILL BONUS BY RANK			
Rank	Bonus	Rank	Bonus
0	-25	16	+62
1	+5	17	+64
2	+10	18	+66
3	+15	19	+68
4	+20	20	+70
5	+25	21	+71
6	+30	22	+72
7	+35	23	+73
8	+40	24	+74
9	+45	25	+75
10	+50	26	+76
11	+52	27	+77
12	+54	28	+78
13	+56	29	+79
14	+58	30	+80
15	+60	+1 Rank	+0.5

SKILL DESCRIPTIONS

There is a relatively varied selection skills that a character may chose to develop in Rolemaster Cyradon. These skills are listed below in alphabetical order.

Applicable Stat Bonuses are listed in square brackets after the skill's name in the skill list below, followed by the maneuver type. Thus the format is Skill Name [Stat1/Stat2] (Maneuver Type)

If more than one stat is given, then average the bonuses before adding the bonus to the skill. (So for two stat skills add the two stat bonuses and divide by two, for three stat skills add all three bonuses and divide by three; in all cases, rounding up to the nearest whole number.) Those skills with no stats will list [—/—] for its stats section.

The “maneuver type” determines the basic resolution method of the skill. “MM” means the skill gives a bonus to a Moving Maneuver, and is resolved using the rules in Section 2, Chapter 1 on page **xx**. “SM” means the skill gives a bonus to a static maneuver, and is resolved using the rules in Section 2, Chapter 1 on page **xx**. “SP” means the skill is a special skill, and is resolved using the rules given in the skill's description. “OB” means the skill gives a bonus in attacking in combat and is resolved using combat rules in Section 2, Chapter 2 on page **xx**.

ACROBATICS [AG/Qu] (MM)

This skill provides a bonus for performing horizontal dives, rolling, vaulting, swinging on objects, jumping and other gymnastic maneuvers.

This skill can also aid in reducing damage from falls. If the character makes a successful maneuver he may subtract 2' per rank in this skill from any and all falls.

The following table indicates the average jumping/leaping distances of a character based upon his height (or body length in the case of Gryphons).

JUMPING TABLE			
Difficulty	Broad Jump		Pole Vaulting
	Running	Standing	High x Wide
Routine	Ht x 1.0	Ht x 0.5	4' x 4'
Easy	Ht x 1.5	Ht x 0.7	6' x 6'
Light	Ht x 2.0	Ht x 0.9	8' x 8'
Medium	Ht x 2.5	Ht x 1.1	10' x 10'
Hard	Ht x 3.0	Ht x 1.5	15' x 15'
Very Hard	Ht x 3.5	Ht x 2.0	20' x 20'
Extremely Hard	Ht x 4.0	Ht x 2.5	30' x 30'
Sheer Folly	Ht x 4.5	Ht x 3.0	40' x 40'
Absurd	Ht x 5.0	Ht x 3.5	50' x 50'

Ht = Character's height or body length if he is a Gryphon.

<<insert Jumping Table Here>>

ACTING [PR/EM] (SM)

Provides a bonus for simulating the behavior of others, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others, or to take part in a staged performance.

ADRENAL MOVES [PR/SD] (VARIES)

These skills relate to the development of the art of superhuman effort. Each of the sub-skills listed below must be developed separately.

Using “concentration” and self discipline, the character skilled in Adrenal Moves must prepare the round before he will use one of these skills. During the round prior to the one in which he wishes to use an Adrenal Move, the character must devote 20% of his activity to preparing. At the end of this preparation, the player rolls to see whether or not the character succeeded in the maneuver. If he did, then the effects are applied in the following round.

Adrenal Moves may not be attempted in consecutive rounds, nor may-more than one be attempted at any one time.

Strength (SM): This skill gives a character a +10 bonus on his offensive bonus (OB_ and doubles the number of concussion hits that he delivers (from attack tables, not critical tables). At the end of the preparation round, the character rolls 1-100, adds any applicable modifiers, and then adds his total skill bonus. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round.

Speed (SM): This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round. Speed is prepared just as the Strength Adrenal Move; success is determined in the same way.

The amount of extra activity that the character has in the following round is determined by subtracting 100 from the total maneuver roll (i.e. a total roll of 150 results in 50% extra activity the following round).

Balance (MM): This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver rolls required for the action (even if it

takes several rounds to complete the action). Balance is prepared just as the Strength Adrenal Move; success is determined in the same way.

Leaping (MM): This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. Leaping is prepared just as the Strength Adrenal Move; success is determined in the same way.

The following table indicates the average jumping/leaping distances of a character based upon his height (or body length in the case of Gryphons) along with the difficulty for each.

ADRENAL LEAPING TABLE		
Difficulty	Broad Jump	
	Running	Standing
Routine	Ht x 3.0	Ht x 1.5
Easy	Ht x 3.5	Ht x 2.0
Light	Ht x 4.0	Ht x 2.5
Medium	Ht x 4.5	Ht x 3.0
Hard	Ht x 5.0	Ht x 3.5
Very Hard	Ht x 5.5	Ht x 4.0
Extremely Hard	Ht x 6.0	Ht x 4.5
Sheer Folly	Ht x 6.5	Ht x 5.0
Absurd	Ht x 7.0	Ht x 5.5

Ht = Character's height or body length if he is a Gryphon.

<<insert Adrenal Leaping Table Here>>

Landing (SP): A character may automatically decrease the severity of a fall by his skill rank bonus (not total skill bonus) times one foot. For example, if a character's skill rank bonus were 60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 10' fall. For this adrenal move the character need not prepare beforehand, but he must spend the first 20% of the round after the fall (assuming he's conscious) recovering. This is the recuperation round.

AMBUSH [—/—] (SP)

This is the ability to make a very precise attack, greatly increasing the chance of a killing blow. To use their Ambush skill a character must approach their foe undetected and be able to strike before the foe can react. Other maneuvers, as determined by the situation, are normally required in order to approach the foe undetected.

If the Ambush skill may be used, the character is able to adjust their critical strike roll up or down by any number up to the ambush skill *rank* (not bonus). The amount to adjust the roll is determined by the player and may be done after the roll is made.

Since position is relatively unpredictable in a general melee situation, the character's Ambush skill rank is halved if foe is in a melee situation. A character must still be able to approach their foe undetected and be able to strike before the foe can react.

BODY DEVELOPMENT (HITS) [Co] (SP)

Your total number of skill ranks in Body Development is one of the factors that determine how many hits (concussion hits) a character can take without passing out. The first three of the following items refer to specific rows on the Racial Stats table (page xx).

Base Hit Points: Each character starts out with a number of Base Hits based on their race. This is equal to 20% of the Maximum Base Hits for the race.

Hits per Rank: This is the number of concussion hits that a character gains for each rank they have in the Body Development skill.

Maximum Base Hits: This represents the total number of concussion hits that a character may acquire based on their race. A character's Base Hit Total (BHT) may not exceed his Maximum Base Hits. Any hits that would exceed this number from purchased skill ranks are lost.

Base Hit Total: This represents the sum of the character's Base Hit Points and the hits they have gained from the skill ranks in Body Development that they have (i.e. total Hits per Rank).

Total Concussion Hits: This is the character's total number of concussion hits and represents how many hits they can sustain before they go unconscious. To determine a character's Total Concussion Hits, just add their BHT and their Constitution Stat Bonus.

Note: An unconscious character may still take damage. If they take a total number of hits greater than the total of their Constitution Stat and their Total Concussion Hits, the character will begin dying, and will be dead in 6 rounds (1 minute).

CLIMBING [AG] (MM)

This could range from the ability to climb sheer faces (absurd), through mountain climbing (Very Hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using hand-holes properly, etc. (use the difficulty chart). The normal climbing rate for walls with adequate handholds is 10'/round as a "medium" moving maneuver.

CRAFTING [AG/EM] (VARIES)

Bonus for performing or working in a specific craft. Each individual craft requires separate skill development (as with Riding and Weapon skills). Some examples include Cooking, Dancing, Herbcraft, Jeweler, Wood-working, Weapon Smith, Armor Smith, Fletcher, Scribe, Herald, Stone Carving, Veterinarian (Animal Healing), and many, many more.

DIPLOMACY [PR/IN] (SM)

This is a very broad skill. It allows the character to use flattery, tact, negotiation, deceit and innuendo in varying amounts in an attempt to impress a person in charge and influence them to be better disposed towards the character. This is especially useful when operating in foreign or unfamiliar situations, and can help prevent a character from inadvertently insulting a host.

Diplomacy is the major skill used when conducting official relations between nations, and even between nobles of various ranks within a single nation. Anyplace where giving offense can have drastic consequences. This makes it a equally useful skill to have for both an audience with the king or an impromptu meeting with the head of the local guild of thieves.

A successful roll in using this skill means that the character was able to get his points across in the fashion that he intended without offending the person he was addressing.

DIRECTED SPELL STYLE [AG] (OB)

Developing skill in Directed Spells is treated just as developing skill in weapons - skill may be developed separately for each such spell. Additionally, this attack bonus only applies to spells that are directed against a single target (e.g., Fire Bolts but not Fire Balls). A character wishing to develop skill with such a spell must be able to cast it at least once per day (either a spell they can cast normally or from an item or runes). This skill is important for it allows certain spell users to specialize in particular elemental spells in the same manner that fighters may specialize in their weapons.

DISARM TRAPS [IN/AG] (SM)

This skill enables a character to disarm a trap. Traps of more than moderate complexity may be represented by difficulty modifications to a disarm traps roll (to be assigned by the Gamemaster from the Static Maneuver Table).

DUPING [PR/EM] (SM)

This skill allows a character to speak quickly, confusingly, and convincingly to deceive a person and get them to do something that they might not normally do. This skill cannot, however, make a person do something that is totally alien to their nature (i.e. suicide, make a guard help a prisoner escape, etc.).

To use this skill, the character makes a roll on the Moving Maneuver Table (page xx). The result is the target number that the person that the character is attempting to Dupe must beat. The target makes a roll, adding 50 plus his total Self Discipline stat bonus. If this is equal to or higher than the target number, then the attempt to dupe him has failed. If the target exceeds the target number by 20 or more, he will realize that the character was attempting to dupe him.

The Difficulty for using this skill is based on both the situation and on what the character wants the target to do and how far that is from what the target is normally inclined to do.

FIRST AID [SD/EM] (SM)

Bonus for attempts to halt or slow bleeding, splint broken bones, or other similar emergency treatments. It is suggested that, together with the proper tools or bandages, a character using first aid could stop up to 5 hits/rd of damage without resorting to a tourniquet.

FLYING [AG/CO] (SP)

Maneuvers and actions, such as combat, attempted while flying are done with a large negative modifier. For those who can fly under their own power, this modifier is -80. For those riding and controlling a flying mount, the modifier would be -160.

This modifier is applied to the skill bonus for this skill. The resulting bonus is applied to all OB and MM type actions performed while flying. If the character's total skill bonus is above a zero, including the -80 or -160 modifier, then the character may perform such actions without any modifiers due to flying.

If the player wishes, he may attempt to use his Flying skill to improve his performance of other actions. To do so, he must state his intention, including what action he is trying to improve. The player then makes a Flying maneuver roll just prior to resolving the declared action. If the maneuver is successful, the player may add +1 to the declared action for every rank he has in the Flying skill. If the maneuver fails, the player must apply a -1 for each rank that he has in the Flying skill. This Flying maneuver takes no activity percentage, and the declared action may not be canceled once the Flying maneuver roll has been made.

FORAGING [IN/ME] (SM)

Skill for finding any local source of potable water or edible plants and animals - includes basic food acquisition such as gathering or fishing. Difficulty depends on the environment, it should be easier in a temperate forest by a river than in the middle of a desert (The Gamemaster should assign a difficulty on the Static Maneuver Table).

FRENZY [EM/SD] (SM)

This is the character's bonus to attempt to go into a state of single-minded, unpredictable rage. Once the character has entered a frenzied state, he will gain the following benefits and restrictions:

- +30 to Melee OB.
- All melee attacks do double concussion hits (criticals not included).
- May take double normal amount of hit damage before going unconscious.
- No DB other than armor bonuses.
- May not parry.
- May not use a shield.
- May not use any combat moves.

Preparation for entering a frenzy requires at least one full round of preparation. Once frenzied, the character will not be able to distinguish friend from foe without making a Very Hard Perception maneuver roll. He will first attack the focus of his frenzy, and then attack the next nearest foe, or friend if he cannot tell the difference, and so on until all foes are down. The character may also make a static maneuver each round to leave the frenzied state.

While in the frenzy, the character may not use any skills or other maneuvers except those that move him closer to his target, and even then, they may not be things that require thought. For example, he can jump a ditch, but swinging across on a rope requires too much mental effort for the frenzied character.

All damage sustained while in a frenzy is still there when the character recovers. This can quite often put him below zero hits. If this is so, when the character leaves the frenzy, he will pass out and be unconscious until he has a positive number of hits. If a character has received more hits than his Total Hits plus his Con stat, when he leaves the frenzy, the character will immediately begin the process of dying.

LINGUISTICS [—/—] (SP)

Each language must be developed individually in steps from a skill rank at which the language cannot even be recognized to a skill rank of full understanding of the idiom and the snide jokes often made about Dwarves, Elves, and travelers.

In addition, skill ranks for the written and spoken form of each language must be developed separately. Ranks give the ability to recognize and use certain amounts of the indicated language. 1 rank: recognize the language, 2-3 ranks: individual words, 4-5 ranks: simple sentences, 6-7 ranks: normal fluency, 8-9 ranks: fluent in multiple dialects, 10 ranks: mastery of the language. Refer to the Language Table on page **xx** for a more detailed description about the effects of the number of ranks in a language.

LORE: GENERAL [ME/RE] (SM)

This skill encompasses the use of informational and academic skills which are available to most people with the determination to learn them. Some examples: Culture Lore (one skill for each culture/race), Fauna Lore, Flora Lore, Heraldry, History (one skill for each field of history), Philosophy, Region Lore (one skill for each region), Religion, Herb Lore, Lock Lore, Metal Lore, Poison Lore, Stone Lore and/or Trading Lore.

The more specific a Lore skill is, the less often it will be useful, but it should be more useful when it applies. The more specifically a lore skill applies to a question, the easier the difficulty of the maneuver should be. (So very generic lore skills like "Lore: Magic" may offer a bonus in many situations, but the GM should keep the difficulty rolled against at say "Hard" or higher. On the other hand a specific lore like "Lore: Dragon Magic" will rarely be usable, but should keep the difficulty below "Hard" in most situations.)

LORE: MAGICAL [ME/RE] (SM)

This skill encompasses the use of informational and academic skills dealing with magic and magical things. They are usually available only to those with access to magical resources and/or instructors. Some examples: Artifact Lore, Circle Lore, Planar Lore, Spell Lore, Symbol Lore, Undead Lore and Warding Lore.

LORE: OBSCURE [ME/RE] (SM)

This skill encompasses the use of informational and academic skills dealing with extremely unusual or obscure topics, often dealing with rare races and the like. Note that the availability of these skills should be limited to those with unusual magical or academic resources. Some examples: Demon/Devil Lore, Dragon Lore, Faerie Lore and Xeno-Lores (one skill for each type of "unusual" race or culture).

MANEUVER IN ARMOR [AG/ST] (SP)

This is one of the skills that do not conform to the general skill bonus pattern. Each armor type has a maneuver penalty associated with it for individuals who are untrained in using the armor. The bonus from this skill is used to reduce the penalty of the armor being worn. Each skill rank of this skill reduces the penalty for maneuver by 5 (even for skill ranks over 10) until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some small extent.

Regardless of the armor worn, the total bonus for this skill can never be higher than zero. Refer to page **xx** for more information regarding types of armors and the modifiers for them.

MEDITATION [PR/SD] (SM)

The meditation skill bonus is used to allow the character to enter, leave, and exploit meditative trances. Each hour of uninterrupted meditation equals two hours of sleep.

While in a trance, the character is usually unaware of all outside activity. Physical prodding allows one to make a static maneuver to leave the trance. A painful strike, such as a slap, gives a +25 modification to leaving the trance. With a Hard Meditation maneuver, a character may setup a verbal trigger that others may use to immediately rouse him from his trance.

More skilled meditation practitioners will often enter a trance in order to aid their mental faculties. Since this form of trance allows for very minor movements and even interaction with others, it is harder to maintain, and requires an Extremely Hard meditation roll to properly enter. While in this form of trance, the character gains a +25 modifier to other static actions that he performs while in this trance.

MUSIC [AG/EM] (SM)

Bonus for playing an instrument or skill with a musical language. Each individual instrument or musical language are required to be developed separately. A GM may establish "similar" instrument and musical language groups.

NAVIGATION [RE/IN] (SM)

Bonus for determining proper directions and distances when using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienteering, and is applicable on land or water.

PERCEPTION [IN/RE] (SM)

This skill affects how much information and how many clues a character gets through observation. It may be used to notice the right things, to find carelessly hidden objects, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the secret door, the trigger for the trap ahead, the ambush. These are the type of things that the Gamemaster cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.

If a character states that they are watching or examining an area, situation, or place, the Gamemaster should make a static maneuver roll modified by the perception skill bonus of the character to determine if the character notices or detects anything. The Gamemaster may keep this roll secret, revealing only what the character has observed. Of course a heavy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify their characters are looking for something in particular (likewise, looking for ceiling traps makes it difficult to see pit traps, etc.).

PICK LOCKS [IN/AG] (SM)

This skill enables a character to pick locks. Locks of more than moderate complexity may be represented by difficulty modifications to a pick locks roll (to be assigned by the Gamemaster from the Static Maneuver Table).

RIDING [EM/AG] (MM)

This skill covers the ability to ride a mount. You do not need to roll this skill every round spent riding, a single skill rank is necessary to ride normally; this skill need only be rolled when attempting something more exceptional than remaining in the saddle like roping, jumping, or climbing steep slopes. Higher skill ranks enhance the chance of retaining control of the animal (when it is startled or hostile) or gaining control of an unfamiliar animal (of the type you have skill with).

Like weapons, skill ranks in Riding must be developed separately for different animal types. However, attempting to ride an unfamiliar type of animal may be done using 1/4 of an existing riding skill or a bonus of +25 (no stats for this), whichever is the lesser, so long as the mount is not radically different (i.e. skill with riding horses is close enough to use 1/4 skill bonus in riding Stionoir, but not for riding a flying mount or an aquatic mount).

RUNES [EM/IN] (SM)

Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). To decipher a Rune a character makes an open-ended roll, adds their skill rank bonus, subtracts the level of the spell in the Rune and any other modifiers (below). If the resulting total is 101+, the Rune is deciphered and the character may use it.

If the total is negative, the spell on the Rune is cast on the character attempting to decipher the Rune (or a random bystander if the Gamemaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it. If the total is between 0 and 74, nothing happens. Runes are generally not reusable. A character should be given one chance to decipher a Rune.

If they fail, they may not try again until they improve their skill rank with Runes.

- Caster knows the spell (SLA) +30
- Caster knows what the Spell is +10
- Caster does not know what the Spell is -20
- Caster does not know Spell Realm -20
- Spell is not from Caster's Realm -20

SINGING [PR/IN] (SM)

This skill gives a bonus to performance attempts based on singing in tune and for attempts to mimic tunes and vocalized notes.

SPELL LIST ACQUISITION [VARIES] (SP)

Spell users learn spells by developing skill ranks in that list. A character may purchase ranks (develop) in up to 5 spell lists each level. They are limited to purchasing no more than 3 ranks each in any list that they develop in a given level if they are allowed to purchase more than one rank per level.

This is one of the skills that do not conform to the general skill bonus pattern. The character receives a +1 bonus to his total skill bonus for each rank that he has in a spell list (i.e. 5 ranks equals a bonus of +5). The character also receives his professional level bonus and the stat bonus for his realm stat to the skill's total bonus.

Refer to *Learning Spell Lists* in Chapter 10 for more information.

STALKING & HIDING [AG/SD] (VARIES)

Stalking is the ability to move using silence, using camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving. You develop this as one skill, but use different stats for each task.

STAVES & WANDS (ATTUNEMENT) [EM/IN] (SM)

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities (see SL). In order to cast spells from an item, the wielder of the item must have made a "staves/wands roll", adds their skill rank bonus, subtracts the level of the spell in the Item and any other modifiers (below). If the resulting total is 101+, the Item has been mastered and the character may use it. If the total is negative, the spell in the Item is cast on the character attempting to master it (or a random bystander if the Gamemaster deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but can not use it.

If the total is between 0 and 74, nothing happens. (If an item has several spells or groups of spells that are widely separated in power or type, the Gamemaster may require separate staves/wands rolls for each spell or group of spells.)

- Caster knows the spell (SLA) +30
- Caster knows what the Spell is +10
- Caster does not know what the Spell is -20
- Caster does not know Spell Realm -20
- Spell is not from Caster's Realm -20

"Teaching" someone else to use an item is not normally permitted. Using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them in their actual attempt. The only exception to the not teaching others how to use an item is in those cases where the item requires a command word to activate its abilities. Anybody who knows the command word may use the item if they are holding it.

Finally, certain spells on items do not normally require a staves/wands roll, including spells that operate constantly (Boots of Silence, Cloaks of Invisibility, etc.) and generic "magic" bonuses built into items (bonuses on weapons or armor; spell adders, spell multipliers, etc.).

STREETWISE [IN/PR] (SM)

Awareness of events and protocol in the street society and underworld and the ability to interact with the individuals who run and live in the common or underworld society.

SWIMMING [AG] (MM)

Skill rank 1 will prevent the character from drowning in water over their head. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, base armor maneuver penalties are tripled.

TRACKING [IN/RE] (SM)

This skill provides a bonus for reading tracks, allowing the user to determine how old the tracks are, and what left them. The skill can also be used for performing tracking maneuvers, allowing the user to follow a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc.

TRADING [RE/EM] (SM)

Bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on the purchase or resale price tables found on page **xx**.

TRICKERY [PR/QU] (MM)

Bonus for any maneuvers involving slight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions.

WEAPON SKILLS [VARIES] (OB)

These skills determine a character's effectiveness when using weapons in combat (as opposed to spells).

Skill must be developed separately for each weapon, weapon group, or style of combat. The following section on Combat Skills gives the specific costs for each for each profession.

COMBAT SKILLS

Combat Skills have been given their own section because there are different Development Point costs for each combat skill and style. As can be seen on the Combat Skills table, the various Combat Skills are divided into 6 different groupings.

PRIMARY VS. SECONDARY COSTS

When the character is first created, the player must decide whether the character has Melee combat skills as his Primary focus or if he wants Ranged combat skills to be his primary focus. This decision, once made, cannot be changed, and it will determine which set of costs will be used for the various combat skills listed on the table, both Generic and Specific.

The default is that Melee combat skills will be Primary and that Ranged combat skills will be Secondary. If the player does not specifically choose to change it, then this is how it will remain.

COMBAT SKILLS														
Generic Weapon Skills*		Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard
Primary - Weapon Group		St/St/Ag	2/4	3/6	2/6	5/10	8	8	8	3/8	3/8	3/8	3/8	4/8
Primary - Individual Weapon		St/St/Ag	1/3	2/4	1/4	3/8	5/10	5/10	5/10	2/6	2/6	2/6	2/6	3/6
Secondary - Weapon Group		Ag/Ag/St	2/6	4/8	4/8	8	8	8	8	4/8	4/8	4/8	4/8	8
Secondary - Individual Weapon		Ag/Ag/St	1/4	3/6	3/6	5/10	5/10	5/10	5/10	3/6	3/6	3/6	3/6	5/10
Specific Weapon Skills**		Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard
Arcurias Archery (Sithi)	Primary	Ag/Ag/St	2/6	3/8	3/6	6/12	10	10	10	4/8	4/8	4/8	4/8	5/10
	Missile		3/6	5/10	5/10	10	10	10	10	5/10	5/10	5/10	5/10	10
Arula-Ka (Janieal)	Primary	St/St/Ag	2/6	3/8	3/6	6/12	10	10	10	4/8	4/8	4/8	4/8	5/10
	Melee		3/6	5/10	5/10	10	10	10	10	5/10	5/10	5/10	5/10	10
Double Weapon (Any)	Primary	St/St/Ag	2/4	3/6	2/6	5/10	8	8	8	3/8	3/8	3/8	3/8	4/8
	Melee		2/6	4/8	4/8	8	8	8	8	4/8	4/8	4/8	4/8	8
Masumasi (Desnian)	Primary	St/St/Ag	3/8	5/10	4/8	10	14	14	14	6/12	6/12	6/12	6/12	8
	Melee		4/8	8	8	14	14	14	14	8	8	8	8	14
Shield Warder (Any)	Primary	St/St/Ag	2/6	3/8	3/6	6/12	10	10	10	4/8	4/8	4/8	4/8	5/10
	Melee		3/6	5/10	5/10	10	10	10	10	5/10	5/10	5/10	5/10	10
Two Weapon Combo (Any)	Primary	St/St/Ag	2/4	3/6	2/6	5/10	8	8	8	3/8	3/8	3/8	3/8	4/8
	Melee		2/6	4/8	4/8	8	8	8	8	4/8	4/8	4/8	4/8	8
T'Zier (Gryx)	Primary	St/St/Ag	2/6	3/8	3/6	6/12	10	10	10	4/8	4/8	4/8	4/8	5/10
	Melee		3/6	5/10	5/10	10	10	10	10	5/10	5/10	5/10	5/10	10
Warding Weapon (Any)	Primary	St/St/Ag	3/6	4/8	3/8	8	12	12	12	5/10	5/10	5/10	5/10	6/12
	Melee		3/8	6/12	6/12	12	12	12	12	6/12	6/12	6/12	6/12	12
Generic Martial Arts Skills*		Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard
Martial Arts - Basic		St/Ag	2/6	2/6	2/6	1/3	5/10	5/10	3/6	3/6	3/6	2/4	3/8	3/6
Martial Arts - Advanced		St/Ag	3/6	3/6	3/6	1/4	6/12	6/12	3/8	3/8	3/8	2/6	4/8	3/8
Martial Arts - Basic w/ Adef		St/Ag	3/8	3/8	3/8	2/4	8	8	4/8	4/8	4/8	3/6	5/10	4/8
Martial Arts - Advanced w/ Adef		St/Ag	4/8	4/8	4/8	2/6	10	10	5/10	5/10	5/10	3/8	6/12	5/10
Specific Martial Arts Styles**		Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard
Dragonclaw Style (Fesharian)		St/Ag/SD	8	8	8	4/8	16	16	10	10	10	6/12	12	10
Ji'Corva Style (Nagazi)		St/Ag/SD	5/10	5/10	5/10	3/6	12	12	6/12	6/12	6/12	4/8	8	6/12
Monkey Style (Fesharian)		St/Ag/SD	5/10	5/10	5/10	3/6	12	12	6/12	6/12	6/12	4/8	8	6/12
Stone Fist Style (Rhona)		St/Ag/SD	6/12	6/12	6/12	3/8	14	14	8	8	8	5/10	10	8
Gryphon Combat Styles***		Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard
Basic Gryphon Combat		St/Ag/SD	3/6	4/8	3/8	3/6	12	12	6/12	5/10	5/10	4/8	5/10	6/12
Garu MA Style (Gryphon)		St/Ag/SD	3/8	5/10	4/8	3/8	14	14	8	6/12	6/12	5/10	6/12	8
Innate Combat Styles		Stats	Fighter	Thief	Rogue	WMnk	Priest	Mage	Mentat	Champ	ElWar	Venturer	Ranger	Bard
Basic Innate Melee		St/Ag/SD	3/6	4/8	3/8	2/6	3/8	4/8	3/8	4/8	3/8	3/6	3/8	4/8
Basic Innate Ranged		St/Ag/SD	3/8	5/10	4/8	3/6	3/6	2/6	2/6	3/8	3/6	3/8	4/8	3/8

* = Basic styles - Any character may learn one of the basic styles (see individual descriptions) regardless of where they come from.
 ** = Specific Styles - The character must be of the appropriate race/culture to learn a specific style.
 *** = Due to Gryphons physiology, and their sole reliance on natural weapons, Gryphons have special costs for their natural combat styles. For all other combat styles, Gryphons have to pay an extra 3 DPs per rank (i.e. a cost of 1/3 becomes 4/6 and a cost 8 would become a cost of 11)

<<Insert Combat Skill table>>

GENERIC WEAPON SKILLS

The Combat Skills table lists 4 skills here, two each for Primary and Secondary. The only difference between the Primary skills and the Secondary skills are the costs, and which weapons and/or weapon groups the skills may be learned for.

The Weapon Groups table lists the majority of the weapons available to characters in Cyradon, and breaks them down into groups that are used in a similar manner. For example, all of the weapons used in the Long Edged Blade group are used in a manner similar to one another, but this is completely different from how Thrusting Blades or Short Blades are used.

The Weapon Groups table includes a column that indicates whether or not the Weapon Group is used for Melee or for Ranged combat. This will aid in determining which row to use for the DP costs of the skill. Some Weapon Groups may be used for either Melee or Ranged and are so marked. Such

WEAPON GROUPS		
Weapon Group	Type*	Individual Weapons
Bows	R	Short Bow, Long Bow, Composite Bow
Chains Plus	M	Ball & Chain, Morning Star, Nunchaku
Clubs	M/R	Club, Gnorish, Jo (1H), Mace, War Hammer
Crossbows	R	Light Crossbow, Heavy Crossbow
Great Blades	M	Bastard Sword (2H), 2H Sword
Long Axes	M	Battle Axe, Woodsman's Axe
Long Edged Blades	M	Bastard Sword (1H), Broadsword, Cutlass, Falchion Long Sword, Masuri, Saber, Scimitar
Pole Arms	M	Arula, Javelin, Pole Arms, Pole Axes, Spear, War Fork
Short Axes	M/R	Hatchet, Handaxe, Tomahawk
Short Blades	M/R	Dagger, Main Gauche, Long Knife, Masiri, Short Sword, Sai
Slings	R	Sling
Spears	M/R	Arula, Spear, Javelin, Short Spear
Staves	M	Quarterstaff, Jo (2H), Spear
Thrown Blades	R	Shuriken, Darts, Daggers
Thrusting Blades	M	Rapier, Foil

* = Tells whether the group is a Melee or Ranged based weapon group

groups must be learned separately, and their costs will be based on

Additionally, some weapons are in more than one group because they can be used in more than one way. There are also one or two weapons (such as the Gryphon's Talon Tips, and the Tiger Claws) that are not listed on the Weapon Groups table because those weapons do not belong in any specific group and thus may only be learned as part of a specific style or as an Individual weapon skill.

<<Insert Weapon Groups table>>

The following descriptions apply to both the Primary and Secondary weapon skills equally. The only difference being which Weapon Groups or Individual Weapons may be learned (as well as which stats apply).

Weapon Group – When learning this Combat Skill, the character learns how to wield a whole group of related weapons. The character must select one weapon from the group as his primary weapon for that group, and he is able to use his full skill bonus as his OB when using that weapon. All other weapons in the group receive a -10 modifier when being used. Each Weapon Group must be learned as a separate skill.

A character may change which weapon of the group is his primary weapon through spending 6 hours of practice with the new weapon. This practice may be done in a single day, or split up over the course of several days, with the character practicing a minimum of 1 hour per day.

Alternatively, the character may purchase the Gift, *Additional Primary Weapon*, to have multiple weapons from the group use the full skill bonus as OB.

Characters from any culture may learn this weapon skill.

Individual Weapon – The character learns how to wield a single, specific weapon. His base OB for that weapon is his full skill bonus with the weapon. The character may also wield other weapons from the same group, but with a base OB equal to half of his skill bonus with the individual weapon.

Characters from any culture may learn this weapon skill.

SPECIFIC WEAPON SKILLS

Each of the skills in this section is for a specific weapon, group of weapons, or combination of weapons. Some of skills allow more freedom of choice than others. Some of the skills are restricted, in that only a character from the proper background, race, or culture may acquire the skill. Such restrictions will be noted within the description of the skill. The Combat Skills table gives a short-hand identifier for this.

It is also important to remember that each skill has 2 rows of costs, and the row used will depend upon whether the character has Melee skills or Ranged skills as his primary combat focus.

Arcurias Archery – The Arcurian Legion are excellent archers, and are of such great skill that they are much more accurate over ranges than most other archers. For every rank that a character has in this style, their range penalties are reduced by 1 point, down to a minimum of one half of the normal range penalty.

This skill is learned for the Bows weapon group. As such, it follows the same rules as other skills for a specific group of weapons, as described above.

The Sithi do not teach this skill to outsiders. To be able to learn this skill, the character must be a Sithi Elf or have been raised in the Sithi culture. The Danae may also learn this skill, but they will not teach it to other from Cyradon.

Arula- Ka – This style utilizes the Janieal weapon known as the Arula. This style is for only that specific weapon, though it may be used with other weapons from the same weapon group at half the normal skill bonus. This style is only available to Janieal elves.

Using this weapon the character is able to make 2 attacks per round; the second attack receiving a -20 modifier to its OB. Refer to the description and stats on this weapon on page **xx** for more details. When using this style, the character also has 2 Special Maneuvers that they may perform.

Defensive Block: The character receives a -10 modifier to his initiative for the round, and then for every -1 applied to his OB, he receives a +2 to his DB. Because of the nature of this maneuver, the character is only able to make a single attack in the round that this is used as it requires 100% activity.

Offensive Strike: The character makes a single focused attack by trading off defensive capabilities and penetrating power. He gains a +1 to his OB for every -1 to his DB, and to any critical achieved (both must be reduced in equal amounts). A character's OB may only be adjusted by a number of points equal to the number of ranks he has within the style. Because of the nature of this maneuver, the character is only able to make a single attack in the round that this is used as it requires 100% activity.

Double Weapon – This style is learned for specific weapons only, not for entire weapon groups. It may be learned with any weapon from the Pole Arms or Staves weapon groups. This style is available to anybody.

When using this style, the character is wielding the weapon in a 2 handed fashion, and he is able to make 2 attacks per round. The second attack receives a -20 modifier to its OB. The second attack is usually made with the haft of the weapon which deals a crush critical instead of the normal critical for the weapon. The attacks may be made on the same or different opponents who are up to 180 degrees apart.

Masumasi – This is a two weapon combo style used exclusively by the Desnian elite of the Palladine order. It uses the Masuri and the Masiri weapons. Refer to the description and stats on these weapons on page **xx** for more details.

When using this style, the character must follow all of the rules in the description for Two Weapon Combo as given below.

Unlike many other two weapon styles, the practitioners of the Masumasi style are able to use their weapons in a somewhat independent fashion. They have access to 2 special combat moves that normally require 100% activity, thus preventing their use with normal two weapon combos. A practitioner of this style may use either of those moves and still make a second attack by applying a -30 modifier to both attacks. Thus he could do a Killing Strike with one weapon and a normal strike with the other for a -30; or do 2 killing strikes for a -60.

When utilizing this ability to use their weapons somewhat independently, the OB and DB modifiers for a specific combat move affects only the target of that attack.

Offensive Strike: The character makes a single focused attack by trading off defensive capabilities and penetrating power. He gains a +1 to his OB for every -1 to his DB, and to any critical achieved (and both must be reduced in equal amounts). A character's OB may only be adjusted by a number of points equal to the number of ranks he has within the style. This move normally requires 100% activity.

Killing Strike: When using this maneuver, the character gives up some defensive capability and accuracy in order to increase the penetrating power of their attack. For each -1 applied to both OB and DB, the character gains a +1 to any critical roll achieved in the attack. The bonus applied to the critical roll may not exceed the number of ranks that the character has in this style. This move normally requires 100% activity.

Shield Warden – This is a weapon and shield combination style. This style may only be learned with a Target or Normal Shield and it is learned with a single, specific weapon, not a whole weapon group. Any character may learn this style of combat.

With this style, the target gets the shield's normal bonuses, plus he also receives an additional +1 to his DB for every rank in this style, up to an amount equal to the shield's normal bonus.

In addition to his normal weapon attack, the character is also able to make a second attack each round using his shield. When making this second attack, he will lose the shield's normal DB modifiers, but he will retain the additional bonus described above. A Target Shield makes a Small Attack, and a Normal Shield makes a Medium attack. This “shield bash” attack is resolved using *Grappling & Unbalancing* attack table, and all criticals are *Unbalancing* criticals. The character's OB for the Shield Bash attack is his total bonus in this style with a -20 modifier for it being his off-hand.

Two Weapon Combo – The character may learn how to use two specific weapons in conjunction with one another. Both weapons must be one handed weapons, and the second weapon should be of the same size or smaller than the primary weapon.

Two weapons of the same size should only be allowed if they are both short/small weapons (such as 2 maces or 2 short swords, etc.). The most common type of combo is a long bladed weapon with a short bladed weapon such as a dagger or main gauche. This style is available to all characters.

When using this style/skill, the character may make 2 attacks per round, the attack from the weapon in his off hand (i.e. his second weapon) receives a -20 modifier. These two attacks may be made on the same or different foes who are up to 60 degrees apart.

When parrying, the character subtracts the amount he wants to apply to DB from his skill bonus for this skill. This means that both attacks will be reduced by an amount equal to what is applied to DB.

It is possible for a character who knows a two weapon combat style to use that style with just a single weapon (which must be one of the style's weapons). However, when he does that, he receives a -30 to OB.

T'Zier – This style utilizes the Gryxian War Fork and is only available to characters who are Gryx. When using this style, the character may make 2 attacks per round, with the second attack receiving a -20 modifier to its OB. Refer to the description and stats on this weapon on page xx for more details. When using this style, the character also has 2 Special Maneuvers that they may perform.

Defensive Block: The character receives a -10 modifier to his initiative for the round, and then for every -1 applied to his OB, he receives a +2 to his DB. Because of the nature of this maneuver, the character is only able to make a single attack in the round that this is used as it requires 100% activity.

Legsweep: The character makes an attack with a +10 modifier to his OB and a -5 modifier to his DB. Instead of doing the normal critical for his attack, the character deals an Unbalancing critical. If the target of the attack fails an Agility-based RR, treating the number of ranks in the style as the attack level (defender's level is the defender's level), then the character is knocked to the ground and treated as prone for the remainder of the round. This may be one of the two attacks allowed each round by this style.

Warding Weapon – This is a more advanced version of the basic *Two Weapon Combo* style and is available to any character.

With this style the character may, so long as he is not attacking with the off-hand weapon, parry with up to 50% of his off-hand OB without it affecting the OB of his primary weapon. Any amount more than 50% will also subtract from the primary weapon.

If the off-hand weapon is one that gives a bonus to DB when used only to parry, such as a Sai or Main Gauche, then the character will receive an additional +1 to his DB for every rank that he has in this style, up to a maximum of +20. This bonus is given regardless of whether or not the character is using the weapon to parry.

GENERIC MARTIAL ARTS SKILLS

The Combat Skills table lists 4 skills under Generic Martial Arts Skills. These include both Basic and Advanced Martial Arts, and both with and without Adrenal Defense (see below for a description of Adrenal Defense).

When a character learns a Martial Art, he must also select the type of Martial Art that he is learning. There are three types, so this essentially turns our 4 skills into 12 skills, one each for each type of martial art. The three types are as follows:

Strikes – This is primarily punching and kicking your targets. Attacks using this type of martial art are resolved on the *Tooth & Claw* attack table and they use the *Strikes* critical table.

Sweeps & Throws – This type of martial art focuses on unbalancing the foe and tossing him about. It is usually referred to just as “Sweeps”. Attacks using this type of martial art are resolved on *Grappling & Unbalancing* attack table and they use *Unbalancing* criticals.

Wrestling/Grappling – This type of martial art focuses on grappling with, and pinning the foe to the ground. Attacks are made on the *Grappling & Unbalancing* attack table with all criticals being *Grappling* criticals.

Characters who use the martial arts may still parry incoming attacks. However, unless the character is wearing bracers or using a weapon as part of a weapon kata for his martial art, then only half of the amount subtracted from OB is applied to DB (i.e. reducing OB by 30 gives a bonus of +15 to DB if no bracers or weapon kata weapon).

Basic Martial Arts – The character gains skill in unarmed combat. When he learns this skill, he must decide what type of Martial Arts he is learning, Strikes, Sweeps & Throws, or Wrestling/Grappling. Each must be learned as a separate skill. When making attacks, the character does a maximum of a Medium attack.

Advanced Martial Arts – This works exactly as the Basic Martial Arts except that attacks may do a maximum of a Huge attack in the specific type of martial arts known, and that the number of skill ranks in the Basic Martial Art (of the same type) must be of equal or greater number than the number of ranks in the Advanced (**Example:** Joe has 6 ranks in Basic Martial Arts: Strikes, he cannot have more than 6 ranks in Advanced Martial Arts Strikes).

ADRENAL DEFENSE

Adrenal Defense allows the character to gain +3 to their DB for every rank that they have in the style, up to a maximum bonus of +75 to DB. However, in order to gain this bonus, the character must be aware of the attacker, and they must not have any large objects in their hands, such as weapons, except for a Weapon Kata weapon, and they may not wear any armor, except for bracers.

Adrenal Defense requires that the character devote 10% of their activity, each round, to maintain it. This equates to the character having a maximum of 90% activity and a -10 modifier on any attacks that he makes during the round. If the character wants to perform a special maneuver from a Specific Martial Arts Style that requires 100% activity, he must either take a -20 to the maneuver instead of the normal -10 that is required or not use Adrenal Defense that round.

WEAPON KATAS

Sometimes a martial artist will learn to use a weapon, as an extension of themselves, in order to enhance the damage that they can do when making attacks. This is referred to as a Weapon Kata.

WEAPON KATAS					
Weapon Groups	DP Cost	Type	Bns Hits	Alt Crit	Notes
Chains Plus	9*	St/Sw	+8	Crush	-
Clubs	7	St	+4	Crush	-
Great Blades	14*	St/Sw	+8	Slash	-
Long Axes	8*	St/Sw	+6	Slash	-
Long Blades (both)	8*	St	+6	varies	Slash or Puncture, depending upon the blade.
Pole Arms/Spears	9*	St/Sw	+8	varies	Wielder's choice of Slash/Crush/Puncture
Short Axes	5	St	+4	Slash	-
Short Blades	7	St	+4	varies	Wielder's choice of Slash or Puncture
Staves	8*	St/Sw	+8	Crush	-
Individual Weapons	DP Cost	Type	Bns Hits	Alt Crit	Notes
Gnorish	8*	St/Sw	+6	Crush	-
Main Gauche	8*	St	+6	Punct.	+20 to DB if not used to
Nunchaku	9*	St/Sw	+8	Crush	Crit is of equal severity
Quarterstaff	8*	St/Sw	+8	Crush	Equal severity; +10 OB to Sweep attacks
Sai	8*	St	+6	Punct.	+20 to DB if not used to attack
Talon Tips	8*	St	+6	Slash	increases attack size by 1 step
Tiger Claw	8*	St	+6	Slash	-

* = only available for Advanced Martial Arts or the equivalent.
Type = Strikes (St) or Sweeps & Throws (Sw).
Alt Crit = normally 1 severity less than indicated on attack table
Note: Each weapon from a Weapon Group must be learned separately.

<<insert Weapon Kata table>>

The Weapon Kata table shows the costs and stats for several individual weapons and for weapon groups. However, a Weapon Kata is never learned for an entire group of weapons, only for individual weapons. The table lists groups only because all weapons within those groups have identical stats. If a specific weapon's stats does not match or differs from those of the group it is in, then it is listed in the section on Individual Weapons.

In game terms, the character does not learn a specific skill to a Weapon Kata.; he instead pays a one time DP cost in order to use a specific weapon in conjunction with a specific martial art. To use the Weapon Kata with multiple martial arts styles, the character must purchase the Kata multiple times, once for each style. As noted on the table, most Weapon Katas may only be used with Advanced or Specific Martial Arts.

Paired Weapon Katas: A character may learn to use 2 small weapons together as a Paired Weapon Kata. To learn a Paired Weapon Kata, the character must pay a DP cost equal to double the DP Cost listed for the weapon on the Weapon Kata table. For example, to learn a Paired Weapon Kata with 2 Daggers, the DP Cost would be 14 DPs instead of the 7 listed on the table.

Note: Innate Attacks (refer to Gifts, page xx) may also be learned as part of a Weapon Kata. To do so, treat the Innate attack as if it were part of one of the weapon groups. The GM should select the one closest to the how the Innate Attack is defined. For example, a set of natural claws would be treated as "Small Blades."

HOW A KATA WORKS

Once a character has learned a Weapon Kata, using it is simple. He simply uses the weapon in conjunction with his Martial Arts skill. When the character makes an attack using his Weapon Kata, the number of hits of each attack is increased by the number listed in the Bonus Hits column of the Weapon Kata table. If the attack results in no hits on the attack table, then no Bonus Hits are done.

Before his character makes an attack, the player has to decide whether to do the normal critical for the type of martial arts attack he is using or to do the Alternate Critical. Unless the notes for a specific kata weapon says otherwise, the Alternate Critical will be of one severity less than what the attack table indicates. For example, if the result of an attack is "C" critical, then the Alternate Critical will be a "B" critical.

Paired Weapon Katas: The Bonus Hits for a Paired Weapon Kata is the sum of the Bonus Hits for both weapons. Additionally, instead of doing an Alternate Critical, the Paired Weapon Kata will do an extra critical of one severity less than the normal critical. If the note for the kata weapon specifies that it does a critical of equal severity, then this extra critical will be of equal severity.

SPECIFIC MARTIAL ARTS SKILLS

Each of the following skills is an example of a specific martial arts style. Each is unique to a specific culture or organization, and may only be learned by those groups.

Dragonclaw – This is a very deadly style taught only by and to Fesharian Acolytes. Characters who learn this style are required to maintain a number of ranks in both one type of Basic Martial Arts and one type of Advanced Martial Arts equal to or greater than the number of ranks in this style.

When using this style, the character has his choice of attacks. He may make either a Huge Martial Arts Strikes attack or a Medium Martial Arts Sweeps attack. When using this style, the character is also able to use Adrenal Defense (as described above).

Additionally, when learning this style, the character also learns, without DP cost, a single Paired Weapon Kata using weapons known as Dragon Claws (also known as Tiger Claws). Refer to the description and stats on this weapon on page **xx** for more details.

Practitioners of this style also know and can employ the following combat moves:

Fast Strike: Using this maneuver, the character gives up a bit of accuracy in order to improve the speed of his attack. For every 2 points that he reduces his OB, the character's initiative for the round is increased by 1 point. The character may not increase his initiative by a number greater than the number of ranks he has within the style.

Killing Strike: When using this maneuver, the character gives up some defensive capability and accuracy in order to increase the penetrating power of their attack. For each -1 applied to both OB and DB, the character gains a +1 to any critical roll achieved in the attack. The bonus applied to the critical roll may not exceed the number of ranks that the character has in this style. Because of the nature of this maneuver, the character is only able to make a single attack in the round that this is used as it requires 100% activity. As mentioned in the description of Adrenal Defense, trying to perform this combat move while keeping up Adrenal Defense will require a -20 modifier to be applied instead of the normal -10 for using Adrenal Defense.

Ji'Corva – Inspired by the pounding surf found along their shores, this style highlights the balance that the Nagazi found in nature and that they strive for in life. It is taught only to the initiates of the S'Tok monastery, never to outsiders.

This style requires that the practitioner have an equal or greater number of ranks in both Basic Martial Arts (Strikes) and in the Acrobatics skill in order to use it. When using this style, the character makes Huge Martial Arts Strike attacks. When using this style, the character is also able to use Adrenal Defense (as described above).

The character also gains an additional bonus to this style from Adrenal Moves (Balance). For every rank that the character has in Adrenal Moves (Balance), he receives a +1 to this style, up to a maximum bonus of +20. The character must have at least half as many ranks in Adrenal Moves (Balance), as he does in this style to receive the bonus.

The character also learns to use his claws as part of a Weapon Kata with this style. This is treated as a Paired Weapon Kata using 2 "Short Blades".

Practitioners of this style also know and can employ the following combat moves:

Receding Wave: When the character is attacked and he knows that the attack is coming, he may make a Medium Maneuver roll using his total style/skill bonus. If this maneuver is successful, then the foe's critical roll, if any, is adjusted downwards by a number equal to the number of ranks that the character has in this style. This maneuver requires 20% activity to perform.

Thundering Wave: On the round after performing the Receding Wave, the character may make a Medium Maneuver Roll using his total style/skill bonus before performing an attack. If it is successful, the character has added a number equal to his number of ranks in this style to any critical rolls achieved that round. This maneuver required 10% activity to perform.

Monkey – The Monkey style is a very acrobatic style taught only by and to Fesharian Acolytes. The practitioner of this style fights from a crouched position and moves about in little hops and rolls just like a monkey.

This style requires that the character maintain an equal or higher number of ranks in both Basic Martial Arts (Sweeps) and Advanced Martial Arts (Sweeps) than he has in this style. When using this style, the character has his choice of attacks. He may make either a Huge Martial Arts Sweeps attack or a Medium Martial Arts Strikes attack. When using this style, the character is also able to use Adrenal Defense (as described above).

The character also gains an additional bonus to this style from the skill, Acrobatics. For every rank in Acrobatics, that the character has, he receives a +1 to this style's total bonus, up to a maximum bonus of +20. The character must have at least half as many ranks in Acrobatics as he does in this style to receive the bonus.

Stone Fist – Created by the Rhona to aid in the protection of those who tried to heal the Devastation, this is a sturdy defensive style.

A character learning this style is required to have as many or more ranks in Basic Martial Arts (Strikes) than he has ranks in this style. When using this style, the character makes Huge Martial Arts Strikes attacks. When using this style, the character is also able to use Adrenal Defense (as described above).

The character also gains an additional bonus to this style from Adrenal Moves (Strength). For every rank in Adrenal Moves (Strength), that the character has, he receives a +1 to this style's total bonus, up to a maximum bonus of +20. The character must have at least half as many ranks in Adrenal Moves (Strength) as he does in this style to receive the bonus.

Practitioners of the Stone Fist style are extremely difficult to move or knock down. They gain a bonus to any Resistance Rolls against being knocked down or moved equal to their ranks in Adrenal Moves (Strength). Additionally, for criticals or other effects that would knock them down or move them without a Resistance Roll,

they are able to make a Medium Adrenal Moves (Strength) roll, no preparation required, to remain standing and where they are.

Practitioners of this style also know a special move known as the Stone Fist, from which this style takes its name. The character must prepare for 1 round (treat as preparing for an Adrenal Move), and then he makes a Medium Maneuver roll using his style bonus. If this maneuver is successful, then his Martial Arts Strikes attacks will deliver Impact criticals instead of the normal criticals. However, it costs the character 1 PP for each round that this ability is active. This ability may be maintained for as long as the character has PP.

Note: Every character has a number of Power Points available to them, regardless of their profession.

GRYPHON COMBAT STYLES

Gryphons, because of their unique physiology, have developed their very own methods of combat over time. This is reflected in their 2 combat styles and in the special combat moves that they are able to employ.

Basic Gryphon Combat – All Gryphons learn the basics of fighting at an early age. This includes both fighting on the ground and in the air. Refer to the section on Aerial Combat on page **xx** for more information.

Gryphons use their powerful talons as their primary weapon, though the claws on their back paws are just as formidable. Both do Small Claw attacks.

Gryphon characters also gains an additional bonus to their combat style from the skill, Acrobatics. For every rank in Acrobatics, that the character has, he receives a +1 to this style's total bonus, up to a maximum bonus of +20. The character must have at least half as many ranks in Acrobatics as he does in this style to receive this bonus.

Gryphons also use a special weapon that enhances their natural attack abilities. Known as Talon Tips, these weapons allow them to increase the size of their attacks by one level, allowing them to do Medium Claw attacks rather than Small. Knowledge of how to use Talon Tips does not cost a Gryphon any DPs.

Gryphons are able to utilize a number of special combat moves to aid in their fighting. Refer to the Animal/Natural Attack Statistics table on page **xx** for more information on how to resolve the various types of attacks listed in the combat moves below.

Pounce: Gryphons are able to leap and attack a foe that is no more than 1/4 of the Gryphon's BMR away in distance as a single attack action with a special -20 modifier. The bounding leap does not count against the activity percentage required for the attack. This attack does a Large Bash attack on the target. If the attack is successful and does a critical, the foe is knocked down and is pinned underneath the Gryphon. On the following round, the Gryphon may use the Rend combat move.

Rend: Once a target has been pinned, the Gryphon may attempt to rend the foe using a Medium Claw attack with their back paws. This attack is made with a -20 modifier, and the foe receives no DB other than from magic and armor.

Stoop: This is essentially an airborne charge against a foe on the ground. The Gryphon gains a +1 OB and a -1 to DB for every foot traveled in the dive, up to a maximum +50 OB and -50 to DB. This maneuver also receives a base -20 modifier in addition to the OB/DB adjustments from the dive itself.

At the end of this dive, the Gryphon has several options. The first is to do a Large Bash attack. If the target falls due to the critical, the Gryphon is considered to have him pinned as described in the Pounce maneuver. The second is to make a Medium Grapple/Grasp attack. If successful, the Grapple attack will do its normal critical at one less severity than is indicated, and also do a Puncture critical of one less severity than the one indicated (i.e. if the attack results in a "B" Grapple, then it actually does an "A" Grapple and an "A" Puncture). The Gryphon may also carry off the target of the grab attack if the foe is light enough.

Swipe Attacks: Gryphons, while flying may make attacks against other foes who are flying or are stationary, that do not end with them pinning the foe. These are known as Swipe Attacks. The Swipe attack receives a special -20 modifier, as well as any modifiers from the Flying skill. The Swipe may be a normal claw attack (small, or medium if using Talon Tips), or a Large Bash attack. If the Swipe is a Large Bash, then the Gryphon will take an amount of damage equal to 1/2 of the hits delivered to the foe on the attack table.

Garu – As mentioned above, every Gryphon is taught the Basic Gryphon Combat style. However, some of them go on to learn the Garu combat style, which is a more advanced, and more deadly version of the basic style.

Those who know the Garu style are required to have an equal or greater number of ranks in the Basic Gryphon Combat style than they have in the Garu style.

The Garu style does not gain the same bonus from the Acrobatics skill as the Basic style. However, practitioners of this style do gain a +1 to DB for each rank that they have in this style, up to a maximum bonus of +30. This bonus is gained as long as the Gryphon is not wearing any armor heavier than Reinforced Leather.

Practitioners of this style have their base attack size increased from Small to Medium. This means that if they are using Talon Tips, their attack size is increased from Medium to Large. Use of Talon Tips is free with this style, just as with the Basic style.

Finally, practitioners of this style may use "Improved" versions of the combat moves listed in the Basic style. This means that they do not get that base -20 modifier to the combat moves that the Basic style has.

INNATE COMBAT STYLES

Because of the nature of the setting, it is possible for characters to develop innate attacks (refer to Gifts, page xx) that others of their race do not have. However, since these innate attacks do not readily fall into one of the existing combat skills, we have included 2 generic skills that may be used.

Basic Innate Melee – This is the style used by individuals who have some sort of innate melee attack, such as claws or a tail, etc., either from a racial ability or from a gift/talent. This skill provides basic combat prowess with that innate attack capability. The character's OB will be his full skill bonus with this skill.

Basic Innate Ranged – This is the skill required for making attacks with an Innate Ranged Attack as described in the Gift description. The character's OB will be his full skill bonus with this skill.

7 – TRAINING PACKAGES & GIFTS

In this section, we provide you with additional material to customize your character and to help make him unique.

TRAINING PACKAGES

Players can use the Training Packages below to help customize their characters. These packages reflect cultural biases and interests of both Anias and Cyradon, and can be a big aid in creating characters.

The Training Packages have been divided between Anias and Cyradon. Characters from Anias may have access to the Anias Training Packages, and characters from Cyradon may have access to the Cyradon Training packages.

Certain of the following Training Packages have prerequisites, which may place restrictions on who may take them. These prerequisites may be based on profession, race or some other aspect of a character.

HOW TPs WORK

A character may only acquire 1 Training Package during character generation. Training Packages may not be acquired after character generation unless specifically offered by the GM (i.e. after spending 2 months working on board a ship in exchange for passage, the GM offers everybody the Sailor TP) and which must be paid for the next time the character goes up a level.

The skill ranks gained from Training Packages do not count against the number of skill ranks that may be purchased in a level. Training Packages may also give special discounts on other things that require DPs to purchase, such as special equipment or certain skills (i.e. Weapon Katas).

Training Packages will also give additional benefits such as contacts and connections within the community from which they come. For example, even if they do not know each other personally, two Fesharian Acolytes will always consider each other as friends and brothers, just as 2 Arcurias Bowmen will always be respectful of each other, as not everybody can earn an Arcurian Bow.

ANIAS TRAINING PACKAGES

ALCHEMIST

Alchemists study the art of creating potions using spells and occult formulae. Their need for obscure organic ingredients to supply mana for potions and to serve as the key constituents broadens their learning to encompass related mundane lore. Some alchemists apply their knowledge of toxins to create poisons rather than antidotes. All Alchemists must specialize in a specific branch of alchemy: potions, lotions, candles, or powders

Cost: 25

Skill	Ranks
Crafting (Alchemy)	4
Crafting (Herbcraft)	4
Crafting (Poison Making)	3
Lore: General (Fauna Lore)	3
Lore: General (Flora Lore)	3
Lore: Magical (Spell Lore)	3

Note: May make non-magical potions, powders, and salves, oils, and balms, etc. Creation of such is an Extremely Hard Crafting (Alchemy) maneuver. The most common usage of this is to replicate the effects of Enchanted Herbs or low level spells. Replicating the effects of spells above first level receive an additional -10 modifier for each level beyond first. These mixtures will last up to 1 month before going inert, and they require a lab, ingredients and one day per level (or Difficulty of Finding code) to manufacture.

* = This spell list must be either an Open spell list or a Base Spell List. The ranks may be split between multiple lists.

ARCURIAS BOWMAN

Guarding the Sithi homelands from invasions, the Arcurias Bowmen are some of the most deadly archers in the world. Their bows are of unprecedented quality and durability and the archers themselves are rarely, if ever, seen before they make their deadly strikes.

Cost: 25

Prerequisite: Only those of Sithi blood may acquire this Training Package.

Skill	Rank
Ambush (Sniping)	5
Arcurias Archery	5
Armor	2

Stalk & Hide	5
Weapon Group (any*)	3

Note: The character may acquire an Arcurian Bow at 1/2 the normal DP cost (round up).

* = The character may select any group other than Bows for this skill.

ARGENTIAN LEGIONNAIRE

Heirs to the ancient military cohorts of Tarahir, the Argentinian Legion are pledged to defend the passes of the Jura Mountains from the Orsai. Despite their claims of ancient heritage, the people of "New Tarahir" are typically of Skaldi blood, and draw income from the Treaty Kingdoms. Nonetheless, the New Tarahiri knight retains the discipline and training of his forebears and the knights, whether mounted or on foot, are respected foes. Many, although not all, of the Legion are Warrior Mages (i.e. Champions, Elemental Warriors, and/or Venturers).

Cost: 25

Skill	Rank
Armor	4
Combat Style *	4
First Aid	2
Foraging	2
Lore: Magical (spells)	2
Riding	2
Spells**	4

Note: The character may acquire an Argentinian Cuirass at 1/2 the normal DP cost (rounded up).

* = This may be a basic style, the Shield Warder style, the Two Weapon Combo style, or the Warding Weapon style.

** = This spell list must be either an Open spell list or a Base Spell List. The ranks may be split between multiple lists.

BLADGORN

The Skaldi Bladgorn are mercenaries. Having been drawn from a dozen tribes who made their homes between the Jura Mountains and the Treaty Kingdoms, they formed the bulk of the army attempting to liberate Tarahir. Many fell in battle, but some survived to help the Tarahiri refugees flee the city.

Cost: 25

Prerequisite: Only those of Skaldi blood may acquire this Training Package.

Skill	Rank
Armor	4
Body Development	3
Combat Style*	4
First Aid	3
Foraging	2
Weapon Group (LEB)	4

* = This may be a basic style, the Shield Warder style, the Two Weapon Combo style, or the Warding Weapon style. It must be a different style than for the Weapon Group of Long Edged Blades (LEB).

CHARMWEAVER

The Charmweaver's charms are relied upon by young and old alike to preserve them from magical and monstrous threats. When uncanny misfortune befalls the tribe or disease strikes down the healthy, the malice of an angered Charmweaver may be blamed and respect turn to superstitious fear and revenge.

Cost: 25

Skill	Ranks
Crafting (Charmcraft)	5
Crafting (Herbcraft)	3
First Aid	2
Lore: General (Fauna Lore)	2
Lore: General (Flora Lore)	2
Spells *	6

* = This spell list must be either an Open spell list or a Base Spell List. The ranks may be split between multiple lists.

Note: The character is able, with an Extremely Hard Charmcraft maneuver, to create a charm. A charm is an organic magic item, made only of natural materials, which often disintegrates after a single use or two

weeks of time; that is used in a protective fashion or to hold a low level spell. Due to their very nature, charms are very simple, and thus can only protect against a single specific thing.

A basic charm grants a +5 bonus against its focus if it isn't a spell charm. For every 10 ranks in the Charmcraft skill, the bonus for the charm may be increased by +5. A basic spell charm can only hold a first level spell, but for every five ranks in both the Charmcraft skill and every 5 ranks the Arcane Lore (Spell Lore) skill, spells of one higher level, up to a maximum of fifth level, may be embedded.

FESHARIAN ACOLYTE

The Fesharian Acolytes have the respect of all Orsai – and the fear and resentment of the Theocracy priesthood. The Theocracy considers the Fesharians to be heretics. They practice several different styles of martial arts, both armed and unarmed. The Fesharians rely on a deep spirituality augmented by years of austere training to always remain calm and to know when or when not to fight. The core of Fesharian belief is this: always help those in need of help. They make no distinction between Orsai or Skaldi or Tarahiri, or indeed human and Elves. Fesharian Acolytes will never leave a situation unresolved.

Cost: 25

Skill	Rank
Body Development	3
Diplomacy	3
Martial Arts – Basic w/ ADef	3
Martial Arts – Advanced w/ ADef	3
Martial Arts – Dragonclaw Style	3
Martial Arts – Monkey Style	3
Meditation	2

Note: A character with this Training Package is able to purchase a Weapon Kata for Staves, for both his Dragonclaw and Monkey styles for only 8 DPs, half the normal cost.

GHEREK SCOUT

Among the Orsai are the elite Gherek Scouts. These men are skilled at infiltrating behind enemy lines and gathering information on the enemy. A number of Gherek Scouts escaped from the tyranny of the Theocracy of Asut, fleeing to Tarahir, when the Theocracy renewed its war against practitioners of magic, especially since the Scout often used small amounts of magic to aid them in their jobs. This made no difference to the Theocracy; to them all magic was evil and needed to be exterminated.

Cost: 25

Prerequisite: This Training Package is only available to those of the Ranger Profession who are of full Orsai blood. It has never been taught to any outsiders.

Skill	Rank
Armor	2
Combat Style*	3
Foraging	4
Perception	4
Riding	2
Stalk & Hide	5

* = This may be a basic style, the Shield Warder style, the Two Weapon Combo style, or the Warding Weapon style.

G'SHUL ROVER

As the G'Shul travel across Anias, they are protected, led, and supplied in the wilderness by a small but elite group known as the Rovers. The Rovers are hunters, trackers, guides and scouts all rolled up into one.

Cost: 25

Skill	Rank
Foraging	2
Navigation	3
Perception	3
Stalking & Hiding	4
Tracking	4
T'Zier Combat Style	2
Weapon Skill (Ranged)	2

* = This group is for a ranged attack of some sort.

OSH'TAHL HERBALIST

During their many years of wandering, the Gryxian G'Shul learned many things about the properties of plants and herbs and how to best use them and prepare them. Over the years, the Osh'Tahl Herbalists became well known, especially within the many small communities that the G'Shul traveled to. In those remote communities, the Osh'Tahl Herbalists were often the only doctors to be found.

Cost: 25

Skill	Rank
Crafting (Herbcraft)	4
Crafting (Horticulture)	2
First Aid	4
Foraging	2
Lore: General (Flora Lore)	2
Lore: General (Herb Lore)	2
Meditation	2
Perception	2

THE PASCALLINE ORDER

A mysterious Order who can only be identified by the black briar rose tattoo on the nape of their neck, the Pascalline Order is one of the few military orders of Anias to admit women among their ranks. They work as advisers to other military units and usually wear the armor of those units or their own personal armor. It is rumored that the members of the Pascalline Order are Warrior Mages, but this has never been proven.

Cost: 25

Prerequisite: The Pascalline Order only accepts Elemental Warriors into their ranks.

Skill	Rank
Armor	3
Body Development	2
Combat Style	4
First Aid	2
Foraging	2
Lore: General (Tactics)	5
Riding	2

* = This may be a basic style, or the Shield Warder style, the Two Weapon Combo style, or the Warding Weapon style.

SKALGORN

The Skaldi rarely go to war without their warrior poets, the Skalgorn. These strange – some say insane – men charge into the thick of the fighting with their warrior brethren, singing battle songs and, in the aftermath, leading the dirges for the dead, and the songs of victory. The Skalgorn often carry certain musical instruments including a bodhran like small war drum to a small “battle harp” with highly strung strings which produce a sharp, brittle note. Foes of the Skaldi can recall the strange and eerie and nerve wracking music coming out of the misty hills, followed by the tense pounding of the battle drums followed by rains of arrows...

Cost: 25

Prerequisite: Skalgorn are Skaldi only. No one else is quite so...insane.

Skill	Rank
Lore: General (Skaldi history)	4
Music (Play War Drum)	4
Music (Play Battle Harp)	4
Singing	4
Weapons Group (Axes)	4

VENTURER'S CLERK APPRENTICE

If you need to travel someplace that you have never been before, it is best to hire a guide. The best, and often the most expensive, guides are the Venturer's Clerks. These guides use their skills and spells to the best of their abilities in order to get their charges to their destination, no matter where that may be.

Cost: 25

Prerequisite: Must have access to the Clerk's Sphere of spells.

Skill	Rank
Crafting (Cartography)	4
Crafting (Herbcraft)	3
Foraging	3

Navigation	3
Spells*	5
Trading	2

* = This spell list must be either an Open spell list or a Base Spell List. The ranks may be split between multiple lists.

CYRADON TRAINING PACKAGES

ATRIAH APPRENTICE

The Atriah comprise the largest group among any Gryphon eyrie. They are the craftsman and farmers; they tend to the needs of the eyrie and everyday life.

Cost: 25

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Ranks
Craft (one craft)	6
Lore: General (related to craft)	6
Perception	3
Streetwise	3
Trading	2

DESNIAN PALLADINE

The Palladines of Desnia are an elite order of their military. They specialize in the Masumasi style of combat, a very deadly two weapon style.

Cost: 25

Prerequisite: Only those of Desnian Arali blood may acquire this Training Package.

Skill	Rank
Armor	4
Body Development	3
First Aid	3
Masumasi Combat Style	4
Weapon Group (Long Blades)	3
Weapon Group (Short Blades)	3

GARUDA APPRENTICE

The Garuda are the Warriors of the Gryphon society. It is they who protect the eyrie from intruders and other threats. They are fierce in battle and their airborne attacks can be devastating to those one the ground. One of the other primary tasks for the Garuda is the hunting of game to feed the eyrie.

Cost: 17

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Rank
Armor	2
Basic Gryphon Combat	4
Body Development	3
First Aid	3
Flying	4
Garu Combat Style	4

GRAYM WARDERS

The Rhona are normally a very peaceful, however living within the confines of the Devastation can be very dangerous. To protect themselves, they formed the Graym Warders to guard and protect their holdings

Cost: 25

Prerequisite: The character must be Rhona to acquire this package.

Skill	Rank
Adrenal Moves (Strength)	4
First Aid	2
Martial Arts – Basic w/ ADef	4
Martial Arts – Advanced w/ ADef	4
Martial Arts – Stone Fist Style	4
Meditation	2

Note: A character with this Training Package may acquire a Weapon Kata for the Gnorish, usable with both his Advanced and Stone Fist styles in this package for 6 DPs, half of the normal cost. He may gain a Paired Weapon Kata with the Gnorish for both his Advanced and Stone Fist styles for 12 DPs, half of the normal cost.

JANIEAL INFANTRYMAN

The average infantryman from Janieal is taught this style with their standard weapon, the arula. The arula is a staff with a leaf shaped blade at one end, with the other end shod in studded steel. They are taught to not only use this weapon effectively, but to also work together with others.

Cost: 25

Prerequisite: Only those of Janieal Arali blood may acquire this Training Package.

Skill	Rank
Armor	4
Arula-ka Combat Style	4
Body Development	3
First Aid	3
Lore: General (Tactics)	4
Weapon Group (Pole Arms)	2

MEETA APPRENTICE

The Meeta are the scouts of the Gryphons. They search out new places to explore, spy on enemies, and even search out likely hunting grounds for the Garuda.

Cost: 25

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Rank
Armor	2
Body Development	3
Foraging	2
Flying	4
Basic Gryphon Combat	2
Perception	4
Stalk & Hide	3

S'TOK INITIATE

After the Nagazi settled Evefalim, they discovered many old texts and manuscripts in the ancient ruins. Among those were the ones that became revered by a small group who later founded the S'tok Monastery. Over the years, the teachings of those manuscripts have allowed a small portion of the Nagazi to work towards spiritual enlightenment through striving for unity of mind, spirit, and body.

Cost: 25

Skill	Rank
Acrobatics	4
Adrenal Moves (Balance)	2
Martial Arts – Basic w/ADef	4
Martial Arts – Advanced w/ ADef	4
Martial Arts – Ji'Corva Style	4
Meditation	2

Note: A character with this Training Package is able to purchase a Weapon Kata for Staves, for both his Advanced and Ji'Corva styles for only 8 DPs, half the normal cost.

USIRAE APPRENTICE

The Usirae are considered to be somewhat fey or odd to the rest of the Gryphon society. They deal with things that, once upon a time, ended up causing the Devastation. This causes the other Gryphons to be both in fear and in awe of them at the same time. They are not quite outcasts, but other Gryphons tend to avoid them when possible.

Cost: 25

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Ranks
Crafting (Alchemy)	2
Lore: Magical (spells)	3
Runes	5
Spells*	6

Staves & Wands 4

* = Ranks may be applied only to Open Spell Lists from the character's realm.

VARAGHRA ACOLYTE

The Varaghra maintain the spiritual links of the Gryphons with their ancestors and the spirits of the world around them. Some call them shamans or animists or even priests. They are none of these, yet all of these both at the same time.

Cost: 25

Prerequisite: Only Gryphons may acquire this Training Package.

Skill	Ranks
Lore: General (Religious dogma)	5
Lore: Magical (Spirit Lore)	5
Runes	3
Spells*	4
Staves & Wands	3

* = Ranks may be applied only to Open Spell Lists from the character's realm.

GIFTS

'Gifts' are talents and special abilities. Usually they are inbred, meaning that they have to be selected at character generation. Some, however, are trainable or can otherwise be acquired by alterations to the character's phenotype. As always, it is up to the GM to determine what Gifts are available to what characters. Not every Gift is going to be appropriate to every setting.

If a gift is abnormal for a species, it is expected that the player work into the character's background story how they acquired the special talent.

IN GAME ACQUISITION

There are various methods that can allow for a character to gain a Gift during the course of the game. In most instances, this will require special permission from the GM and require the GM to work a catalyst event into the course of the game.

However, there are some Gifts which are designated as being Trainable. These Gifts are those that ICE feels can be acquired through the expenditure of DPs during the course of a level gain. If the GM agrees that they are available to the character, then the player is free to purchase them using his character's DPs. Of course, this means that he has less DPs available to him in order to purchase skills. That is the trade-off for acquiring Gifts in this manner.

As always, it is up to the GM to determine which Gifts are available in a given setting. The GM is also free to change a Gift from Trainable to not, or vice versa. The GM could even setup different lists of Gifts that are Trainable in different areas, races, or cultures. For example, Dwarves might consider different Gifts trainable than Elves do, so the GM creates a separate list of which Gifts are Trainable for each race.

In any case, when acquiring Gifts during the course of a Game, the character is limited to acquiring no more than one Gift each level.

MANIFESTATION & SOURCE

When a player purchases a Gift for his character, he must sometimes define certain aspects of the Gift. The two major aspects that must be defined are Manifestation and Source.

MANIFESTATION

Manifestation is what the usage of the Gift looks like. Some Gifts will include a basic manifestation in their description; others will require the player to define it. It all depends upon the Gift.

In most cases, the manifestation of a Gift will have little to no effect upon how the Gift works, its main purpose being a way for the player to customize the Gift in some manner.

However, there are cases where the manifestation will be a factor in how the Gift works. For example, an Innate Ranged Attack with an elemental manifestation will be subject to the rules regarding elements and how they interact with their opposing elements. Another example is Flight. If the manifestation includes wings, then there some differences between how it will work when compared to Flight without wings (refer to the description of the Gift Flight for more information). However, there are also a number of Gifts that will require no manifestation at all. These Gifts are those that change skill costs, or give bonuses to a skill or attribute.

It is up to the GM and the player to determine the details of the manifestation. However, there are a few guidelines that it is recommended be followed. It should always be considered that any sort of attack Gift should always have a visible manifestation unless an option is used to specifically prevent that detection from normal sources. This includes that allow for mental attacks as well as those that allow for physical attacks.

SOURCE

The source of a Gift will often have a much greater impact upon a Gift than the manifestation will. The source is basically what powers the Gift, what makes it work. Not every Gift will have or require a source, just as not every Gift will have or require a manifestation. For example, those Gifts alter the costs of skills won't need a source. The only Gifts likely to require a source are those that have a specific Power Point cost for activation or use.

INTERACTION

There are a number of spells contained within RMC that target specific effects, such as spells that give a bonus to resistance to mind effects, or spells that offer protection against a certain element. In all cases, these sorts of spells that target specific effects will work just as well on Gifts so long as the Gifts' effect falls within the bounds of the spell.

GIFT DESCRIPTIONS

The description of each Gift contains several different aspects. Such things as the "Cost" are self explanatory, representing the number of DPs required to acquire the Gift. A number of Gifts have additional features or options that could be selected at the time that the Gift is acquired.

Next up is the "Trainable" attribute. It is strongly recommended that if you, the GM, allow the acquisition of Gifts when going up levels that you limit the Gifts available to only those marked as Trainable.

At the end of some of the Gift descriptions there may be a list of "Features" or options that may be used to customize Gifts at the time of acquisition.

Some of these Features may be marked with an asterisk (*). This means that the Feature is one that may be selected as an upgrade through the rules given for Power Sets. On the next page, you will find a Master Gift Listing that shows all of the Gifts, their Trainability, and their base Costs.

Note: Unless specifically stated within the Gift's description, no character may acquire a given Gift more than once.

GIFTS & SPECIAL STARTING ITEMS					
Gift	Trainable	Cost	Gift	Trainable	Cost
Accelerated Mending	N	5	Outdoorsman	N	20
Acrobat	N	15	Quiet Stride	Y	30
Amazing Leaping	N	10	Sense Magic	Y	20+
Ambidexterity	N	20	Shapechanger (Griff)	N	30
Blazing Speed	N	5	Shield Training	Y	20
Danger Sense	N	15	Shifter	N	30
Darkvision	N	10+	Skill Flexibility	N	5
Dense Musculature	N	20	Skill Specialization	N	10
Dwarfism	N	15	Slight of Hand	Y	15
Enhanced Senses	N	15	Spatial Extension	N	10+
Exceptional Skill at Arms	N	30	Stone Sense	Y	15
Giantism	N	15	Strong Mana	N	25
Great Arm	N	10	Sturdy Build	N	10
Hammer Throw	Y	15	Subconscious Discipline	N	15+
Hammerhand	N	20	Subconscious Preparation	N	20
Hypercharged Adrenaline	N	20	Survival Instinct	N	10
Increased Scope	N	10+	Temporal Extension	N	25
Innate Melee Attack	N	15+	Tough Hide	N	20+
Innate Ranged Attack	N	20+	Weapon Specialty	Y	5
Instinctive Defense	N	30	Weapons Master	Y	30
Lightning Reflexes	N	10	Winged Flight	N	25
Martial Training	Y	25	Special Starting Items		Cost
Natural Archer	N	10	Arcurian Short Bow		20
Natural Camouflage	N	30	Arcurian Composite Bow		25
Natural Physique	N	8	Arcurian Long Bow		30
Neutral Odor	N	5	Argentian Cuirass		25
Nightvision	N	20+	Elenterial Lodestone		20
Peripheral Vision	N	8			

+ = Includes features which alter the cost of the Gift if the player selects them.

ACCELERATED MENDING

Cost: 5

Trainable: No

Description: The character's Recovery Multiplier is halved, allowing normal healing times to be half of what they would be for others of the same race.

ACROBAT**Cost:** 15**Trainable:** No

Description: The character is a natural acrobat. This grants him a +10 modifier to his Acrobatic skill bonus. This gift also grants practitioners of the Garu style an extra +10 to the maximum amount of DB that may be acquired through the style.

AMAZING LEAPING**Cost:** 10**Trainable:** No

Description: With this ability, the character's leg muscles are perfectly designed for jumping maneuvers, allowing them to jump a lot further than a normal person could jump. For the purpose of making jumps and leaps, the character treats his height (or body length) as 3 times what it normally is.

AMBIDEXTERITY**Cost:** 20**Trainable:** Yes

Description: The character may use either hand equally well. He does not receive a -20 modifier for "off-hand".

BLAZING SPEED**Cost:** 5**Trainable:** No

Description: The character is able to move faster than one might expect on the ground. He gains a +10 to his Base Movement Rate.

DANGER SENSE**Cost:** 15**Trainable:** No

Description: The character has an uncanny, possibly mystical ability to detect danger before it manifests itself. He would get a warning before stepping on a trap and/or before walking into the kill zone of an ambush. This is a passive ability that works automatically (no roll required). The stronger the danger, the stronger the warning.

However, the automatic warning does not inform the character what the danger is. The character needs to make a successful General Perception roll (with a +10 modifier) to determine what the source of the danger is. The better his roll, the more information he gleans. However, the character will not be able to glean information that he cannot actually sense.

DARKVISION**Cost:** 10+**Trainable:** No

Description: The character is able to see in complete, non-magical, darkness up to 10'. When using a light source, such as a torch, in darkness, the character may see up to the distance illuminated by the light source, plus the full range of this ability. When outdoors at night, the character may see clearly up to twice the normal distance of this ability. On a brightly lit night (i.e. full moon), the character may see up to 10x the normal range of this ability.

The character may, when acquiring this Gift, increase the range beyond 10' by paying +1 DP for each additional 2' of range.

Feature	DP Cost
Per addition 2' Range	+1

DENSE MUSCULATURE**Cost:** 20**Trainable:** No

Description: The character has musculature that is denser and heavier than that of humans. This grants them a +5 to both their OB and DB. This also gives a -30 modifier to the Swimming skill.

DWARFISM**Cost:** 15**Trainable:** No

Description: You are shorter than normal. You are two thirds as tall as a normal member of your race (figure normal height, double it and divide by 3; Gryphons use body length) and your weight is normal for your reduced height. This grants you a +5 to Agility and Quickness bonuses and a -5 to Strength and Constitution bonuses.

ENHANCED SENSES**Cost:** 15**Trainable:** No**Description:** Excellent eyesight and hearing grants a +10 bonus to all Perception maneuvers.**EXCEPTIONAL SKILL AT ARMS****Cost:** 30**Trainable:** Yes**Description:** The character is exceptionally gifted at the arts of war. This grants him a +10 bonus to all combat/weapon skills and the Maneuver in Armor skill.**GIANTISM****Cost:** 15**Trainable:** No**Description:** You are larger than normal for one of your race. You are a quarter larger than others of your race (figure normal height and increase by 50%; Gryphons use body length) and weigh twice again as much (figure normal weight and double it). This grants you a +5 bonus to Strength and Constitution and a -5 modifier to Quickness and Agility.**GREAT ARM****Cost:** 10**Trainable:** No**Description:** The character is a natural at thrown weapons allowing him to throw them farther than normal. All ranges for thrown weapons are increased by 25%. Range modifiers will be according to the new ranges.**HAMMER THROW****Cost:** 15**Trainable:** Yes**Description:** Through special training, the character is able to throw hammers and axes with the same ranges, and range modifiers, of a Short Bow. This talent is **restricted** to Mablung characters only, as they will not teach this ability to any other races.**HAMMERHAND****Cost:** 20**Trainable:** Yes**Description:** The character is able to deliver more damage with unarmed attacks than is normal. When making a Martial Arts Strikes attack, his attacks will inflict Impact criticals rather than the normal criticals.**HYPERCHARGED ADRENALINE****Cost:** 20**Trainable:** No**Description:** The character receives a +10 bonus to all Adrenal Moves. This Gift also increases the maximum bonus to DB from Adrenal Defense by 10 points.**INCREASED SCOPE****Cost:** 10+**Trainable:** No**Description:** The character may acquire this Gift twice, once for the radius of spells and once for targets.
If the character selects radius, then any spells on his Base Spell Lists that has an Area of Effect that includes a radius, then that radius will be doubled.
If the character selects targets, then any spells on his Base Spell Lists that has an Area of Effect that includes targets, then the number of targets affected is doubled.
Each version of this Gift may be expanded to include all spells by paying an extra 10 DP at the time of acquisition.

Feature	DP Cost
All spells	+10

INNATE MELEE ATTACK**Cost:** 15+**Trainable:** No**Description:** The character has the ability to make a Small melee attack with a part of his body, such as claws or a beak or a tail. This attack can do a Crush, Slash, or Puncture critical. If the Gift includes the feature, *Non-*

Physical, then Electrical, Heat, Cold or Impact criticals may also be selected (Non-Physical is not limited to just these 4 critical types though).

The medium of the attack will normally be visible at all times unless the character takes specific measures to hide them (i.e. claws show, they are not retractable) using one of the features, *Non-Physical* or *Hidden* (see below for more information on both).

When this gift is selected, the character must define the nature of the attack and how it works along with what critical it inflicts. Once defined, these cannot be changed.

A character making an attack with this Gift is required to have at least one hand free when making attacks. This attack requires 50-100% activity, with activity reductions working the same as a normal melee attack. When Parrying, every 2 points subtracted from OB results in +1 to DB. Attacks use the *Tooth & Claw* attack table and the appropriate critical table.

The character may learn a skill in order to use this attack using the "Innate Melee" skill (see the Combat Skills table, page xx, for costs).

There are a number of features that are available for the player to select. The features relating to the size of the attack are pretty self-explanatory. In all cases, except as noted below, the method of attack for this Gift is considered to be physical in nature and fully visible at all time, unless special measures are taken (i.e. wearing a specially designed cloak to hide a tail, etc).

The feature, *Hidden*, means that the portion of the character that makes the attack (i.e. claws) are not visible all of the time (i.e. they are retractable), that they can be hidden from sight at will. In such cases, the medium of attack would take a 20% activity action to extend or release or whatever. The manifestation of this Gift is still considered to be physical though.

The feature, *Non-Physical*, means that the innate attack is not of a standard physical nature, that the method of making attacks does not exist until it is manifested. However, once manifested, it is treated just as any other manifestation of this Gift. The manifestation is formed through the expenditure of Power Points (based on the source). In this case, the character must spend 3 PP per size of the attack (i.e. Small = 3 PP, Medium = 6 PP, etc.), and the manifestation will last for up to 1 minute per level of the character. Manifesting the Gift requires a 75% activity action.

The feature, *1:1 Parry*, allows the character to parry with his manifestation of this Gift with each point subtracted from OB being applied to DB fully when parrying.

The feature, *Both Hands Free*, is requires when the manifestation is going to be something other than part of the hands, such as a tail, or fangs.

Feature	DP Cost
Medium Attack	+5
Large Attack	+10
Huge Attack	+20
Hidden	+5
Non-Physical	+10
1:1 Parry	+5
Both Hands Free	+10

INNATE RANGED ATTACK

Cost: 20+

Trainable: No

Description: The character is able to make a ranged attack that is projected from some portion of his body. This attack will do a Crush, Slash, Puncture, Electrical, Heat, Cold, or Impact critical. When this gift is selected, the player must define the ranged attack, how it works and what critical it does. Once defined, these cannot be changed.

The attack is resolved on the Bolt Attack table, and is a Tiny Bolt. The attack has a base range of 50' with Range Mods for this Gift as follows: Touch = +50; 0'-10' = +35; 11'-50' = +0; 51'-100' = -20; 101'-200' = -40; 201'-300' = -55; 301' and up = -75.

A character making an attack with this Gift is required to have both hands free when making attacks and it requires a 75% activity action to perform. This attack may not be used to parry other attacks. Shields apply against this type of attack just as they do against any other ranged attack.

This Gift requires Power Points use. It costs 2 PP for each size of the attack (Tiny = 2 PP, Small = 4 PP, etc.). The character is fully free to make attacks of any smaller size than their maximum (i.e. a character who can make a Medium Ranged attack may make Small or Tiny attacks as well if they choose).

The character may learn a skill in order to use this attack using the "Innate Melee" skill (see the Combat Skills table, page xx, for costs).

The features regarding to the size of the attack are pretty much straight forward. The feature, *Increased Range*, may be added multiple times. The feature, *1 Hand Free*, allows the use of this gift with only a single hand, and the feature, *Both Hands Free*, is reserved for a manifestation of this Gift that does not originate with the hands (i.e. laser eye beams).

Feature	DP Cost
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Small Bolt Sized	+5
Medium Bolt Sized	+10
Large Bolt Sized	+20
Huge Bolt Sized	+30
Increased Range (per +50')	+5
1 Hand Free	+5
Both Hands Free	+10

INSTINCTIVE DEFENSE**Cost:** 30**Trainable:** No**Description:** The character is extremely sensitive to his surroundings. This grants him a +20 modifier to his DB, even against surprise attacks.**LIGHTNING REFLEXES****Cost:** 10**Trainable:** No**Description:** The character has excellent reaction speeds. This grants him a +5 modifier to all initiative rolls.**MARTIAL TRAINING****Cost:** 25**Trainable:** Yes**Description:** The character receives special training that allows him to enhance his melee capabilities. For every 10 ranks that the character has in a melee (not missile, thrown or ranged of any sort) skill, he is able to make an extra attack each round, with all attacks receiving a -20 modifier for each attack beyond the first. The player is required to declare the number of attacks that the character will make before the round begins. Once declared, it cannot be changed.

Additionally, for every 10 ranks in the melee skill, the character is also allowed to make these attacks against multiple foes. For each foe beyond the first that is to be attacked in a given round, there is a -10 modifier that is applied to all attacks.

This means that a character with 12 ranks in a melee skill could make two attacks, one against each of two foes and that each attack will receive a -30 modifier. If he made two attacks against a single foe, the modifier would only be -20.

NATURAL ARCHER**Cost:** 10**Trainable:** No**Description:** The character is a natural at using a bow. All of his bow ranges are increased by 25%. Range modifiers are determined by the new ranges.**NATURAL CAMOUFLAGE****Cost:** 30**Trainable:** No**Description:** The character is able to change the coloration of his skin and clothing to better match his surroundings. This translates as a +25 bonus to both stalking and hiding. Making this change requires concentration, limiting the character to 50% activity while it is in use.**NATURAL PHYSIQUE****Cost:** 8**Trainable:** No**Description:** The character is extremely hearty and in strapping good health. The character gains a +20 to his Body Development skill (i.e. to his Hits).**NEUTRAL ODOR****Cost:** 5**Trainable:** No**Description:** The character's body has the peculiar ability to mask all scents within a 5' radius. This makes it impossible to track the character by scent.**NIGHTVISION****Cost:** 20**Trainable:** No

Description: This ability allows the character to see, when outdoors on a bright night, up to 500' as if it just a very dark day. When indoors, this allows the character to twice as far as the light source normally allows.

The feature, *Greater Nightvision*, allows a character to see outdoors as well on a bright night as he would on a cloudy, overcast day (further than 500'). When indoors, this allows the character to see three times as far as normally allowed by a light source.

Feature	DP Cost
Greater Nightvision	+5

PERIPHERAL VISION

Cost: 8

Trainable: No

Description: The character is harder to attack from the sides or fro the rear. When attacked from the flanks your foe's bonus is only +5 and when attacked from the rear, your foe's bonus is only +15.

OUTDOORSMAN

Cost: 20

Trainable: No

Description: The character has a natural affinity to the outdoors. He gains a +15 bonus to Herbcraft (specialization of Craft skill), Foraging, Navigation, Riding, and any Region, Fauna or Flora Lore skills.

QUIET STRIDE

Cost: 30

Trainable: Yes

Description: The character an unusually quiet stride and the ability to stand completely still for extended periods, granting him a bonus of +25 to Stalking and Hiding.

SENSE MAGIC

Cost: 20+

Trainable: Yes

Description: The character may make a Perception maneuver with a -20 modifier to detect active magic. He may only concentrate on one 5' radius area within 100' of himself at a time.

Active magic is defined as any active spell. If there is a symbol spell holding another spell, the symbol would detect as active magic, but the spell it hold would not. In the case of magical items, those items that are constant, such as a sword with a +5 magic bonus, would detect as active magic, but a wand of shock bolts would not, it would be considered to be waiting magic.

The feature, *Detect Waiting Magic*, allows the character to detect waiting magic within the area checked.

Feature	DP Cost
Detect Waiting Magic	+5

SHAPECHANGER (GRIFF)

Cost: 30

Trainable: No

Restrictions: Gryphons only

Description: This Gift is only available to Gryphons. With this ability, the Gryphon may make a Hard Self-Discipline based maneuver roll (Moving Maneuver table) each round, adding the results together. Once a total result of 100 or better is gained, the Gryphon will transform from his normal form into a winged bipedal form. The Gryphon's talons also reshape themselves to be more like hands although they remain just as deadly.

SHIELD TRAINING

Cost: 20

Trainable: Yes

Description: The character has learned how to better handle his shield. He is able to apply its Defensive Bonus modifier against all foes who do not receive positional bonuses (i.e. flank or rear) against him.

SHIFTER

Cost: 30

Trainable: No

Description: The character has the ability to change his form in some manner at will (requires a Hard SD-based maneuver roll, cumulative total of 100+ to perform). The type of change must be chosen when this ability is taken, and it cannot be used to replicate the *Innate Attack* Gifts (i.e. cannot be used to give oneself huge claws that are normally hidden from sight), but certain forms may include their own innate attack capabilities..

If the character is able to Shift to the form of an animal or creature, that creature will be approximately the same size as the character and will only have the natural abilities of the creature, not any magical or supernatural

abilities (i.e. if the character changes into the form of a dragonette, he will get the claw attacks and bite attack and flight abilities, but not a breath weapon nor any spell abilities).

SKILL FLEXIBILITY

Cost: 5

Trainable: No

Description: The character may select and reduce the cost of a single skill by 1 point. (i.e. a cost of 2/6 becomes 1/5, a cost of 2/* becomes 1/*). This may not be applied to any skill that already has a primary (i.e. first) cost of 1. If applied to a skill that requires specialization, such as weapon skills or spells, the cost reduction applies only to a single instance of that skill (i.e. to one spell list, not all spell lists). This Gift may be taken multiple times, and even applied to the same skill multiple times as long as the skill's cost meets the criteria mentioned above.

SKILL SPECIALIZATION

Cost: 10

Trainable: No

Description: The character gains a +10 bonus to a single individual skill. If the player selects a skill that requires specialization, such as a weapon skill or a spell list, then the player must place the bonus on a specific skill, it does **not** apply to all such skills. This ability may be taken multiple times, but multiple instances of this bonus may not be placed on the same skill or on a single instance of a skill that requires specialization.

SLEIGHT OF HAND

Cost: 15

Trainable: Yes

Description: The character has learned well the lessons on misdirection and sleight of hand. This grants him a +10 modifier to the Trickery skill.

SPATIAL EXTENSION

Cost: 10+

Trainable: Yes

Description: The character has an unusual Gift that allows his spells to reach further than normal. All appropriate spells with a range of "touch" will have a range of 5'. All other spells that have a range other than "self" or "touch" get to add 50' to their normal ranges.

However, this Gift will only apply to a single type of spell (Defensive, Healing, Force, mental, elemental, directed elemental, etc.). This gift may be acquired multiple times, for a different type of spell each time.

The feature, *Self Extension*, will allow any spells of the given type that have a normal range of "self" to be used with a range of "touch."

Feature	DP Cost
Self Extension	+10

STONE SENSE

Cost: 15

Trainable: Yes

Description: The character has learned how to accurately inspect and evaluate both stone constructions and natural stone formations. He requires only a normal, Medium difficulty perception maneuver to notice hidden things in stone such as slight slopes, dangerous stone work, secret doors, etc.

STRONG MANA

Cost: 25

Trainable: No

Description: The character is extremely in tune with the forces of magic. This means that the character gains 1 Power Point more each level than is normally granted from their Realm stat (i.e. a stat of 75-94 would normally grants 1 PP per level, for a character with this ability it would grant 2 PP per level).

STURDY BUILD

Cost: 10

Trainable: No

Description: The character is exceptionally hearty and healthy. He gains an additional +1 hit per rank of Body Development.

SUBCONSCIOUS DISCIPLINE

Cost: 15+

Trainable: No

Description: For the character, any spell that has a duration of Concentration will continue for a number of rounds equal to the number of rounds that the character actually Concentrated on it. This means that if the character concentrates on a spell for three rounds, it will continue for another three rounds without his concentration. This ability does not normally work for spells that require concentration and have a maximum duration as well (i.e. duration = 1 rnd/lvl(C)).

The feature, *Timed Concentration*, allows for spells that require concentration and have a maximum to be affected by this Gift, so long as the extra rounds do not exceed the maximum duration for the spell.

The feature, *Renew Concentration*, allows a character to stop concentrating on a spell and then renew concentration so long as the extra rounds have not expired.

Feature	DP Cost
Timed Concentration	+5
Renew Concentration	+15

SUBCONSCIOUS PREPARATION

Cost: 20

Trainable: No

Description: The character requires only half of the normal activity percentage to reload missile weapons and/or draw a weapon. Thus loading/reloading a Short Bow is only a 30% activity action rather than its normal 60% activity action.

For the Rapid Load & Fire percentages (see the Weapon Statistics table, page xx for more information on RLF), they are adjusted in the following manner.

RLF w/ SUBCONSCIOUS PREPARATION		
Weapon	Normal RLF %	RLF w/ S.P.
Bow, Composite	90% (-20)	70% (-15)
Bow, Long	90% (-25)	70% (-20)
Bow, Short	90% (-15)	70% (-10)
Crossbow, Heavy	250% (-30)	150% (-35)
Crossbow, Light	185% (-35)	100% (-35)
Slings	90% (-10)	65% (-10)

<<insert RLF table>>

SURVIVAL INSTINCT

Cost: 10

Trainable: No

Description: When performing a full parry (shifting all OB to DB), your DB is modified by an additional +25.

TOUGH HIDE

Cost: 20+

Trainable: No

Description: The character has tough leathery skin that provides a +10 modifier to their Defensive Bonus (DB).

The feature, *Increased Toughness*, adds another +10 to the character's Defensive Bonus. This feature may be added multiple times, so long as the total bonus to DB does not exceed +50.

Feature	DP Cost
Increased Toughness	+10

WEAPON SPECIALTY

Cost: 5

Trainable: Yes

Description: When learning how to use a group of weapons, only one weapon is considered to be primary for the group and receives the full skill bonus for its Offensive Bonus (OB). This Gift/Talent allows the character to use his full skill bonus as his OB on one additional weapon. This may be purchased multiple times, for a different weapon each time.

WEAPONS MASTER

Cost: 30

Trainable: Yes

Description: When this ability is acquired, the character is able to use all weapons in a specific weapon group with the full skill bonus as their OB.

WINGED FLIGHT

Cost: 25

Trainable: No

Description: The character is able to fly. The character has a Base Flight Rate (BFR) of 75' per round plus their Stride modifier. The character, if unencumbered, may fly for 1 minute for each point of Temporary Constitution. If flying at a pace higher than the base rate, that will shorten the amount of time that can be flown (treat temp Con as a pool of points, Moving at BFR requires 1 point per round, moving at a 2 x BFR costs 2 points per round, etc.). The character's encumbrance modifier also reduces this point pool (i.e. a -20 encumbrance mod removes 20 points from the pool).

The character may also glide if he wishes. For every 10 minutes spent gliding, the character must spend 1 point to remain aloft or lose 10' of height. Characters with wings will have a wingspan equal to twice their height.

SPECIAL STARTING ITEMS

During character creation only, the Player may also spend the character's Development Points on the acquisition of certain special starting items. Several of the Training Packages allow for adjusting the DP costs of these items.

Item	Cost
Arcurian Short Bow	20
Arcurian Composite Bow	25
Arcurian Long Bow	30
Argentian Cuirass	25
Elentirael Lodestone	20

Arcurian Bows are the preferred weapons of the Arcurias Bowmen. Not all bowmen have an Arcurian Bow, and they are never sold, only awarded for feats of valor. It would be extremely rare for a non-Sithi to have one, but not impossible as bows have been awarded to outsiders on occasion or passed down through families.

All Arcurias Bows have greater ranges than their more normal counterparts.

Arcurian Short Bow – The Arcurian Short Bow is a weapon of extraordinary manufacture and craftsmanship. It requires a character to have a Strength of at least 75 to use and it has a Base Range of 75. Any fumbles made with this weapon ignore results of “weapon breaks”.

Arcurian Composite Bow – The Arcurian Composite Bow is a weapon of extraordinary manufacture and craftsmanship. It requires a character to have a Strength of at least 85 to use and has a Base Range of. Any fumbles made with this weapon ignore results of “weapon breaks”.

Arcurian Long Bow – The Arcurian Long Bow is a weapon of extraordinary manufacture and craftsmanship. It requires a character to have a Strength of at least 90 to use and the modifiers for Range Increments are only a -5 instead of the normal -10. Any fumbles made with this weapon ignore results of “weapon breaks”.

Argentian Cuirass – This steel breastplate is highly prized by the more magic-oriented members of the Argentian Legion. The breastplate is coated in a special silvery material that keeps it from tarnishing and keeps it clean at all times. Additionally, the breastplate does not hinder spell casting in any manner.

Elentirael Lodestone – This is a reddish colored stone shaped much like an oversized wolf's fang about 6" long. These rare items are widely prized by those who know how to use them. The Lodestone acts as a focus item, granting the caster with a +5 to all spell casting rolls. Additionally, it grants a +5 bonus to inscribing runes of all types, and to sensing active magic. The Lodestone must be held, much like a wand, in order to be used.

8 – EQUIPMENT

MONEY

As mentioned in characters begin with some gear and a small amount of money (20 + 1d10 silver pieces) that can be used to purchase equipment. Characters are presumed to have purchased these items before arriving in Belynar.

Even though each group/nation has its own unique coins, the weights and values were established long ago by the Cyrads, Dwarves and the various Elven races, so that the coins from varying nations and groups are equivalent enough to be used interchangeably. All coins are designed so that 50 coins of any type weighs a single pound. The following table shows the basic Coinage Standards that are used.

COINAGE STANDARDS		
Coin	Abbr.	Breakdown
1 Mithril piece	mp	= 100 Gold pieces
1 Gold piece	gp	= 10 Silver pieces
1 Silver piece	sp	= 10 Bronze pieces
1 Bronze piece	bp	= 10 Copper pieces
1 Copper piece	cp	= 10 Tin pieces (tp)

<<insert Coinage Standards table here>>

EQUIPMENT

The following lists and their accompanying notes represent only a portion of the type of things that may be purchased. These lists are geared specifically towards supplying the most pressing needs and requirements of adventurers, so they do not include everything that might be available. The GM is free to add to and expand these lists as he sees fit.

<<insert Accessories Price List table>>

ACCESSORIES

Arrows – Sold in bundles of 20. Arrows have a 40% chance of being unusable after being fired, even if they miss their target.

Backpack – This is a standard leather backpack that can hold up to 1 cubic foot worth of items that weigh no more than 20 lbs. The backpack is water resistant, but will not protect the contents from total immersion.

Bedroll – This is a small tarp, used as ground cover, along with an extra thick blanket that can be folded over and fastened along the bottom and up one side. It rolls up compactly and is easily attached to a backpack or framepack when not in use.

Belt Pouches – Made of hard leather, these pouches are 3” x 5” and 6” deep. Made specifically for attaching to an equipment belt.

Boots – Made in a variety of styles to satisfy different needs. Most are calf-high, but some do come to a wearer’s knees.

Caltrops – Sold in groups of 5, these are sharp little 4-pointed metal stars, about half an inch in size.. Made in such a way that, no matter how they land, one point is always facing up. Stepping on one causes 1 point of damage.

Camp Cookware – Made of a light weight metal, this is a set of nested dishes, including 2 small pans, 2 small bowls, 2 plates, and a small metal cup. When all nested, they take up small 6” diameter x 2” deep cylinder.

Crossbow Bolts – Sold in bundles of 20. Crossbow bolts have a 15% of beng unusable after being fired, even if they miss their target.

Cloak – Made of heavy wool.

ACCESSORIES PRICE LIST		
Goods	Cost	Weight*
Arrows (20)	4 bp	3 lb
Backpack	2 bp	2 lb
Bedroll	2 bp	5 lb
Belt Pouches	3 bp	0.5 lb
Boots	1 sp	3 lb
Caltrops (5)	8 bp	2 lb
Camp Cookware	5 bp	2 lb
Crossbow bolts (20)	11 bp	3 lb
Cloak	9 bp	2 lb
Coat	15 bp	6 lb
Equipment Belt	1 sp	1 lb
Fire-starting bow	5 tp	.5 lb
Flint & steel	1 bp	.5 lb
Framepack	33 cp	3 lb
Lantern, Large	12 bp	2 lb
Lantern, Small	7 bp	1 lb
Lock pick kit	1 sp	.5 lb
Multi-Tool (Dwarven)	5 sp	6 lb
Oil flask	3 bp	1 lb
Pants	25 cp	1 lb
Pegs/Stakes (10)	9 tp	2 lb
Pitons/Stakes (10)	2 bp	3 lb
Quiver (holds 20)	1 bp	.5 lb
Rope	4 bp	6 lb
Rope (Dwarven)	4 sp	1 lb
Rope (superior)	12 bp	3 lb
Sack (50 lb)	8 cp	2 lb
Scabbard	25 bp	1 lb
Scroll Case	3 sp	1 lb
Shirt	3 bp	1 lb
Surcoat	9 bp	1 lb
Tarp (5'x8')	1 bp	4 lb
Tent	2 sp	9 lb
Torch	3 tp	1 lb
Waterskin (1 pt)	1 cp	0 lb
* — Weight only counts towards encumbrance if carried and not worn		

- Coat** – Made of furs and leather. Good for protection against the elements.
- Equipment Belt** – This is a sturdy 3” wide belt, studded with metal rings every 4” along its length. Items such as scabbards, and belt pouches are specifically designed to attach to the belt.
- Fire-Starting Bow** – Used to start fires in approximately 5 minutes.
- Flint & Steel** – Used to start fires in approximately 3 minutes.
- Framepack** – This is a backpack that uses a frame to help support and strengthen it. It can hold up to 2 cubic feet of items that weighs up to 45 lbs. The framepack is water resistant, but will not protect the contents from total immersion.
- Lantern, Large** – Holds 1 pint of oil which will burn for up to 6 hours and illuminate a 50’ diameter area.
- Lantern, Small** – Holds half a pint of oil, which will burn for up to 3 hours and illuminate a 30’ diameter area.
- Lock Pick Kit** – This is a small leather case that hold a variety of picks and metal wires that can be used to open locks. Grants a +5 bonus when used with the Pick Locks skill.
- Multi-Tool (Dwarven)** – This is a collection of items that may be assembled in a number of different configurations. It consists of 3 poles, each 2’ long, with 1” diameter metal end caps. The end caps are threaded on one end, and form a socket on the other, so that the poles may be screwed together. In addition to the poles, the Multi-Tool comes with a dagger, a hatchet head, a hammer head, a shovel head and 3 torch heads.
The torch heads are wrapped in paper and when lit will burn for 6 hours, lighting a 20’ diameter area. The torch heads can be replaced for 5 bp each (1 sp if you do not have a used torch head to exchange).
In addition to torches, this allows the Multi-Tool to also be used as a shovel, a hammer, a hatchet or axe for chopping wood, or even as a spear.
- Oil Flask** – Made of glass and wrapped in heavy cotton, this includes one pint of oil (burns for 6 hours).
- Pants** – Made of sturdy material in most cases. Higher quality materials might increase the price.
- Pegs/Stakes** – Sold in bundles of 10, these wooden pegs/stakes are often used for setting up a tent.
- Pitons/Stakes** – Sold in bundles of 10. These metal spikes are used in climbing or staking a tent in rough or rocky ground.
- Quiver** – This can be for arrows or crossbow bolts. It will hold 20 missiles, ready to be fired.
- Rope** – This is a sturdy hemp rope capable of supporting up to 500 lbs of weight.
- Rope (Dwarven)** – Made from an unusual substance, this light-weight rope is able to support up to 2,000 lbs of weight. When sold, it comes with iron clip ends for ease of use in connecting lengths together.
- Rope (superior)** – This sturdy hemp rope is made stronger by weaving in strands of metal, giving the rope the capacity to hold up to 1,000 lbs of weight.
- Sack** – This is a large canvas sack that can hold up to 50 lbs of weight.
- Scabbard** – The majority of scabbards are made to hold bladed weapons, but there are scabbards made for other types of weapons as well. Scabbards normally attach to the equipment belt. Some scabbards, particularly for longer weapons, will come with their own weapon’s belt. Such scabbards will cost an extra 10 bp.
- Scroll Case** – Used to hold documents and to protect them from the weather. These cases come in two varieties, one being a flat leather case, and the other being a tube fashioned out of various materials. Both are water resistant, but will not protect documents from total immersion.
- Shirt** – Made of sturdy material in most cases. Higher quality materials might increase the price.
- Surcoat** – This is a long garment worn over armor or other clothing. It normally extends down to mid-calf and is slit up both sides to the waist. It can come with or without sleeves. Surcoats are often embroidered with the “coat of arms” belonging to the wearer. It is most often used to protect the wearer from the sun heating up his armor, or to aid in protecting the armor from the rain.
- Tarp** – This is a 5’ x 8’ canvas cloth. It is water resistant, and can also server as ground protection under a tent.
- Tent** – This is a small 2 man tent. It is basically a sheet of water resistant canvas supported on the ends by short poles, and using rope and stakes to tie it down, and keep the material taut.
- Torch** – This is a standard wooden torch, with the end dipped in a special material and wrapped in paper to protect it. When lit, the torch will burn for 6 hours, illuminating a 20’ diameter area.
- Waterskin** – This is a small leather bottle. It will hold up to 1 pint of of liquid. Most often used to hold water or wine. Also sometimes called a wineskin.
- Note:** Dwarven Clothing is approximately three quarters the size and weight as clothing listed in the Accessories section. Clothing for Rhona Gnomes is approximately half of that for normal Accessories.

ARMOR PRICE LIST		
Item	Cost	Weight**
Shields		
Full Shield (+25 DB)	7 sp	20 lb
Normal Shield (+20 DB)	55 bp	15 lb
Small Shield (+15 DB)	35 bp	5 lb
Armors		
Soft Leather	3 sp	8 lb
Reinforced Leather	10 sp	15 lb
Chain	30 sp	20 lb
Scale	40 sp	20 lb
Plate	50 sp	20 lb
Gryphon Armor (Soft Leather)	12 sp	16 lb
Gryphon Armor (Reinforced Leather)	21 sp	21 lb
Helms		
Leather* (+1 DB)	25 bp	2 lb
Reinforced Leather* (+2 DB)	3 sp	3 lb
Metal* (+3 DB)	4 sp	3 lb
Pauldrons		
Reinforced Leather* (+3 DB)	3 sp	2 lb
Metal* (+5 DB)	6 sp	4 lb
Bracers (Arms)		
Leather* (+2 DB)	2 sp	2 lb
Reinforced Leather* (+3 DB)	3 sp	3 lb
Metal* (+4 DB)	4 sp	3 lb
Greaves (Legs)		
Leather* (+2 DB)	2 sp	2 lb
Reinforced Leather* (+3 DB)	3 sp	3 lb
Metal* (+4 DB)	4 sp	3 lb
* - Bonuses to DB apply only when using the RMC Cyradon Combat Tables, not if using Arms Law (any version).		
** - Counts against encumbrance if carried and not worn. These weights are based upon equipment for an average human.		

<< insert Armor Price List table >>

ARMOR

Armor is extremely important to those who go into battle. It helps protect them from wounds and aids in saving their lives. However, armor also slows down the wearer and this can mean that he tends to get hit more often, though for less damage overall.

Armors fall into several broad classifications based on the types of materials that they are made from. Within these classifications, there are also a variety of styles or ways that armor can be made. Thus while two different suits of armor might look different, they could easily fall into the same broad group.

Example: Brigandine armor is made from sewing small hard plates (of rigid leather or metal) between layers of soft leather. Studded Leather refers to leather armor that has small metal plates or lames riveted to the inside, with only the studs of the rivets showing on the outside. Leather scale is small hard leather "scales" sewn onto a more flexible backing. Each of these appears very different from one another, and yet all would be considered Reinforced Leather Armor.

SHIELDS

There are 3 types of shields available. They are classified by their average size, weight, and most importantly their protective values. They can be of various shapes and materials within those criteria. The modifier to the character's Defensive Bonus (DB) applies to all attack from the front and from the side upon which the shield is held.

Full Shield – This is the largest of the three. It is usually about 3' to 4' in length and weighs about 20 lbs. It provides a +25 to DB.

Normal Shield – This shield is usually around 2' to 3' in size and weighs about 15 lbs. It provides a +20 to DB.

Small Shield – This shield is usually around 1' in size and it the lightest of the three, weighing in at approximately 5 lbs. It provides a +15 to DB.

ARMOR

There are five main styles of armor, each is detailed below. Each type of armor covers the chest, back, abdomen and groin of the character wearing the armor. While the armor does also cover the shoulders to some limited extent, it does not protect them very well. This is why many fighter types also add pauldrons or other additional pieces (see below) as well.

There are two types of armor available to Gryphons and they are listed separately on the table because of their special construction and other factors such as its Camouflage DB (see below).

Soft Leather Armor – This type of armor includes armor made of sturdy but flexible leather, as well as armors made from heavy, specially quilted cloth, and from furs.

Reinforced Leather Armor – This includes a wide range of armor designs. From soft leather with specific rigid leather or metal inserts or studs to solid leather armor that is boiled and treated so that it hard and rigid. It even includes armors that mix the two styles (i.e. leather scale). This type of armor most likely has the widest range of designs and construction methods.

Chain Armor – This is armor made of small interlocking rings. While this allows a good range of movement, it also weighs a good bit as well.

Scale Armor – This is armor made of metal plates on a chain or leather backing. The plates provide coverage and protection while allowing mobility.

Plate Armor – This is armor made from interlocking plates. Move is possible through the use of hinged joints and flexible material at the joins. The plates are larger and thicker than those used in Scale Armor.

Gryphon Armor – Gryphons are unable to wear armor that is not specially made for them. They are also unable to wear metal armor normally as it is too heavy and interferes with their flight. Gryphons do make sure of leather armor though, both soft and reinforced.

Additionally, Gryphon armor is specially decorated and colored to give Gryphons an addition +15 Camouflage modifier to their DB when wearing this armor. The underside is colored and decorated to look like the sky, and the upper side of the armor is decorated to look like the ground of the Devastation. However, this Camouflage DB is only given against ground based foes when the Gryphon is flying, or against airborne foes when the Gryphon is on the ground (in the Devastation only) or is above their airborne foe.

HELMS

The sole purpose of a helm is to protect the wearer’s head from damage. This is reflected in both a small modifier to DB and by the wording of some criticals, where the presence of this armor can change what damage is actually dealt.

PAULDRONS

Pauldrons are supplemental armor that covers the shoulders and the upper arms of the character. They provide a small modifier to DB and can also prevent certain critical damage. If the character is only wearing one Pauldron, and not a full set, then he receives only half of the modifier to DB (rounded down).

BRACERS

Bracers are used to protect the forearms from the wrist to the elbow. They provide a small modifier to DB and can also prevent certain critical damage. Bracers are also often used to aid in parrying incoming attacks, especially by those who know the martial arts. If the character is only wearing one Bracer, and not a full set, then he receives only half of the modifier to DB (rounded down).

GREAVES

Greaves are used to protect the legs of the wearer, normally the thigh and upper legs, but there are also versions that protect the calves as well. The Greaves provide a small modifier to DB and can protect against certain critical results. The protection from critical results depends upon how much of the legs the Greaves actually covers. If the character is only wearing one Greave, and not a full set, then he receives only half of the modifier to DB (rounded down).

Note: Dwarven armor is approximately three quarters the size and weight as armor listed in the Armor section. Armor for Rhona Gnomes is approximately half of that for normal Armor. The protection capabilities remain the same.

FOOD & LODGING PRICE LIST		
Goods or Service	Cost	Notes
Beer and Ale	2 tp	Pint.
Brandy	10 tp	Half-pint.
Cider	1 tp	Pint.
Mead	5 tp	Pint.
Wine	6 tp	Pint.
Light meal	6 tp	
Normal meal	1 cp	
Heavy meal	12 tp	
Normal rations (1 week)	5 cp	Normal spoilage. Wt. 18 lbs.
Trail rations (1 week)	1 bp	Preserved. Wt. 14 lbs.
Greatbread (1 week)	3 gp	Preserved. Wt. 4 lbs.
Waybread (1 month)	15 gp	Preserved. Wt. 4 lbs.
Poor lodging	1 cp	Communal sleeping.
Average lodging	2 cp	Separate bedding.
Good lodging	22 tp	Separate room.
Stable	2 tp	Includes food for animal.

<< insert Food & Lodging Price List table >>

FOOD & LODGING

In Belynar, basic lodging and food are provided to all through communal services set up by Grayson, the leader of the refugees from Anias. However, outside the city itself, in Nabdur, which is being rebuilt already, commerce is taking hold between the refugees, the Mablung Dwarves, the Nagazi, the Rhona and the Arali Elves. This allows for individuals to make purchases, and while the refugees are not allowed into the Arali lands to the east, there are still the Nagazi and Arali lands to the north along with the Danae and Rhona lands to the south

Additionally, several enterprising refugees have set up their own little taverns or restaurants, using things that they have brought with them and things that they have traded for.

Drinks & Meals – The price list includes listings for several kinds of drinks and 3 different kinds of meals. Each of these is

pretty standard.

Rations – There are several different types of rations. Each is used when traveling and has its own uses.

Normal Rations – This is enough food to last for a week. Depending upon what it contains, Normal rations will spoil in 1 to 2 weeks.

Trail Rations – This is dried food, preserved to last up to a month before spoiling. The rations will last one person for 1 week.

Greatbread – This special bread is enough to feed a person for a week. It is preserved and will last for 6 months before spoiling.

Waybread – This special bread will last up to an entire year before spoiling and is enough to feed a person for a week.

Lodging – The type of lodging available in Belynar is limited, but there are some who have already set up inns both in Belynar proper and down in Nabdur for those visitors from the rest of Cyradon.

Stables – As more and more Stionoir are captured and tamed, stables are becoming more needed. Grayson has allowed a number to open down in Nabdur.

<< insert Herbs Price List table >>

HERBS & POISONS

Herbs have always been a good alternative source of healing. The above list of Herbs (and Poisons) represents just a small selection of the possibilities that may be found. They represent some of the most powerful of the possibilities to be found. Refer to page xx for more information on finding and using herbs, both magical and mundane.

The Herbs & Poisons table lists the Herb by type (or the Poison), and gives the cost that an herbalist or healer will sell it for. The Form/Prep column of the table gives basic source of the herb along with its most common form of preparation. The following list gives a little bit of basic information that is used for determining the amount of time it will take to prepare and use a given herb or poison.

Brew – Requires that the herb be steeped or boiled in water for 20 rounds and then drunk.

Ingest – Herb is immediate usable and may be eaten, chewed, drunk, or inhaled; whichever is most appropriate.

Apply – Requires 1-10 rounds to prepare, and then the herb is applied directly onto the injured area.

Paste – The raw substance is made into a paste. This paste may be mixed into food or drink, or it may be applied to tools or weapons. If applied to implements, it will stay good for up to a week; otherwise, it will remain potent so long as it remains in a sealed container. If a target is struck with the poisoned weapon, if the attack does a critical, then the target must make a RR or suffer the effects. If the attack does not do a critical, then the dose of poison is gone.

Powder – May not be applied to weapons, only mixed into food or drink. Once consumed, the target must make a Resistance Roll or suffer the effect of the substance.

Unless otherwise stated in the description, herbs and poisons will take effect the round after they are used. Here is a description of the Herbs and Poisons from the table.

When the character purchases an herb or poison from a vendor of some sort, the herb is often already partially or fully prepared (depending upon the preparation required), and comes with instructions on how to use it. Characters are not required to have the Craft skill, Herbcraft, in order to use such herbs. The preparations done by the seller and the instructions for use are enough to allow them to be used properly. The skill, Herbcraft, is used for raw, unprocessed herbs or herbs found in the wild.

Antidotes

Barzel – This universal antidote must be administered within 6 hours of the character being poisoned or it will be ineffective. It is sold in powdered form and then must be brewed, like a tea, and drunk. The raw powdered root will have no effect, it is the brewing that releases the medicinal properties of the herb.

Ul-Naza – This is also a universal antidote. In order for it to work, this dried leaf must be eaten within 1 day of the character being poisoned. By drying the leaf, it will keep for up to a year. A fresh leaf will only keep for a week, but it may be administered up to 3 days after poisoning and still work properly.

Bone Repair

Arfandas – This stem is made into a salve that is then applied to the skin around the area of a fracture. One application will half the amount of time that it will take a fracture to heal. Further applications will not increase healing speed any further.

Bursthelas – The stalk of this plant, when brewed and then drunk will heal broken and even shattered bones of the course of 10 rounds.

HERBS & POISONS					
Herb	Prep	Cost	Herb	Prep	Cost
Antidotes			Muscle, Cartilage & Tendon Repair		
Barzel	root/brew	200 gp	Arnuminas	leaf/apply	6 bp
Ul-Naza	leaf/ingest	430 gp	Arpusar	stalk/brew	30 gp
Bone Repair			Dagmath	moss/brew	28 gp
Arfandas	stem/apply	2 sp	Nerve Repair		
Bursthelas	stalk/brew	110 gp	Belramba	lichen/brew	60 gp
Edram	moss/ingest	31 gp	Terbas	leaf/apply	2 gp
Burn & Exposure Relief			Organ Repair & Preservation		
Aloe	leaf/apply	5 bp	Baldakur	root/brew	102 gp
Culkas	leaf/apply	35 gp	Kakduram	fruit/ingest	90 gp
Jojojopo	leaf/apply	9 sp	Tarnil	nut/ingest	150 gp
Circulatory Repair			Wel-wek	nodule/brew	220 gp
Belan	nut/ingest	40 gp	Physical Alteration & Enhancement		
Harfy	resin/apply	150 gp	Breldiar	flower/ingest	25 gp
Concussion Relief			Gylvir	algae/ingest	45 gp
Draaf	leaf/ingest	5 sp	Kathkusa	leaf/ingest	50 gp
Mireнна	berry/ingest	10 gp	Zulsendura	mushroom/ingest	70 gp
Rewk	nodule/brew	9 sp	Stun Relief		
General Purpose Herbs			Suranie	berry/ingest	2 gp
Arkasu	sap/apply	12 gp	Vinuk	root/brew	12 sp
Attanar	moss/apply	8 gp	Witav	leaf/ingest	12 gp
Melandar	moss/brew	12 sp	Poisons		
Ur	nut/ingest	3 gp	Acaana	flower/paste	600 gp
Life Preservation			Kly	berry/paste	154 gp
Degiik	leaf/ingest	100 gp	Silmaana	stalk/powder	4 gp
Olvar	flower/ingest	200 gp	Slota	spider/paste	36 gp
Vulcurax	berry/apply	1000 gp	Uraana	leaf/paste	12 gp

Edram – This moss, when eaten, will mend fractures and broken bones over the course of 3 minutes. However, it cannot repair shattered bones.

Burn & Exposure Relief

Aloe – This leaf is made into a salve that is spread over a burned area. It will automatically heal 5 hits caused by burns and will reduce the amount of time to naturally heal from such wounds by half.

Culkas – When the salve made from this leaf is spread on burns, it will heal them completely over the course of 2 minutes. A single dose of this is enough to cover 10 square feet of burned area.

Jojojopo – The salve from this leaf will immediately heal 2-20 hits of damage caused by cold, and heal any areas suffering from frostbite over the course of 2 minutes.

Circulatory Repair

Belan – When this soft nut is eaten it will stop any and all bleeding in 1-10 rounds. The eater cannot move appreciably for one hour or else the wounds would re-open and the bleeding would begin again.

Harfy – When this thick liquid is spread upon a wound it will immediately stop all bleeding. If this resin is not kept in an airtight container, it will dry out and become useless within a week.

Concussion Relief

Draaf – For each of the two rounds immediately following this leaf being eaten, the character will heal 1-10 hits.

Mirena – This small berry, when eaten, will immediately restore 10 hits to the character.

Rewk – This nodule is first powdered and then brewed into a draught that will heal 2-20 hits when it is drunk. This healing occurs over the course of a minute.

General Purpose Herbs

Arkasu – When this sap is spread on a wound, it will immediately heal the character of 2-12 hits, and it halves the amount of time that it will take the character to heal from all other currently existing wounds.

Attanar – When this moss is made into a salve and applied to either the forehead of a character or directly to a wound it will cure whatever ailment is causing the fever.

Melandar – This moss is dried and powdered and then used to brew a tea that will grant the imbiber a +10 to all RRs versus diseases for 1-10 days.

Ur – This large nut is highly prized because eating just one will provide a person with enough nutrition to last him a full day.

Life Preservation

Degiik – This leaf is often dried and kept in a small, edible packet, in an easy to reach spot. When it is eaten, usually after receiving a fatal wound, but before the character actually dies, it will prevent the character's soul from leaving the body for 1 day. During this time period, the character appears as if he were in a coma. Should the damage that killed the body be healed during that time period, the character will awaken from the effects of this herb. Please note that not all of the damage dealt to the character need be healed, only that which caused the character's death. Also, this herb will have no effect upon a person who is not dying who ingests it.

Olvar – This flower is used in the same manner and works just like Degiik. The only difference is that this herb has a duration of 2-20 days instead of the single day that Degiik allows.

Vulcurax – This berry is made into a salve which is then spread upon the forehead of a person. If that person has not been dead for more 30 days, it will restore them to life. If the dead person's body had not been healed of the death dealing damage before this is applied, then they will return to life with only 1 hit, and they will have a modifier of -3 for each day that they have been dead. This modifier will fade, being reduced by 3 per day until it is completely gone.

Muscle, Cartilage & Tendon Repair

Arnuminas – This leaf is made into a salve which reduces the amount of time required to naturally heal ligament, cartilage, tendon, and muscle damage by half.

Arpusar – This stalk is brewed into a draught that will mend all muscle damage over the course of 2 minutes from the point of its consumption.

Dagmath – When this moss is brewed into a tea, it creates a draught that will mend all muscle damage over the course of 3 minutes.

Nerve Repair

Belramba – By brewing this lichen, a powerful draught is created that will repair all nerve damage in just 1-10 rounds from the time it is consumed.

Terbas – This leaf is made into a salve which will cut the natural healing time of nerve damage in half.

Organ Repair & Preservation

Baldakur – The brew made from this root is powerful enough to restore a person's sight, no matter what the reason they lost it. It will take from 1-10 rounds for sight to be restored depending upon how severe the damage.

Kakduram – This wonderful fruit allows the eater to regain his hearing in 1-5 rounds.

Tarnil – Anybody who consumes this nut will be nauseous (-50 to all actions) for 1-10 hours, but they will also have any and all organ damage healed in a like number of rounds (i.e. 1 roll for both).

Wel-wek – When brewed, the resulting draught will heal all organ damage over the course of 1-10 rounds.

Physical Alteration & Enhancement

Breldiar – When eaten, this flower puts the imbiber into a state of euphoria that lasts for one hour. During this time, all maneuvers and melee combat receive a -30 modifier, but all spell casting and missile attacks receive a +50 modifier.

Gylvir – When this algae is eaten, it allows the character to breathe underwater for 4 hours. However, the character may not breathe air during that time.

Kathkusa – This leaf is usually dried and stored in an edible packet. When eaten, the character’s strength is greatly increased for 1-10 rounds. He receives a +10 modifier to OB or any strength-related maneuvers, and all hit damage from attack tables (not from critical tables) is doubled.

Zulsendura – When this mushroom is eaten, the character is hasted for 3 rounds. This means that they have 200% activity for each of those 3 rounds.

Stun Relief

It is important to note that Stun Relief herbs will have no effect upon a character who is not stunned. The character cannot take the herbs before they are stunned to prevent themselves from being stunned, they may only take them afterwards.

Additionally, while these herbs will relieve the worst types of stun first (see page **xx**), any remaining rounds will still be immediately effective. The herbs do not allow the character to act and then be stunned, they remove rounds from the total amount of time that the character is stunned.

Suranie – This berry will relieve the character of 1 round of stun when it is eaten. Many warriors will often go into battle with a berry held under their tongue or in their cheek, so that they can bite on it as soon as they are stunned.

Vinuk – This root is brewed into a draught that will keep for 10 days before it loses its potency. When drunk, it will relieve the character of 1-10 rounds worth of stun.

Witav – When eaten, this leaf will relieve the character of 2 rounds of stun.

Poisons

Acaana – This rare flower is made into a paste that will instantly kill its target if they fail a RR against level 10.

Kly – This berry is made into a level 3 paste that will inflict 3-300 hits upon any who fail their RR against it.

Silmaana – The level 9 powder that is made from this stalk will cause scarring and do 2-20 hits to all who come in contact with it and fail their RR.

Slota – The level 5 paste made from certain spiders is potent enough that will cause those who fail their RR to be paralyzed for a day, and it will lead to death in 1-10 days from the character’s initial exposure.

Uraana – The level 6 paste made from this leaf causes 3-30 hits of damage to all who fail their RR.

<< insert Transport Price List table >>

TRANSPORT PRICE LIST				
Transport	Cost	Speed (ft/rnd)*	Carrying Capacity	Riding Bonus**
Stionoir				
Areya (herd beast)	40 sp	50	600 lbs	10
Aumo	20 gp	90	700 lbs	30
Okin	45 sp	80	500 lbs	40
Vatoh	50 sp	100	200 lbs	20
Wagon (8' long)	6 gp	50	1500 lbs	—
Small boat (10*)	7 gp	varies	1000 lbs	—
Medium boat (20*)	11 gp	varies	3000 lbs	—
Large boat (30*)	40 gp	varies	5000 lbs	—
* — This is the normal rate of movement in a tactical situation, it may be doubled if the rider decides to gallop.				
** — An especially intelligent animal would get an additional +10 bonus, but might cost more.				

TRANSPORT

Horses are unknown in Cyradon. The refugees from Anias brought very few through the Royal Roads to Belynar with them. The same went for stock animals such as oxen and cows. This caused a potential problem with future food sources. However, that was soon resolved in an unexpected fashion.

When the Ritual of Estrousal was performed, it brought a number of species of animals back to life, including the Stionoir. Different types of Stionoir are used as mounts and one type even makes a good herd beast. The information given below is supplemented by the Stionoir entry in the Bestiary (see page **xx**).

STIONOIR

Stionoir are large flightless bird-like creatures that are native to Cyradon. There are four major types of Stionoir and several lesser varieties. The four major types are what are concerned here. The first one is nothing more than a food source and the other three are types of mounts.

Areya – The Areya Stionoir stands about 4' tall, yet weighs around 700 lbs. This creature is slow and heavy, and makes an excellent source of meat and is a common food source. The Areya has, in the past, also been used to pull wagons and carts as they have an extremely good carrying/pulling capacity.

Aumo – The Aumo is one of the most common types of Stionoir and it makes an excellent mount, and is often used as such. An adult Aumo can carry up to 700 lbs maximum. At half that load, 350 lbs, it can still move up to a dash, reducing its maximum pace by 1 for every 75 lbs above the half way mark, until its maximum pace is reduced to a Walk. The Aumo is a favored mount for the Nagazi.

Okin – These mounts are slightly smaller and lighter than the Aumo and have a smaller weight capacity than its larger cousin. It can move up to a Dash with a load of up to 250 lbs. Its maximum pace is reduced by one for every 50 lbs beyond that. The Okin is the favored mount of the Janieal and Desnian Elves.

Vatoh – The Vatoh are the smallest of the three types of Stionoir mounts. They can move at a Dash with as much as 100lbs of weight. For every 25 lbs above that, their maximum pace is reduced by 1. The Rhona Gnomes use the Vatoh as mounts.

Wagons – These are sturdy wooden vehicles with 4 wheels and pulled by up to 4 Stionoir, depending upon the load.

Boats – There are three different kinds of boats listed. All of which are still small water craft and used primarily in fishing expeditions in the Camal Sea.

<< insert Weapons Price List table >>

WEAPONS

Even though there are a wide variety of weapons available, not all are available to every character. Certain weapons are restricted based on the character’s race or culture. Below is a short description of the weapons available, along with any special notes about the given weapons.

Note: Weapon descriptions are intended for game purposes only and may not be historically accurate.

Arula – The Arula is a type of Janieal pole arm. It is 7’ long and weighs about 6 lbs on average. On one end it has a broad, leaf-shaped head and the other end is usually capped in a sheath of studded metal.

Ball & Chain – This is sometimes called a Meteor Hammer or a Comet Hammer. This weapon consists of a 3’ length of chain with a solid ball, often slightly spiked, at one end, and a crossbar handle at the other end. This weapon works extremely well against shields, and the wielder gains a +5 to his OB when using this weapon against a foe using a shield.

Bastard Sword – This is sometimes called a Hand-and-a-Half Sword. The sword is approximately 4’ long and only weighs about 5 lbs. It has an extra long hilt that could easily accommodate either 1 hand or two. The blade is straight and sharpened on both edges.

Battle Axe – The Battle Axe is a large double-bladed axe that is used in a two handed fashion. It is approximately 3 and a half feet long and weighs around 7 lbs. The blades are roughly shaped along the lines of a half moon (or perhaps a third of a moon) and the blades usually mirror one another, although there is some variation in there.

Broadsword – This double-edged blade is approximately 3’ long and weighs around 4 lbs. It is one of the most common types of blades out there. The blade itself is usually about 3” wide for the majority of its length.

Club – Clubs are usually around 3’ in length and weigh about 4 lbs. They are usually thicker on the business end, tapering down to the grip end.

Composite Bow – This is a strong recurve bow made of several different materials that allow for greater strength and range in a shorter bow. A Composite Bow is usually about 4’6” long and weighs around 3 lbs.

Cutlass – A Cutlass is a short, broad slashing sword, with a straight or slightly curved blade sharpened on the cutting edge, and a hilt often featuring a solid cupped or basket shaped guard. Its blade is usually around 2’ in length and it weighs about 3 lbs.

WEAPONS PRICE LIST							
Weapon	Cost	Wt.	Weapon Group(s)	Weapon	Cost	Wt.	Weapon Group(s)
Arula	15 sp	6 lb	Pole Arms, Spears	Masiri	20 sp	2 lb	Short Blades
Ball & Chain	12 sp	5 lb	Chains Plus	Masuri	25 sp	5 lb	Long Edged Blades
Bastard Sword	20 sp	5 lb	Great Blades, Long Edged Blades	Morning Star	16 sp	5 lb	Chains Plus
Battle Axe	13 sp	7 lb	Long Axes	Nunchaku	4 cp	1 lb	Chains Plus
Broadsword	10 sp	4 lb	Long Edged Blades	Pole Arms	14 sp	7 lb	Pole Arms
Club	1 cp	4 lb	Clubs	Pole Axe	14 sp	7 lb	Pole Arms
Composite Bow	17 sp	3 lb	Bows	Quarterstaff	5 cp	4 lb	Staves
Cutlass	9 sp	3 lb	Long Edged Blades	Rapier	22 sp	2 lb	Thrusting Blades
Dagger	3 sp	.75 lb	Short Blades, Thrown Blades	Saber	9 sp	3 lb	Long Edged Blades
Dart	1 sp	.5 lb	Thrown Blades	Sai	13 sp	2 lb	Short Blades
Falchion	15 sp	4 lb	Long Edged Blades	Scimitar	10 sp	4 lb	Long Edged Blades
Foil	21 sp	2 lb	Thrusting Blades	Short Bow	6 sp	2 lb	Bows
Gnorish	15 sp	2 lb	Clubs	Short Spear	18 bp	4 lb	Spears
Handaxe	5 sp	3 lb	Short Axes	Short Sword	7 sp	2 lb	Short Blades
Hatchet	2 sp	2 lb	Short Axes	Shuriken	4 sp	.25 lb	Thrown Blades
Heavy Crossbow	25 sp	10 lb	Crossbows	Sling	9 bp	.5 lb	Slings
Javelin	3 sp	3 lb	Pole Arms, Spears	Spear	23 bp	6 lb	Pole Arms, Spears, Staves
Jo	3 cp	3 lb	Clubs, Staves	Talon Tips	20 sp	2 lb	—
Light Crossbow	11 sp	5 lb	Crossbows	Tiger Claw	5 sp	2 lb	—
Long Bow	10 sp	2 lb	Bows	Tomahawk	4 cp	3 lb	Short Axes
Long Knife	3 sp	1 lb	Short Blades	Two-Handed Sword	20 sp	8 lb	Great Blades
Long Sword	18 sp	4 lb	Long Edged Blades	War Fork	20 sp	7 lb	Pole Arms
Mace	6 sp	5 lb	Clubs	War Hammer	15 sp	5 lb	Clubs
Main Gauche	12 sp	1 lb	Short Blades	Woodsmen’s Axe	7 sp	5 lb	Long Axes

- Dagger** – Daggers are short, double-edged blades rarely longer than 1' in length, including hilt. They often weigh less than 1 lb and are useful tools for close in fighting.
- Dart** – The Dart is an unusual weapon. It is about 6" long and weighs around half a pound. Its tip is sharp and weighted so that it will strike first. It looks somewhat like a miniature arrow. Darts are often used to deliver poison to the target since they cannot do a lot of damage in and of themselves.
- Falchion** – The Falchion is a one handed, single edged blade. It has a blade that is approximately 30" in length that usually has a curved end, making the tip of the blade wider than it is down near the hilt. The whole weapon weighs approximately 3 lbs in all.
- Foil** – The Foil is a very thin, long blade, sharply pointed at its tip, but without an edge elsewhere. It is roughly 3' long and weighs around 2 lbs. It is primarily a thrusting weapon, but it is also sturdy enough for parrying other blades.
- Gnorish** – The Gnorish is a small compact weapon, about 6" in length that extends out to about 18" with just a flick of the wrist. It is comprised of several flexible steel tubes, formed of tightly wound springs, which fit inside one another, capped off with a steel weight that is used to make attacks with. When extended, the spring tubes lock into place. It takes a full round to collapse the Gnorish back into its more compact form.
- Handaxe** – The Handaxe is characterized by its distinctly arch-shaped head, widening toward the cutting edge and terminating in a prominent point at both the upper and lower corners. The top of the head is usually either S-shaped or convex with the lower portion curving inward and forming an elbow with the short wooden haft. It is around 2' in length and weighs around 3 lbs in all. It makes for both a good melee weapon and a good thrown weapon.
- Hatchet** – The Hatchet is a small axe. It has a handle that is about 18" long and it weighs about 2 lbs. The head of the Hatchet is a single blade fanning out from the handle. While Hatchets are usually used for chopping wood, they also make for good weapons.
- Heavy Crossbow** – This is a bow mounted on a 4' long stock. It weighs around 10 lbs and is used to shoot projectiles, called bolts. The bow is cocked by using a winding mechanism and then the bolt is slid into a groove.
- Javelin** – The Javelin is about 4' long and weighs about 3 lbs. It is basically a sharpened shaft that is thrown at a target in most cases. Some Javelins will have metal heads or metal sheaths protecting and strengthening their tips.
- Jo** – The Jo is a short stave that can be used in both like a Club or a Quarterstaff. It is about 4'6" long at most and weighs about 3 lbs. Some Jo have been as short as 3', and at that length could easily double as a cane or walking stick.
- Light Crossbow** – This is a bow mounted on a 3' long stock. It weighs around 5 lbs and is used to shoot projectiles, called bolts. The bow is cocked by using a device called a belt claw and then the bolt is slid into a groove. It is not as powerful as a Heavy Crossbow, but it is a little more compact and easier and quicker to reload.
- Long Bow** – This is a bow made from a single, long piece of wood. It is around 6' long and weighs around 2 lbs. When strung, it looks like a capital "D" from the side as it doesn't have the same sort of recurve that a Composite Bow has. It is used to fire arrows.
- Long Knife** – This is a single edged blade about a foot long and weighing about 1 lb. Very good for stabbing and slashing.
- Long Sword** – The Long Sword is approximately 3' long and weighs about 4 lbs. Its blade is double-edged, but not as wide as the blade of Broadsword, being almost an inch thinner in width.
- Mace** – The Mace is approximately 2' long and weighs around 5 lbs. It is a relatively simple weapon, being a metal head, often knobbed or spiked, attached to a stout handle.
- Main Gauche** – The Main Gauche is essentially a parrying dagger. It is approximately 1' in length and weighs about 1 lb on average. What makes it different from other daggers is that its hilt is specially designed so that it provides a greater benefit to a character's DB. If it is not used to attack, the Main Gauche provides a +15 to DB rather than the +5 that one handed weapons normally supply. This +15 is also applied when the Main Gauche is used to do a Full Parry (see page xx for more information).
- Masiri** – The Masiri is an elvish short blade about 2' long. It has a slight curve to it and is sharpened on the outer edge of the curve. It is most often used in conjunction with the Masuri.
- Masuri** – The Masuri is the favorite weapon of the Desnian Elves. It is a 3' long sword, slightly curved with only the outer edge being sharpened.
- Morning Star** – The Morning Star is a type of flail, easily used one handed. It is comprised of an 18" to 24" wooden shaft/handle with a iron ball attached via a short length of chain. The iron ball is usually studded or spiked.
- Nunchaku** – This weapon is a little over 2' long and weighs only about 1 lb. It is comprised of 2 short rods, each about 1' long attached via a cord or chain. It is used much like a flail (Morning Star), but its light weight allows for greater speed in the attacks, so that it can be almost as deadly as the Morning Star.

- Pole Arms** – These are long weapons, usually up to 9’ long, weighing in at around 7 lbs. Pole Arms come in a variety of styles, but basically, they are a long staff with sharp points and blades on the one end. Pole Arms are good against mounted or flying foes, or when out in the open, with a lot of others also using Pole Arms, but they are not very good at close quarters fighting.
- Pole Axe** – The Pole Axe is similar to the Pole Arms, except that the blades at the end are variations of an axe head, and they work best with slashing style attacks. Pole Axes are generally 8’ in length and about 7 lbs in weight.
- Quarterstaff** – The Quarterstaff is long cylindrical rod about 6’ long, and slightly over an inch thick. It weighs about 4 lbs and the ends are often capped in metal.
- Rapier** – The Rapier is slim-bladed sword about 4’ in length and weighing about 2 lbs. It is primarily a thrusting sword, though it sometimes has a sharp edge to also allow for a little slashing..
- Saber** – The Saber weighs 3 lbs and is about 2’ 6” long. It has a thin, slightly curved blade that is sharpened only on one edge, though it was not impossible to find Sabers with both edges sharpened, or even with straight blades.
- Sai** – The Sai is about 18” long and weighs about 2 lbs. It looks much like a dagger, but the “blade” is just a round bar, tapered and pointed at the end. The Sai also has two strong tines extending out of the handle and curving to either side of the central shaft symmetrically. The Sai is primarily a defensive weapon, and like the Main Gauche, the wielder gains +15 to their DB when not using the Sai to attack, or when doing a Full Parry.
- Scimitar** – The Scimitar is a 3’ long curved blade, sharpened on only the outer edge of the curve, that weighs about 4 lbs.
- Short Bow** – The Short Bow is a smaller version of the Long Bow, made from a single piece of wood, it is approximately 3’ in length and weighs about 2 lbs. One of the benefits of the Short Bow is that if the rider is skilled enough, it can be used from horse back.
- Short Spear** – The Short Spear is about 5’ in length and weighs about 4 lbs. It is essentially a short shaft with a bladed head attached to one end.
- Short Sword** – This weapon is about 2’ in length and it weighs around 2 lbs. Its blade is double-edged, straight and usually about 3” wide, though thinner versions do exist.
- Shuriken** – The Shuriken is often referred to as a throwing star even though a star is only one of the possible shapes that they may come in. A Shuriken can be up to 6” in length and weigh up to half a pound. The most common shape is round, with various edges sticking out (i.e. like a metal star), though thin, flat blade-like shapes (i.e. like a small steel dart or spike) are also possible.
- Sling** – A Sling is essentially a leather pouch with two strings or line extending from either side. The pouch is then whirled and a stone, held in the pouch, is then released to fly at its target. Though the sling itself weights about half a pound, most slings were at least 4’ in length from end to end.
- Spear** – Like the Short Spear, the Spear is a long haft with a bladed head on the end. The Spear, however, is about 8’ long and weighs about 6 lbs in total. It is more often used by foot soldiers when defending against mounted or ariel opponents.
- Talon Tips** – These are specially developed gloves worn by Gryphons. They increase the size of the Gryphon’s attack by one step (i.e. a Small attack becomes a Medium). They come in two distinct forms, one for the front talons and the other for the rear claws. Talon Tips are sold in pairs.
- Tiger Claw** – The Tiger Claw, sometimes called a Dragon’s Claw is an unusual weapon. It consists of three blades about 1’ long, and it weighs about 2 lbs. The three blades extend out from a special cross-hilt, and it also occasionally included a guard across the back of the hand. The hilt is held in the fist and the weapon is used to make slashing attacks that can resemble the types of slashes received from tigers or (small) dragons.
- Tomahawk** – The Tomahawk is much like the Hatchet, being about 18” long and weighing around 3 lbs. The major difference is that opposite the axe head, the Tomahawk normally has a small hammer head
Two-Handed Sword
- War Fork** – Originally developed from pitchforks used to tend their mounts and animals, the War Fork developed into a very deadly weapon. It offers several different types of attacks and is extremely deadly in the hands of a skilled wielder. The War Fork is approximately 7’ long, with two blades on one end forming a “U” shape while the other end of the shaft has a knobbed, weighted ball like a mace.
War Hammer
- Woodsmen Axe** – This axe resembles a Hatchet, but it is around 3’ 6” in length and weights around 5 lbs, except that both the handle and the axe head are larger.

ENCUMBRANCE

Once you have completed the provisioning and outfitting of your character, you should total the weight of all of your equipment and supplies that your character will be, rounding down to the nearest pound. Clothing and armor that are being worn by the character, as opposed to being carried, are not included in this weight total.

Each character has a weight allowance unit equal to 10% of their weight. For each full weight allowance unit, the character receives a -10 modifier to all Moving Maneuvers (MM) and OB skills.

For every -20 in encumbrance modifiers that the character has, his maximum possible pace is reduced by one step, up to a maximum reduction of three pace categories. Please note that the armor a character is wearing can also limit his maximum pace, and should be taken into account before pace is adjusted due to encumbrance.

For every -20 in encumbrance modifiers, the character's Base Movement Rate is also reduced by 10'.

The character's total encumbrance modifier is reduced by the character's Strength stat bonus. If this bonus is greater than his encumbrance modifier, then the difference may be applied to reducing the Quickness Penalty from any armor that the character is wearing.

9 – COSMOLOGY

THE WORLDS

Mystics and philosophers speak of several worlds. This section deals with them and how they are viewed by several of the races. Much of the following information came from the Narsi, an ancient order of mages that most recently ruled Belynar, and who were the ones who ended up causing the Devastation.

While the Narsi are all dead and gone, many of their teachings do survive among other guilds of magic.

THE MATERIAL WORLD

The first world, the lowest world, is the world of earth. This is the world, the physical realm.

THE SPHERE OF THE MOON

Mithra has one moon, a large blue white globe which orbits the planet in a regular cycle. Its bluish hue is most noticeable the further one gets from the equator. In the equatorial lands, over Cyradon, the moon is a pale and almost empty globe casting pitiless and cool light down onto the world below.

The Narsi believed that beyond the orbit (or sphere) of the moon, the void began. All things below the moon, they wrote, can be understood and described. All things beyond cannot. Whether this is true or not cannot be proved, only disproved. But it gave the Narsi the sense that Mithra was a lonely place, a place of life and light in an empty void. This melancholy attitude did not, sadly, prevent them from almost destroying the world.

THE OTHERWORLD

Beyond the earth is the world of spirit. The realm of spirit is the realm of the dead, and the half living, and the place where elemental spirits take form. In many ways the world of spirit is not really a world, rather an echo of the physical world, a shadow to the physical world's light. Living things do not live here; they may visit on occasion, in dreams, or more perilously, through magical travel. It's possible that the spirit world is actually part of the physical world, just hidden.

THE OUTER PLANES

Beyond the spirit world lie the outer planes. The outer planes are the realms of the higher spirits, the messengers of the gods, the gods themselves and other such creatures.

THE VOID

Beyond the furthest extremes of the mortal realms, the place where the stars gutter and fade is the void. This is the black emptiness of the time before the coming of light and life. The Void is bereft of energy and motion. It exists as a state of oblivious nothingness.

But intelligences lurk there. What they are is unknown. The Narsi made one attempt to catalogue these beings: they stopped when the magicians studying the void attempted to kill themselves. The Order speculated that these things were the last fragments of the souls of the things of an older universe. They labeled these powers "demons" and then they closed the study and never mentioned them again. They encountered these beings on occasion in the years following, and more than a few mages met their deaths fighting them.

While the void exists beyond the physical universe, a part of the void bleeds into the emptiness between the stars and its chill undertow effects the fringes of the spirit world.

On at least two occasions, mortal occultists have drawn forth some of the power of the void for some unknown reason.

HOLY MAGIC

The following section details a number of deities worshipped on Mithra. This is not a comprehensive or all-inclusive list and should not be taken as one. Only those deities with relatively large followings are detailed. Following it is a section which details a few of the holy orders that can be found in Cyradon, either among the refugees or those who already inhabit Cyradon. As with the list of deities, this is not a comprehensive or all-inclusive list.

DEITIES

What is the definition of a deity on the world of Mithra? Definitions vary from culture to culture. A Gryphon philosopher might argue that the mountain deities of Rasa and Elgan are really yazatas, and not deities. A worshiper of Rasa and Elgan might conversely argue that the yazatas are really deities. After all, the Gryphons revere the yazatas, hold ceremonies in their honor, and call on them in need, just as a follower of a deity would. How many different

deities are there? Does a single god or goddess take different forms for different cultures? This question has never been settled. A religious scholar might argue that human goddess Miah-Sha and the Dwarven goddess Tamine are one and the same. The gods of Mithra do not reveal their secrets.

TARAHIRI DEITIES

The most commonly worshipped god in Anias is Memra. Memra is the youngest of an old and largely forgotten pantheon. Memra came to be seen as an avatar of the ultimate God of the sun; eventually he came to be worshipped as the “king of the gods”. A god of life and light, Memra was the major deity of the people of Tarahir and the New Tarahiri city states. Other deities popular among the Tarahir were, Miah-Sha, (Memra’s spouse), and Nirgal, the patron of merchants. Most Tarahiri cities had huge temples to these deities, clad in white marble. At the peak of the Empire, from southern Skaldi tribes in the north to the people of the city of Asut in the south all worshipped at the white temples. However, the masters of Tarahir knew that religion was an important political tool, and as the empire grew, the deities of other peoples joined the imperial pantheon. While they encouraged other the people of the empire to worship Memra and his fellow deities, they issued Edicts of Tolerance forbidding any official interference in the construction of other temples, or the activities of other religions.

When the empire retreated, the worship of imperial deities remained, curiously unchanged. It left a massive cultural imprint and the cults even grew, finding worshippers in the cities and ports of the new Treaty Kingdoms, or in the heavily defended mountain vales of the city-states to the north of Tarahir.

To the south, in the Theocracy of Asut, worship of Memra became all-encompassing and eventually pushed out most of the other deities. The Theocracy then actively strove to destroy those who worshipped anything other than the state religion. This, along with many other factors, eventually led to the war between Tarahir and the Theocracy, leaving Tarahir destroyed and a ragged band of refugees fleeing through the mountains and finally through one of the Royal Roads to Belynar on Cyradon.

The human refugees stranded in Belynar have found themselves in a place where everything is alien. They have sought solace in communion with their gods – because where ever they are, only the gods can hear them. The refugees have no familiar temples, no places of worship, so they have improvised. Old Cyrad and Narsi temples and meditation chambers have been converted to small temples for their gods. The congregations are small and the décor is sparse or non existent (some have found some small Narsi religious tokens commemorating Memra and added them to their altars). But the temples have become important places nonetheless. Few have any dreams of establishing churches. Many have come to see worship not as expressions of divisions, but as an expression of common humanity. The strange faiths and attitudes of the Gryphons, Elves and Gnomes are too different, too alien to be fully understood (at least by a non specialist). But even to a worshipper of Memra, the Shrine Deities and the Skaldi gods are oddly familiar and reassuring.

But still, tensions boil below the surface and as time passes, sharper divisions will appear between the small human cults.

While the Memra listed below is the same deity worshipped by both the refugees and the Orsai of the Theocracy of Asut, the forms of worship are much different. Only the Tarahiri version of Memra is listed below.

MEMRA

Memra is the youngest of the Elder Pantheon. To some, he is omnipresent and omnipotent; to these people he is a harsh and judgmental god, a god of fire and deserts, wrath and plagues. To others he is merely a god between, a subtle, hidden and secret power. When he is called upon, he intercedes with the multitudes of spirits and powers and the universe.

Sigil: The Sigil of Memra is the sun, represented by a flaming star symbol.

Aspects: Lightbringer, life giver, herald of the dawn, guardian of warriors, the god of fathers and children, the bull god, the messenger god, the last of the Elder Pantheon.

Allies: Miah-Sha, Nirgal, Samia.

Enemies: Memra is said to be the one who guards the way between the universe of the living and the void. Creatures of the Void, such as demons are his enemies.

MIAH-SHA

Miah-Sha is worshipped as one of the elder deities of Memra’s pantheon. A goddess of fertility and plenty, she is a popular figure of worship. Miah-Sha is a popular goddess in the New Tarahiri League cities, and is considered the patron deities of the various libraries and *skolastikosa* (schools of philosophy for the noble born) of those realms. Miah-Sha is a loving, but firm, deity. She is also worshipped by tribes who try and eke life out of the desert and the dry foothills of the eastern Juras Mountains.

Sigil: The sigil of Miah-Sha is a wreath of vine leaves, symbolizing both the harvest and the cycle of life. The sigil is rarely displayed in public.

Aspects: Miah-Sha has one aspect, that of the goddess of fertility. She is invoked in spring and at harvest. The “planting moon” and the “harvest moon” are named for her and some consider her a moon goddess. She is considered a “life goddess”, of rebirth and new beginnings.

Allies: Miah-Sha is Memra’s beloved wife and equal.

Enemies: Miah-Sha is the goddess who drives away the ghosts of the unhallowed dead. Those who still walk after they have died are beyond her laws, and must be destroyed.

NIRGAL

Nirgal is an ancient deity who was worshiped by the Mithrans. Nirgal is the patron deity of merchants, travelers, and craftsmen. He is said to be the inventor of currency, the builder of cities, and the inventor of all crafts. Legend also ascribes the invention of the scale to Nirgal, thus making him the patron deity of just and honest business dealings. Nirgal prizes honesty, hard work, creativity, and order without rigidity.

Sigil: A scale, compass, a house, a hammer, and a phoenix.

Aspects: Knowledge, insight creativity, fairness and honesty, order, & civilization.

Allies: Mia-Sha, Memra, Samia.

Enemies: Destructive, evil forces—demons, undead, evil monsters.

SAMIA

Samia is the goddess of love—playful, mischievous, and full of laughter. She embodies true love, and is the patron of lovers and happy families. Of all the gods, Samia is said to interfere most in earthly affairs—constantly striving to bring suitable parties together to promote love matches. Samia is the protector and guardian of all lovers, both young and old.

Sigil: A lovers knot.

Aspects: Love, goodness, harmony, spring, rebirth, happiness.

Allies: Nirgal, Mia-Sha, Memra.

Enemies: Evil beings, rigid, narrow-minded people with no sense humor, the haughty and the arrogant.

SKALDI DEITIES

The Skaldi worship a whole pantheon of Gods, from *Perkuna*, the god of storms, to the Goddess of fire, *Vella* to the Moon mother, *Niamh*. A small, scarcely organized, priesthood leads the worship of these gods. Few of these priests, however, have any sort of mystical power. They are primarily educated peasants, praised more for their storytelling than their abilities to bring divine favor. There's something stoic and worldly about Skaldi belief practices. As one Skaldi joke has it: we made a deal with the Gods. They leave us alone, if we leave them alone.

The exceptions to this are the Seidheri; they are highly educated and they do command some mystical abilities. But these abilities are due more to intense magical training and learning than any sign of divine favor. The Seidheri don't make a big issue of this fact, nor do they keep it a secret. Seidheri are necessary for civic functions, not merely interceding with divine forces, or leading temples.

The ancestors of the Skaldi tribes were animists and ancestor worshippers. The Skaldi never abandoned their ideas about the afterlife. The Skaldi priests do not talk of an eternity in the presence of the gods. The Skaldi tribes speak of an afterlife where all a soul's loved ones wait to greet them, or a place of gentle breezes and easy hunting. Skaldi visions of the afterlife are heavily influenced by the realities of their lives. The Skaldi afterlife is like a Skaldi man's time on earth, only easier and better. What brings joy and ease in this life is the stuff of the Skaldi afterlife.

PERKUNA

Perkuna is a heroic god, noted for his lightning spear. He is the slayer of monsters and demons and the guardian of Skaldi communities. When he and his company mount their magical steeds and hunt for monsters, there is thunder and lightning. Perkuna is a plain spoken, honest god who despises trickery and deceit. The Skaldi invoke Perkuna's name when swearing oaths.

Sigil: A lightning blast or a spear.

Aspects: Combat, hunting, justice, storms.

Allies: Perkuna is the first among equals of the Skaldi pantheon.

Enemies: Perkuna is bitter enemies with the evil god Y'gin; he is also the foe of monsters and demons.

NIAMH

Niamh is the wife of Perkuna. She is the goddess of the harvest, the protector of women, and a goddess of virtue, wisdom and self discipline and of healing magic. Niamh embodies the peaceful, more civilized aspects of Skaldi culture.

Sigil: The symbol of Niamh is a twisted knotted circle.

Aspects: Harvest, crops, healing, wisdom, crafts.

Allies: She stands beside all those who work the earth and who seek wisdom and understanding. Niamh sits at Perkuna's side as his counselor and helpmeet.

Enemies: Y'gin, and other evil gods.

VELLA

According to the Skaldi, Vella stole the secret of magic from the ancient dragons and gave it to the fathers of men. He is the god of magic, and knowledge. Vella is also the giver of runes. His position in the Skaldi pantheon is ambiguous, since knowledge and magic can be used for both good and evil.

Sigil: A rune.

Aspects: Magic, fire, runes, forbidden knowledge, learning.

Allies: Variable—depending on whose side he is on. Vella usually stands with the good Skaldi gods.

Enemies: Dragons, demons, Y'gin.

Y'GIN

Y'Gin was born of a Skaldi maiden and a demonic father. He stands between the world of the dark and the world of the night. He is the killer and the trickster. He was Perkuna's worst enemy. There are no temples to Y'gin and no official priests. His presence is acknowledged, but he is not openly worshipped.

Sigil: The Symbol of Y'Gin is single flame, a candle in the dark.

Aspects: Death, pain, winter, the trickster god, the lord of midnight, the patron of sorcerers.

Allies: Y'Gin is the god of the rogues and thieves. He works against Perkuna.

Enemies: Y'Gin constantly strives against Perkuna's insistence on goodness and nobility.

DWARVEN DEITIES

The Mountain People worship ancient Mithran deities, and are a deeply spiritual people. This spiritualism is reflected in their intense sense of community and deep loyalty to each other – and their tolerance of others. As Dwarves farm their mountain vales, or delve their mines and built their cities, they are working with the very stuff of creation – clay, fire and stone. Touching the stuff of creation with one's bare hands, they say, puts one in closer contact to the divine than any prayer. The Dwarves prefer to live their lives in accordance to their gods' wishes, rather than “frittering it away in temples and endless religious services.” After all they say—talk is cheap. Any one can claim fidelity to a god—but in the end it's an individual's actions and life that are a true expression of his or her faith.

The only moments when the Mountain People outwardly and actively pray to their gods are before and after battles, and at the birth of a child. In these instances, the Mablung thanks the gods for life, and asks the gods for a little help if the cause is just, or the child is worthy.

VASILA

Vasila is known as “The little grandmother” of the Dwarves. The Dwarves revere her as their creator and the wise old grandmother of their tribe. She is their teacher and protector—all Dwarven children are placed under her protection at birth. The Dwarves consider themselves to be her children. According to the Dwarves legend, other deities bestowed gifts on her children at birth. These “gift givers” are worshipped by the Dwarves as their patron deities.

Sigil: A hearth and a spindle.

Aspects: Birth, children, life, protection.

Allies: Mikuel, Tamine, Atla, and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

MIKUEL/NIRGAL

The Mablung also worship Nirgal, but call him Mikuel. According to dwarvish legend, when Vasila created the Dwarves, Mikuel taught them various crafts; mining, metallurgy, building, so that they might have a roof over their heads, carpentry and other necessary skills.

Sigil: Hammer and anvil.

Aspects: Crafts, Smithing, Mining, Building, Trade, Commerce, Fairness.

Allies: Vasila, Tamine, Atla and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

ATLA

Atla is the embodiment of the mountains and sky. His realm is where the mountains meet the sky. He is a god of weather and storms, flying creatures and animals that dwell in the high mountains. He is also the god of Dwarven dreamers, mystics, poets, artists, and of inspiration. He is also the patron of travelers.

Sigil: An eagle.

Aspects: Storms, travelers, the arts, animals, flying creatures.

Allies: Vasila, Tamine, Mikuel, and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

TAMINE

Known as “The sower”, Tamine is the goddess of plants and growing things. She also sows veins of precious and magical metals and gems beneath the earth. She is the patroness of miners, farmers, gardeners and Dwarven rangers.

Sigil: A flowering tree.

Aspects: Plants, farming, harvest, mines, growth, life.

Allies: Vasila, Atla, Mikuel, and other dwarvish deities.

Enemies: Enemies of the Dwarves, and evil gods.

GRYX DEITIES

The nomadic Gryx worship many deities. In their travels the Gryx adopted deities and religious practices from the many cultures of Anias, including those of the Elves. Players running Gryx clerics may choose to be followers of any of the deities of Anias.

However, the most commonly worshipped gods by the Gryx are the Shrine Deities of the Juras Mountains. In fact, it has been the migrations of the Gryx themselves that has re-awoken worship of these deities and spread their worship through the Treaty Kingdoms and the southern Skaldi tribes.

THE SHRINE DEITIES OF THE JURAS MOUNTAINS

The high valleys of the Juras Mountains are dotted with hundreds of shrines to half forgotten deities of the old tribes of the hills and mountains above Tarahir. The tribes have long been absorbed into the southern Skaldi or New Tarahiri populations, but fragments of their old language and worship survive even now, passed down through the generations from mother to daughter.

The shrine deities have proved oddly popular, viewed as links to an ancient and barely understood world. A few samples are included below. The shrine deities are usually symbolized by animals such as cats, wolves and deer. The deities all have small informal cults amongst the new Tarahiri and Southern Skaldi people. A number of independent clerics in Tarahir, the Treaty Kingdoms and the southern Skaldi lands practice the old shrine faith.

RASA

Rasa heals by the touch of his fur. He visits the dying and infirm at night and either eases their pain or allows them to pass peacefully. Rasa simply means “cat” in the old aboriginal language.

Sigil: Rasa is represented by a small mountain cat. His followers keep pet cats (something almost unheard of elsewhere) to show their affection for their god and to allow their god to watch them through the cats’ eyes.

Aspects: Healing, killing undead, life, cats, justice.

Allies: Rasa is an ally of Elgan; both are domestic deities.

Enemies: Rasa is said to be the enemy of murderers and is the god who tries to bring rest to the undead.

REMA

Rema is a wolf god who is said to walk the night during storms, hunting prey and protecting his followers.

Sigil: Rema is represented by a wolf in his shrines. His followers wear wolf teeth on a necklace.

Aspects: Storms, hunting, night, darkness, combat.

Allies: Rema has no allies, he walks alone. He watches over those who call his name when lost in the dark or the storm.

Enemies: All who do not respect this god are Rema’s enemies. He will destroy them without mercy or care.

ELGAN

In summer, Elgan soars on the warm south winds, bringing warmth to the high vales. In winter, Elgan enters the fires and beats his wings in the hearth fires of the people of the hills. Elgan means both “hawk” and “fire” in the old aboriginal language.

Sigil: Elgan is represented by a hawk. Elgan is said to be a spirit of fire incarnate in birds of prey. Elgan’s followers keep hawk feathers near their hearths.

Aspects: Fire, summer, the sun, birds of prey.

Allies: Elgan is a close ally to Rasa, though the deities belong to different worlds and their shrines are never close.

Enemies: Elgan has no enemies.

SITHI DEITIES

The Sithi gods are personifications of the world the Sithi live in. The Sithi gods are spirits born of the Boreal – Dairda the oldest god of oak and riddles, Huaithe the spirit of hawthorn and fire, Iogha the spirit of yew and of war, Uira the goddess of the wild heather of the hills and healing, Saille the river goddess and willow spirit, Beith the spirit of birch and winter and Luais the protector spirit of the Rowan Tree.

The ancestors named these spirits long ago; woke them from their deep slumber to serve the Mithrans. The Mithrans fell and left those spirits awakened in the Boreal. It would take an age for their distant fallen descendants the Sithi to speak to them again. The Boreal spirits are old and have been worshipped since ancient times. The Sithi do not bow to the Boreal gods, but the Boreal gods love the Sithi. They entreat with each other as equals. The Boreal gods can be harmed by the felling of a mere tree. The forests of the Boreal are vast, however, and the Boreal gods remember. But the bravest of the ancient Sithi went and knelt before the Boreal Gods and made alliance with them. Those Sithi, the makers of alliance, were the first Draiocht.

The Boreal Gods are the Sithi’s protectors and guardians. Beith leads the souls of fallen mortal Sithi into the sleeping heart of the earth. Saille brings water and spring to the forest. Huaithe is the spirit of fire and magic. When Sithi warriors carve their longbows, they pray to Iogha to make their bows strong and make their aim true. In return, the Sithi commit themselves to the service of the Boreal gods. Newborn Sithi are marked with the sign of one of the

Boreal gods. The sign commits the newborn Sithi to serve his patron god and never to harm his god. A child born to Iogha can never fell a Yew tree for any purpose other than the making of bows. A child born to Saille cannot desecrate a stream for any reason. Woe betides to any of the Sithi who violates that ban. The Boreal gods have ways to punish offenders, and their reach is long.

DAIRDA

The Oak is the oldest of trees, the Sithi say, and is the lord of wisdom and law. An oath spoken under an oak, or a treaty signed on the bark of an oak is holy and cannot be undone without offending fate. Dairda is the spirit called upon when a king is crowned: Sithi lords all wear oak leaves on their crown as a sign of honor. Dairda is not to be trifled with. If the Oak is offended, he can turn all of the powers and creatures of the forest against the offender.

Sigil: The sigil for Dairda is the Sithi rune for Oak.

Aspects: Dairda is the spirit of riddles, the overseer of treaties and the lord of the forest and all that dwells therein.

Allies: Dairda is the ally of chieftains and kings who are both strong and generous. Dairda is the chief tree and thus commands the allegiance of all things of the forest, from the smallest of animals to the faerie spirits to the Sithi themselves.

Enemies: Dairda is the enemy of oath breakers and traitors. He hates cowards. The Sithi mark criminals with Dairda's sigil and chase the criminal through the forest. If the criminal survives the ordeal (hunted by both the Sithi and all the things of the forest) he is considered innocent.

HUAI THE

Huaithe is the spirit totem of power. He is the most dangerous and most blessed of the Boreal Gods. He rules fire, which is both a blessing and a curse in the Boreal forests. He rules the lightning storms – the birth of fire in the Boreal. His influence can bring cooling rain in the summer or destructive fires. Cealla – Sithi magic workers – utter spells in Huaithe's name, in the hope that his influence will ensure the spells they are wielding work. But most Cealla know that Huaithe is a wild power and often will make magic go awry for his own reasons.

Sigil: Huaithe is represented by the rune symbol of the hawthorn tree.

Aspects: Huaithe is the totem spirit of fire and magic. Huaithe is the patron totem of Cealla – Sithi magic workers. He is also the totem of survival in winter.

Allies: Huaithe, for all his wild and unpredictable ways is the protector of the young. Mothers place a piece of hawthorn branch under their child's pillow to protect them from childhood ailments. Huaithe is also the spirit called upon by travelers, wishing to be kept safe from storms and other perils of the road. Huaithe is a loyal servant to Dairda, however, and does his bidding.

Enemies: Huaithe is unpredictable and wrathful. Those who must fear his wrath most are magicians who do not pay him homage in his domain. There is a story told by the Sithi of how Narsi accompanying Tarahiri legionaries into the Boreal came to a hideous end for not offering the correct respect to the hawthorn tree.

UIRA

Uira is the totem spirit of young girls, and the spirit of healing. She is also the totem spirit of farmers and herbalists. She is the "daughter" of Dairda and is considered to be the spirit of mercy, interceding with the more powerful spirits.

Sigil: Uira is the totem of the heather plant, and is symbolized by the rune Uira, or a sprig of the plant worn by a worshipper.

Allies: Uira looks over those Cealla who specialize in herbs and healing and is also the spirit who blesses those who need rest. All of the other Boreal totems will come to her aid if she desires it. She may be a spirit of mercy, but she is also protected.

Enemies: Uira has no enemies, but if one carrying her sigil is harmed, then she can call upon many allies to destroy the life of the sinner.

BEITH

The Sithi say that the birch trees have their roots in the underworld where the souls of the honored dead sleep in eternal peace. When a dead Sithi is honored and then burned, the funeral pyre is scattered with birch trees. Those who wish to survive the cold of winter, or wish to die honorably often pray to the birch tree. Beith is perhaps the most feared of the Boreal deities. She is not unpredictable like Huaithe. She is very predictable, and unstoppable. Once someone has been marked for her disfavor, their fate is as inevitable as the coming of winter. She always moves slowly and unstopably. Some say that Beith enjoys the slow fear and despair of the one that angered her.

Sigil: Beith is the birch totem, and is represented by the runic symbol of the birch tree.

Aspects: Beith is the goddess of winter and the spirit of death. Beith leads the souls of fallen Sithi into the underworld.

Allies: Beith commands the all the souls of the restless dead who fall under the shadows of the birch tree (even now, many Skaldi execute their criminals in the shadow of the birch, so enslaving the criminal for eternity to Beith). She can send these ghosts to terrorize her victims, or to keep watch on those who carry her sigil far beyond Sithi lands. The other spirits are said to be somewhat afraid of Beith.

Enemies: Beith has no true enemies. She relentlessly and remorselessly ends all those who would be her enemy. Harming someone who is marked with her sigil marks them as an enemy.

THE GRYPHONS

The Gryphons are animists. To the Gryphons, everything is a spirit, as vital a personality as every living thing. Everything is a spirit: a rock is a spirit, a blade of grass is a spirit, a fox is a spirit and an ant is a spirit. Each of these spirits has individual traits and each must be respected. So while a Gryphon hunts and devours a deer, the Gryphon must also respect the fact that the deer is a vital and vibrant personality, just like the Gryphon. After eating, Gryphons also whisper a brief prayer of thanks.

The Gryphons do remember a pantheon of gods; however, this remembrance is primarily metaphorical. Gryphon poets will speak of Kala-Meeta, the old goddess of death and sleep, and Simath, the goddess of life, and Dala, the God of fire. The Gryphons call these gods the first pantheon. These were the gods worshipped by the Cyrads. Whether the Cyrads learned these names from the Gryphons is debatable. Even now, Gryphon animists, studying the arts of healing and power will separate their studies into realms. Each realm is named for the First Pantheon god. A Gryphon animist who is learning the ways of fire will study the realm of Dala. An animist who wishes to study the power of life and rebirth will study the realm of Simath.

The Gryphon people do offer prayers and small sacrifices to a pantheon of spirits called the Yazatas. The Yazatas (described under Yazatas, below) are the link between the mortal life of the Gryphons and the divine and distant realm of the gods. The Yazatas are commemorated by ceremonies held around an eyrie's hearthstone, or by private meditation on festival days. When a Gryphon Varaghra calls upon the old pantheon, he is in fact calling on the Yazatas who act in the name of the old pantheon. This of course leads to many debates over how metaphorical the old pantheon are, how powerful the Yazatas truly are, and where they fit in the scheme of things. Each eyrie – indeed, each Varaghra shaman – has a different answer for these questions.

Finally, the Gryphons do speak of a being they call “god.” For many, God is a personification for the universe, the cosmos as a whole. “We are all god and god is all of us” they say. For others, God is a real and living force, the prime mover, the giver of life. Beyond the Yazatas, beyond the Elder Pantheon lies the essence of all that is: that essence is god. To these Gryphons, “God” is providence, a unifying power driving the cosmos. This God is a metaphor for life itself. To others, god is the ultimate father of all the elder deities, the being that awoke at the dawn of creation in the dark of utter night. God is the figure that created life and offers grace for those mortal creatures who follow his laws. To these Gryphons, God is similar in concept to the human god Memra

In the end, though these considerations are a small part of Gryphon life. For Gryphons, to soar on the morning winds, watching the sun rise is the greatest appreciation they can give the world. Gryphons love living so much that what comes before and what comes after matters little.

THE YAZATAS

The Yazatas are not just one type of spirit, but many. Some are the ghosts of old Gryphon shamans and warriors; others are the elemental spirits who have clustered close to the Gryphons over time. Still others seem to be older again, and the Gryphons believe these ancients are the children of the old pantheon of the gods. Some are the spirits or memories of the ancient Saena, watching over the last Saena race.

The Gryphons all believe that the Yazatas watch over them. However, many disagree on the exact nature of the Yazatas and their purpose. Most agree that the Yazatas subtly interfere in the living world to help protect their charges. Some say the Yazatas have become personifications of elemental forces. Others claim that the Yazatas are the link between mortals and the divine, interceding for mortals with a distant god. Still others say that the Yazatas are in fact gods themselves, lesser deities born of mortal desire, deities who serve both the distant god and humanity.

Gryphons Shamans (Varaghra) call upon the Yazatas for aid and guidance. When the shamans work magic, they are asking for the Yazatas' intercession. When the Varaghra need to make important decisions, they pray to the spirits for wisdom. When the Varaghra sleep, they listen for the whispers of the Varaghra to gain insight.

The Yazatas work by forcing hundreds of subtle changes in the world. They draw together hundreds of threads of events and decisions to create an effect elsewhere. If the Yazatas want two Gryphons to meet and have a child, the Yazatas will delay one Gryphon's flight, cause another to lie awake sleepless, cause yet another to feel slightly ill – all causing one of the Gryphons to be somewhere he normally would not be, and make another take a journey in another's stead, leading eventually to a fateful meeting. The Yazatas are rarely so arbitrary, but it leads the Gryphons to assume that everything happens for a reason. It's a comforting idea.

The Gryphons do not make a habit of naming the Yazatas, but they do believe that different yazatas have different personalities. They consider each eyrie, each holy place to have a Yazata present. Different rivers, seasons and mountains will also have Yazatas present. Gryphons will therefore speak of the Yazatas of the Ancient Eyrie, the Yazatas of Piremor, the Yazatas of the Upper Airs, and the Yazatas of the Tanolain River.

The Yazatas are considered to have the same ornery personalities the Gryphons treasure in themselves. The Yazatas are certainly not seen as holy, serene creatures. If the Yazatas are the closest thing the Gryphons have to the idea of fate, then fate has a black, wicked sense of humor. The Yazatas do things for the hell of it as often as they do things to help out mortals. The Gryphons also say that the Varaghra become more like the Yazatas as they get old and the Varaghra's bad habits rub off on the spirits. If the world seems to become stranger and cursed, they say, it's

the accumulated cranky humor of generations of old Varaghras sharpening their claws on the threads of reality gouching through eternity.

ARALI (ELVISH) BELIEFS

The Elves of Cyradon do not have an “official religion.” Instead, the Elves participate in quiet, private worship, revering deities and spirits that individual Elves or elvish families feel close too. The Elves also send small prayers of remembrance to their ancestors who have faded from the mortal world and are now free spirits under the sky. The Elves do not build public temples, but worship instead in small family shrines, or in sacred open spaces. Beyond the more personalized interaction with the spirits, the Elves share the Gryphon’s pantheist or animistic view of the world.

What few Elvish Clerics, called Asyr, there are reside primarily in small monasteries or wandering the lands aiding those in need. The Asyr believe that there needs to be a balance in nature and among the spirits and they work to maintain that balance. However, this has caused numerous sects within the Elven religion as Elvish philosophers cannot agree upon what constitutes that balance.

THE ELVISH SPIRITS

Akin to the faerie lords, the Elvish spirits are the powerful wills and passions of the Elves who have slipped from their shackles of mortality to wander between the earth and stars. Most fallen Elves return to the earth and the sky. Their love and their life returns to the source of all things. They are reborn later as an entirely new personality. But some, whose identity and will are so strong to prevent them dissipating into the so-called Pool of Life ascend to greater power. Making their homes in shafts of moonlight and in palaces of gossamer spirit behind the moon, the spirits walk the earth and intercede on behalf of their descendants, watching over the Elves people as a whole.

Each of the Elvish tribes has a number of such guardians. The spirits guarding the Elves are puissant and wise. They subtly speak into the dreams of their children, to warn or try and guide their listeners to wisdom.

One of these spirits is the daughter of the founder of the realm of Desnia. Her name is Kera. While her father and brothers created a militaristic culture, she struggled to make the Elves of Desnia appreciate art and poetry. She was as much a warrior as the rest of her family. She is said to have died in battle. Her spirit lives on, watching over Desnia. Another of the spirits is Sanda of Penlasse, a wandering knight in his day who fell fighting an enemy “born of the sea”. He died through impetuosity, the legends say, and now his spirit walks the night counseling patience. Elvish passion has been the undoing of the Elvish people before. The Elves of Penlasse are somewhat inclined to listen. Their Desnian overlords are not.

Most of the Elvish spirits are little more than ghosts, but it is said the most powerful of these spirits are puissant enough to walk with the gods, and command the very elements. When the greater spirits speak, the oceans churn, the winds blow, and fires gutter and die. Only in times of great crisis do they speak, and the phenomena associated with these brief but important conversations are well known to soothsayers and fortune tellers as omens of ill repute.

At other times, the spirits merely guard the Pool of Life, living in dreaming slumber, at one with the tides and the winds and the tremors of the earth. Still, the spirits lend their strength to the whispering echoes, the hidden power that infuses all Elvish lands to one degree or another, and their breath gives power to Elvish Paladins, Clerics and Weavers.

Some of the lesser spirits act as guides on the paths of mist walked by Elvish magicians. Other than the spirits who guide travelers along the paths of mist, the spirits do not act directly to help their descendants. Rather, they try and subtly influence people through their dreams and imaginations to act to protect the Elves – and life itself. Such interventions might include a poet being inspired to write a song which contains a message that only the chosen one will understand. Other interventions are more subtle still, with the birds moving in a certain way, or the wind getting a little cooler when an Elf contemplates an important decision.

However, the spirits are not neutral. They are primarily interested in the survival of their descendants. They remember old grudges. They have their own agendas and keep their own counsel. Many seek to continue old feuds through their descendants.

GNOMISH DEITIES

The Rhona gnomes have a complex and varied set of spiritual practices, which they do not share with outsiders, but form the core of Rhona society. The gnomish rituals seem to be about attracting the attention of their faerie kin, and something called “stirring the cauldron of the sky.” The Rhona religious practices imbue the earth with a power and a love and a sense of holiness akin to the Elvish “Echoes”.

To the Gnomes, the universe is the deity. The universe, as understood through the earth, the moon and the sun, encompass all that is. The Gnomes are a living part of the universe made flesh, or so their legends say. They are tiny sparks of the universal essence made mortal, and thus the Gnomes have a powerful purpose in the universe. Despite this grand claim, the Gnomes only have the vaguest of ideas about how to execute their “duty” as part of the universe. Gnomish culture is based on long tradition. Even those Gnomes who have passed beyond, into the otherworldly realm shared by the spirits, the doubt continues: what is the duty of the Gnomes, and how does one accomplish it? In many ways, the Gnomish rituals encompass Elvish and Gryphon spirituality. The Gnomes share the Gryphon sense of animism: they believe that spirit imbues all matter. They also believe, like the Elves, that they

are bound to the otherworld by their souls. However, that essential doubt about the Gnomes purpose means that the Gnomes cling even more tightly to their ritualistic sense of duty. The Gnomes have concentrated their animistic beliefs into the worship of three totems: Moon, Sun and Earth. The dedication to these totems now defines a lot of Gnomish society and morality.

Gnomish rituals are led by animists who are chosen randomly for that one ceremony. The ceremonies last one full night, on the night of the full moon. Gnomes who are away from their communities will still attempt to commemorate the celebration, and will carry a flask of holy wine with them on all their journeys.

GNOMISH TOTEMS

The Gnomes place strange offertory sculptures at the center of their warrens or glades. The sculptures are representation of the sun, the moon or the earth. Each totem is different, and only a trained eye can tell what the sculpture represents. Each tribe has different ways of portraying the sphere in question. Each totem represents the tribe and their connection to the universe. Each totem becomes, in a way, a deity made of the love and life of the Gnomish tribe. Each Gnomish cleric carries a totemic symbol with them (a silver bracelet for the moon, a gold coin for the sun, or a bronze brooch for the earth) that spiritually links them to that “deity” at all times.

SUN

Gnomish clerics who follow the sun tend to focus on the nature and life and healing. Gnomish tribes who adopt the sun as their totem tend to be gentler, and of a better disposition towards strangers. Choose the day, these Gnomish say, and join us in the noontide light.

Sigil: Sun is represented by a small gold coin, worn around the neck or woven into a Gnomish cleric’s hair.

Aspects: Healing, life, nature, growth, compassion.

Allies: Sun looks over everything, and brings warmth to all who are alive.

Enemies: Sun calls for the end of all undead things and the restoration of all under his face. Those who practice dark magic are his enemies.

MOON

Moon is a trickster goddess, and the goddess of storms and the night. She is an unpredictable and passionate totem, and those who follow her tend to adopt these traits. Difficult, moody and secretive clerics are identified immediately as being “moon’s children”.

Sigil: Moon is represented by a silver bracelet worn on the right arm.

Aspects: Night, darkness, trickery, women, mysteries, sleep, childbirth, storms, justice.

Allies: Moon looks over thieves, tricksters and those who seek mysteries. She watches over women and over children. She is revealed in anger during storms, but the Gnomish all know that storms are part of the world, and in their wild rage, life can survive and begin anew.

Enemies: Moon is a storm totem and she despises all who do not respect her. Those who wander abroad during her storms are either brave or stupid. She tests the brave. She destroys the stupid. Those who harm those she looks over (such as women or children) are her enemies, and her followers must work in her stead to bring enemies to justice. Followers of the Moon totem often hunt Schirae raiders back to their lairs and kill them.

EARTH

Between Moon and Sun lies Earth. Earth is the totem of the world. Earth is the totem of mortal experience: Fire and War. Earth is the totem of hard won experience and earth is the totem of those who are patient. Followers of the Earth totem are the least numerous, but they are an important part of Gnomish society. Those who follow Earth survive. Without the clerics of Earth and their bronze brooches, the Gnomish may not have survived the horrors of the Devastation and the rise of the Schirae. Earth’s followers tend to be silent and grim.

Sigil: Earth’s followers wear a dark bronze brooch at their shoulder.

Aspects: Fire, war, death, survival, bravery.

Allies: Earth looks over warriors and those who learn the truth of the world through hard experience. Earth is close to those who fight and those who toil the lands without hope of reward. Earth looks over the old and the infirm and waits for them to join him. Earth chooses the brave, and Earth dooms the cowards.

Enemies: Earth has no time for cowards who reject the gifts of life, or those who do not fight to save what is right and good. Earth is the enemy of assassins and those who strike from behind. Earth remembers those who harm the world out of folly, and Earth is the enemy of the Narsi and the Schirae.

NAGAZI DEITIES

THE SAGES

Known as “The Wise Ones”, the Sages are the seven deities who brought the gifts of civilization and learning to the Nagazi. According to the Nagazi, when their ancestors discovered the ruins of Evedalim, they prayed in the ruins of one of the temples for guidance. The ancient gods of Evedalim sent seven sages to instruct the Nagazi in the arts of knowledge, magic, and civilization. Each sage has equal stature, and as a group they represent the arts, skills, crafts, and knowledge necessary for a harmonious, thriving civilization. To that end, there are no specialty Nagazi clerics

who are followers of just one of the sages; a Nagazi priest is a priest of all of sages. The Nagazi holy year is marked by 8 major religious festivals; seven three day festivals each dedicated to one of the Sages, and a 7 day festival dedicated to all of the Sages.

1. **Anu (male deity):** The teacher and loremaster. Anu's province is reading, writing, mathematics, history, education and lore. He is most often shown as an older distinguished Nagazi scholar instructing the young. Anu's festival marks the beginning of the new school year.
2. **Turan (male deity):** The "maker". Turan is also a teacher—he taught the Nagazi the crafts they needed to rebuild Evedalim. He also gave them currency and taught them city planning and engineering. Shoddy workmanship and dishonest business dealings are considered an affront to Turan. His festival is marked by trade competitions, guild feasts, the beginning and end of apprenticeships and journeymanships, and the launch of new businesses.
3. **Naunet (female deity):** Naunet is the goddess of fertility, agriculture, love, marriage and families. She awakened the sleeping fields surrounding Evedalim and taught the Nagazi how to plant and gather the fruits of the earth. Her teachings promote respect for the natural world, and have taught the Nagazi the how to live in harmony with nature. Her province is also love, marriage, and families. Naunet is the guardian of the home and hearth, and the protector of the eggs and hatchlings. Her festival in the spring is a time of betrothals and marriages. Her festival is considered an especially auspicious time for eggs to hatch.
4. **Neith (female deity):** There were no mages among the Nagazi until the coming of Neith. She founded the first college of magic among the Nagazi, and picked each student personally. Neith taught not only magic, but the responsible practice of magic. Powerful magics, she taught, did not give the mage the right to impose his or her will on others. Neith decreed that any mage who abused his or her power would be stripped of their magic permanently. Hatchlings born with magical talents are said to be favored by Neith. Her festival marks the selection of students for magical training.
5. **Dania (female deity):** Dania is the patron of the arts: music song, dance, poetry, theatre, painting, literature, sculpture, and all arts that inspire and refresh the spirit. Here festival is marked by art competitions, poetry readings and theatrical festivals.
6. **Menhit (Male deity):** Menhit is the god of law, philosophy, and justice. He is also the god of wisdom and compassion, and of war. In his aspect as the god of war, Menhit acts as the protector of the Nagazi against aggressions, and battles fought to right injustice. Menhit does not condone wars for gain or aggression.
7. **Kami (female deity):** Kami's spheres are healing, medicine, spirituality, insight, balance, wholeness, harmony, integration. She is the greatest of the teachers; Kami teaches the Nagazi how to use the arts and gifts of the other Sages in harmony. Kami is also the goddess of healing. Hatchlings born during her festival often become healers or clerics.

Sigil: As a group—seven interlocking circles, a tree with seven flowering branches, a seven-stranded braid.

Aspects: Varied.

Allies: Each other, and various Mithran and other deities.

Enemies: The forces of evil.

RELIGIOUS ORDERS

This section details several religious orders available to players. Not all possibilities are represented, but those given should be enough to give the players and GMs the ability to craft their own from the information given above. Some of the religious orders below list more than one profession as possible members.

A few priestly orders are discussed below in general terms to help flesh out the background of clerical characters. The list is not – and could not be – exhaustive. It is possible that not all of these orders will be present in Belynar. Which ones are present depends on player and GM preference.

Spell Folios – Each of the orders, in addition to giving information about the order itself, also gives a group, or Folio, of spell lists from which the player may select his character's Base Spell Lists.

It is strongly recommended that if the GM allows other religious orders, that the GM, and only the GM create a Folio of 15 spell lists from which the player selects his character's Base Spell Lists.

SEIDHERI

The Seidheri are an old priesthood. They walk at the heart of Skaldi society, men and women protected by ancient blood laws, and feared by many and respected by all. Wielders of powerful magic and tremendous political influence, the Seidheri are best considered as a tradition rather than a priesthood, or a profession. The most senior Seidheri are the *Brethai*, the interpreters and enforcers of the blood laws – judges, diplomats and oftentimes, war leaders. These Seidheri are the only ones entitled to lead all of the Skaldi tribes in times of war. Chieftains and kings may hold temporal power, but the magic and traditional clout wielded by the Seidheri over-ride the word of kings.

Focus: All of the gods.

Culture (Temple Locations): The Seidheri do not build temples. They hold ceremonies in the old abandoned faerie forts, stone circles and passage tombs of the ancients.

Membership: Only Priests from the Skaldi or Sithi may become Seidheri.

Benefits of Membership: The Seidheri have access to a great deal of political power and legal clout among the Skaldi. They will always be given shelter and food by any Skaldi.

Restrictions: The Seidheri may never violate an oath once it is given.

Symbol: A series of strange runes, tattooed into the Seidheri's flesh.

Dress: Practical wool and leather clothing. Most carry an engraved oak spear, denoting office. This is often enchanted using the Druidstaff spell list.

Structure: The heads of the order are the Brehai (judges). The lowest rung of the order are called bards.

Philosophy/Purpose: The Seidheri are the glue that holds Skaldi society and culture together. They ensure that the blood laws are respected.

Activities: The Seidheri travel from village to village offering their services to all that need them. They settle feuds and disputes and test the battle readiness of young warriors. In times of war, the Seidheri will also lead troops, either directly, or as an advisor to other war leaders.

Spells: Seidheri have access to training in spell lists from the following Folio. They are allowed to select 8 Base Spell Lists from those given in the Folio and/or from the Open and Closed Channeling Spell Lists.

<<insert Seidheri Spell Lists Here>>

SEIDHERI BASE SPELL LIST FOLIO	
Spell List	List Type
Channels	Chan. Base
Communal Ways	Chan. Base
Confusing Ways	Ment. Base
Druidstaff	Chan. Base
Hiding	Ment. Base
Lesser Illusions	Open Ess.
Major Healing	Chan. Base
Mind Attack	Ment. Base
Mind Visions	Ment. Base
Protections	Chan. Base
Repulsions	Chan. Base
Rune Mastery	Open Ess.
Spirit Mastery	Closed Ess.
Summons	Chan. Base
True Perception	Ment. Base

BROTHERHOOD OF THE EARTH

Focus: Niamh.

Culture (Temple Locations): Varies. Temples are usually simple affairs (temples not made with hands) in the countryside; they are never located within a city. The Brotherhood of the Earth is a widespread organization, reaching from the Sithi lands far to the north all the way south to the edges of the Hierocracy of Asut (where they are outlawed). Some members of the Brotherhood even sojourn into the lands of the Hierocracy and teach what they know there, but always carefully so as to avoid notice whenever possible.

Membership: Priests of Human descent usually, though the occasional Sithi or Gryx is possible. Many Rangers are lay members of this order, or affiliated with it. Lay members do not gain the benefits of membership that full members gain. Lay members also do not gain access to the Folio of spells that Priests of the Brotherhood gain access to.

Benefits of Membership: +10 to locating herbs in the wild, identifying plants, and tracking outdoors.

Restrictions: No killing of any animal or plant needlessly.

Symbol: A tree. This normally takes the form of an amulet or brooch pin that is worn by the cleric.

Dress: Brown hooded robes with a leather belt. All wear a simple amulet in the shape of a tree; the color and ornamentation indicate rank.

Structure: The head of a branch (the church is often referred to as the Tree) is referred to as Father or Mother, while all other are simply brothers and sisters. The structure of the religion is very loose.

Philosophy/Purpose: Respect for nature is the theme stressed by the order. While not vegetarians, they teach that killing for sport or other wasteful purpose is evil. The order has an understanding of smart farming techniques (crop rotation, etc.) and imparts this information to area farmers. They bless harvests and often preside at fall festivals.

Activities: These Clerics are rurally oriented and a good portion of the membership travels constantly, teaching farming techniques and urging respect for the earth. The group operates in opposition to the Seidheri. The Seidheri see these people as political threats and heretics. Fortunately, the Seidheri have little interest in pursuing a religious war against them. The Seidheri's bardic allies have composed a series of rather pointed and wicked songs sneering at the Brotherhood.

Spells: Members of the Brotherhood have the following spell lists as their Folio. They are allowed to select 8 Base Spell Lists from those given in the Folio and/or from the Open and Closed Channeling Spell Lists.

<<insert Brotherhood Spell Lists Here>>

BROTHERHOOD OF THE EARTH BASE SPELL LIST FOLIO	
Spell List	List Type
Animal Mastery	Chan. Base
Communal Ways	Chan. Base
Druidstaff	Chan. Base
Herb Mastery	Chan. Base
Holy Symbol	Chan. Base
Major Healing	Chan. Base
Nature's Guises	Chan. Base
Nature's Movement	Chan. Base
Nature's Protection	Chan. Base
Nature's Way	Chan. Base
Nature's Forms	Chan. Base
Plant Mastery	Chan. Base
Protections	Chan. Base
Stone Mastery	Chan. Base
Summons	Chan. Base

THE TRUE SPEAR

Focus: Perkuna.

Culture (Temple Locations): The "true spear" is a society of warriors drawn from all over the northern Treaty Kingdoms and southern Skaldi armies. These men and women follow the lord of the Skaldi pantheon. Their goal is to protect Skaldi communities from monsters, marauders, and other enemies.

Membership: The members of this society are all Champions, but may be from any race.

Benefits of Membership: Members who serve with distinction often go on to become respected leaders of Skaldi communities.

Restrictions: Spear-men must always have their weapons at the ready. They must always carry an ash spear (in memory of the god’s spear Terror). They must hold true to all oaths made in the god’s name or suffer for eternity.

Symbol: The members of the cult have no distinctive dressing or markings. They all carry finely carved ash spears though.

Dress: The members of the True Spear do not dress distinctively – though as warriors, they tend towards comfortable and practical clothes that leave lots of space for fighting.

Structure: The most senior military officer who carries the spear is considered the most senior member of the True Spear present. There are two basic ranks: lords (those who are ranked officers) and warrior (those who aren’t). The warriors serve the lords and the lords serve Perkuna.

Philosophy/Purpose: The True Spear believes that the forces of good are under threat from evil powers. The order’s goal is to oppose the “malign powers”.

Activities: The True Spear is a militaristic cult, who operates by a chivalric code which applies to both noble and lowborn members.

Spells: Members of The True Spear have the following spell lists as their Folio. They are allowed to select 6 Base Spell Lists from those given in the Folio and/or from the Open and Closed Channeling Spell Lists.

TRUE SPEAR BASE SPELL LIST FOLIO	
Spell List	List Type
Faith's Shield	Chan. Base
Faith's Weapon	Chan. Base
Holy Infusions	Chan. Base
Succor	Chan. Base
Choose 2 more Base Lists from the following:	
Light Law	Ess. Base
Warrior's Element (Air)	Ess. Base
Warrior's Element (Light)	Ess. Base
Wind Law	Ess. Base
All Open Channeling Lists	
All Closed Channeling Lists	

<<insert True Spear Spell Lists Here>>

THE LIGHTBRINGERS OF TARAHIR

This order is based in Tarahir and is the premier religion among the Treaty Kingdoms. There are two main branches of this order. The first branch is the Lightbringers, the clerics who maintain the temples and churches throughout the Treaty Kingdoms. They are the most prevalent religion among the Treaty Kingdoms and have been since the rise of the Tarahiri Empire thousands of years ago.

The second branch is collectively known as the Firebrands. These are the holy warriors of the order. There are many different sects of Firebrands, each one devoting themselves to mastering one type of weapon, and even one sect that fights without conventional weapons.

Focus: The Lightbringers worship Memra first and foremost.

Culture (Temple Locations): The Lightbringers can be found all across western Anias. In many cities, there are temples of gleaming white marble where the priests and clerics hold services.

Membership: The Lightbringers are Priests and the Firebrands are Champions. The order accepts members of any race.

Benefits of Membership: The Lightbringers are the spiritual leaders of many communities, and often act as advisors to the leaders of those communities.

Restrictions: No restrictions.

Symbol: The Lightbringers wear a stylized sun medallion for those Clerics who maintain the temples and churches. Firebrands wear a medallion of a stylized flaming torch.

Dress: The Lightbringers wear ceremonial robes for services, but no special clothing at other times. However, a Lightbringer would never remove or hide their medallion. It will always be visible under normal circumstances.

Structure: The Lightbringers determine seniority in a number of ways. Most of the time, the most senior will lead the order; however, there have been instances of unusually gifted and wise younger men being given the leadership of the order. The Firebrands have much the same structure when in training. Once training is over, the Firebrand is usually on his own until he rejoins a temple (see below).

Philosophy/Purpose: Lightbringers seek to bring the light of Memra to all. They believe that in doing so; they can destroy the dark forces that haunt the world, most especially undead and those who traffic with demons.

Activities: Lightbringers maintain the temples and rarely adventure, although some are often sent on special missions for the church. A number of Lightbringers also wander the lands, fighting evil wherever they can find it and administering to the poor and needy.

The Firebrands also wander the lands seeking out evil and helping those in need. However, Firebrands are often more concerned with destroying undead and evil than they are in helping the needy.

Favored Categories: Clerics of this order must place one of their selected Favored Categories into the Influence category giving a total of 3 ranks in that category. The other selectable Favored Category (3 ranks) may be placed in any category, including one that is already marked as being a Favored Category. Should the Cleric select the Combat category as a Favored Category, then that Cleric is known as a Firebrand.

Spells: Members of the Lightbringers have the spell lists under *Lightbringers* as their Folio. They are allowed to select 8 Base Spell Lists from those given in the Folio and/or from the Open and Closed Channeling Spell Lists.

Members of the Firebrands have the spell lists under *Firebrands* as their Folio. They are allowed to select 6 Base Spell Lists from those given in the Folio and/or from the Open and Closed Channeling Spell Lists.

<<insert Lightbringer Spell Lists Here>>

LIGHTBRINGERS OF TARAHIR BASE SPELL LIST FOLIOS			
LIGHTBRINGERS		FIREBRANDS	
Spell List	List Type	Spell List	List Type
Anticipations	Open Ment.	Holy Infusions	Chan. Base
Channels	Chan. Base	Faith's Shield	Chan. Base
Communal Ways	Chan. Base	Faith's Weapon	Chan. Base
Fire Law	Ess. Base	Succor	Chan. Base
Herb Mastery	Chan. Base	Warrior's	Chan. Base
Holy Symbol	Chan. Base	Element (Fire)	
Light Law	Ess. Base	Choose 1 additional Base List from the following:	
Light Molding	Ess. Base	Body Reins	Ess. Base
Major Healing	Chan. Base	Sensing	Ment. Base
Mind Mastery	Closed Ment.	Any Open Channeling Lists	
Mind Visions	Ment. Base	Any Closed Channling Lists	
Protections	Closed Ment.		
Repulsions	Chan. Base		
Summons	Chan. Base		
True Perception	Ment. Base		

10 – MAGIC

Magic is a form of energy that suffuses and pervades the entire universe. Magic flows through the world of Mithra in rivers and currents, occasionally settling in pools. In some places it moves through the air like a breeze, changing direction and intensity from one moment to the next. In other places it flows deep within the earth in giant veins, or runs just below the surface. Certain objects or places seem to collect and store magic. Magic is different from place to place on Mithra, just as the soil is different, the plants are different, and the rocks are different.

Magic is shaped by its environment and in turn can subtly influence its environment. Magic can also be profoundly influenced by the beings who use it. A strong mages guild for example, seems to attract magical energy. Continuous use of destructive magic or the use of magic for evil purposes can even warp the magic in an area, making it dark and dangerous. The flows of magic are particularly strong in Cyradon, and are called the “Echoes”.

OF REALMS & TRADITIONS

Magic is divided into three Realms based upon the source of the magical energy used to power spells. This magical energy is often referred to as *mana*. Each of these three Realms also has some basic requirements and restrictions when it comes to casting spells.

These ways of working magic and the effects of the workings are remarkably similar. Just as musical notes define songs for the Skaldi and Arali alike, so to do the aspects of magic working define magical works. The actual workings may vary, but a human mage would recognize that an Arali Weaver has just worked a Bladeturn spell, even though the Weaver did none of the things a human mage would do when working the spell. These different ways are known as *Magical Traditions*. This can be considered as a variant casting method that builds upon and alters these basic casting methods in certain ways.

Cyradon also contains a number of different Magical Orders. Magical Orders are essentially guilds that control the various magic users so that they do not get out of hand like the Narsi did. Each Order has its own Magical Tradition associated with it. If a spell user belongs to a Magical Order, then he will use the Tradition Associated with it. If he does not belong to a Magical Order, then the spell user will use the basic casting method for his Realm.

BASIC REALMS & REQUIREMENTS

If the character cannot meet the basic casting requirements to cast a spell, then he increases his risk of spell failure and also increases the chance of bad things happening when he fails in casting the spell. Refer to the section *Of Casting & Resolving Spells*, page **xx**, for more information on how to resolve spell casting and spell failures, including Extraordinary Spell Failure (ESF).

CHANNELING

Channeling is casters draw their power from their deity or other external sources like powerful demons or spirits. Priests draw their mana from their god, as do Champions. Rangers usually draw their mana from powerful nature spirits.

Channeling spell users all use Intuition as their Realm stat. This aids in determining Power Points, and the stat bonus is used in figuring the Base Casting Bonus for each spell list that the character knows.

Basic Casting Requirements

To cast spells of the Channeling Realm, the spell user must adhere to the following guidelines:

- The caster must have at least one hand free.
- The caster must be able to speak normally.
- The caster is not wearing any metal armor.
- The caster is not wearing a metal helm.
- The caster does not have more than 10 lbs of other metal upon his person.
- The spell being cast is of equal or lower level than the caster.

Some spell casters of this Realm often use their Holy Symbol as a focus in casting. In such cases, the hand holding the symbol counts as having one hand free, allowing spells to be cast without the free hand. In such cases, where the caster routinely casts spells using his holy symbol as a focus, if the spell user tries to cast a spell without using it, then he receives an ESF modifier of 10 to the casting attempt.

ESSENCE

There is magic in everything, thus there is mana in everything, both living and dead, both organic and inorganic. Those of this Realm learn to manipulate this mana to create powerful and spectacular effects. Those of this Realm use incantations and gestures to shape the mana into the required spell.

Essence spell users all use Empathy as their Realm stat. This aids in determining Power Points, and the stat bonus is used in figuring the Base Casting Bonus for each spell list that the character knows.

Basic Casting Requirements

To cast spells of the Essence Realm, the spell use must adhere to the following guidelines:

- The caster must have at least one hand free.
- The caster must be able to speak normally
- The caster may not be wearing any armor.
- The caster may not be wearing a helm.
- The caster may not have more than 20 lbs of organic material upon his person.
- The caster may not have more than 5 lbs of other metal upon his person.
- The spell being cast is of equal or lower level than the caster.

MENTALISM

While the other Realms externalize the casting of spells, using prayers or incantations to summon or manipulate the magical energy into spells, those of this realm internalize the mana, directing it through the pathways of their minds, and creating the spell matrixes inside their own minds. When casting spells, the most obvious sign of casting is glowing or sparkling eyes, and a few small gestures.

Mentalism spell users all use Presence as their Realm stat. This aids in determining Power Points, and the stat bonus is used in figuring the Base Casting Bonus for each spell list that the character knows.

Basic Casting Requirements

To cast spells of the Mentalism Realm, the spell use must adhere to the following guidelines:

- The caster must have at least one hand free.
- The caster may not be wearing any head covering.
- The spell being cast is of equal or lower level than the caster.

CASTING TRADITIONS

There are many different Magical Traditions possible. Some of them are described below. Many of these Traditions are open to casters of any profession, while others are tied to specific professions and to specific Magical Orders.

For Mages and Mentats, these Traditions also determine what spell lists are available for selection as Base Spell Lists (see page **xx**), while having no such affect upon any semi-spell users that belong to that Tradition.

Additionally, several of these specific Traditions are tied to specific Magical Orders. Even if his character does not belong to a specific Magical Order, the player may select one of the following Magical Traditions if his character is from an appropriate racial or cultural background. For some of the semi-spell using professions, belonging to these Magical Orders may alter what spell lists are available as Base Spell Lists for them (see page **xx**)

The player is also always free to select the Basic Casting Requirements for his Realm as his Tradition.

ANIAS MAGICAL TRADITIONS

The long scattered human magical traditions of Anias will be coming into their own in Cyradon. Skaldi dwimmer, Tarahiri alchemy other traditions will be energized by contact with the Gryphons and the Rhona and the story of human magic will begin again.

There is no unified magic tradition amongst the people of Anias. Legends recall how the Tarahiri legions overwhelmed their enemies by sending powerful wizards along with the legions. For the Tarahiri people and the Skaldi tribesmen magic is something that is respected. To the Orsai it is an offense against their god. Unfortunately, the presence of groups of Skaldi and New Tarahiri magicians and warrior mages such as the Pascalline Order means that the Orsai priests redoubled their efforts to harass and destroy the mountain realms.

Certain traditions mention specific magical orders. These Orders are detailed in the section following the magical traditions on page **xx**.

TARAHIRI

Magic was very much a part of new Tarahiri life. Minor magic made the life of rich and poor easier. Potions cured colds and remove warts. The right magical unguent could make a noble look younger. Diviners cast the horoscopes of the privileged and determined the most auspicious times for business transactions and engagements. Sophisticated illusions graces the banquets of nobles and small magical toys were all the rage.

The Tarahiri also used magic to defend their city. Mages, Elemental Warriors, Rangers, Bards and Monks served in the city's armies in various capacities. Mages skilled in item creation supplied equipment to elite units.

ALCHEMISTS & THE MAGE'S GUILD

In Tarahir there are two main organizations devoted to magic. These are the *Society of Alchemists* and the *Mage's Guild*. Both of these organizations follow the Basic Casting Requirements associated with their specific member's profession and Realm.

PASCALLINE ORDER

The Pascalline Order is a regimented order of Elemental Warriors. There are different branches of the order for each of the different elements.

Those of this order are taught how to use any one one-handed weapon as a casting focus, be it a dagger, rapier or mace. Those of the Pascalline order also chant the words of the spell as they shape the mana using their weapon; this provides no bonus other than being able to cast with a weapon in their hand (i.e. without a free hand). If a character using this tradition attempts to cast a spell without using his weapon as a casting focus, which would require a free hand, then he receives a ESF modifier of 10 to the attempt.

THE VENTURER'S GUILD

The Venturer's Guild is comprised solely of Venturers, semi-spell users of the Realm of Mentalism. All of their members call themselves Clerks Belonging to the Venturer's Guild gives the Clerk a wider selection of possible Base Spell Lists than a normal Venturer has.

As mentioned above, Mentalism casters must have one hand free and his eyes will often glow when casting a spell. Because the Venturer's Guild had to be very careful while operating within the bounds of the Theocracy of Asut, where magic is outlawed, they developed an even more subtle method of casting their spells.

Under this method, there are no glowing eyes. Instead, there is a faint wavering in the air, such as a from a heat shimmer, which can, in most cases, easily go unnoticed. This more subdued method of casting does have a cost, however. Casters of this tradition have to spend double the normal amount of time casting spell (i.e. 2 rounds for every 5 PP in the spell). Guild Clerks may still cast spells taking the normal amount of time, but casting that quickly applies an ESF modifier of 10 to the casting attempt.

Any character with the Sense Magic talent may still notice that the Guild Clerk is casting a spell with a normal Medium Perception maneuver, and those without the talent may realize it with an Extremely Hard Perception maneuver.

SKALDI

The Skaldi magical traditions of the modern world are referred to by the Skaldi as *dwimmer* and the practitioners of this tradition are known as the Drei. Most Skaldi clans are pleased to have the services of a local Drei.

Any spell user may be of the Drei Tradition, though only Mages and Mentats have a special Folio of spells based upon this Tradition. The Skaldi are keenly aware of magic, its potential and its ability to harm and heal. When needed, the dwimmer worker will be called upon. Wandering Drei have a dubious reputation however. They sometimes sell their services to the highest bidder, and work with no loyalty to clan or village, and incite petty quarrels. When a cow runs dry, when a well runs dry or cattle grow sickly, some will automatically assume that a Drei is to blame.

Some in the north still call the Drei "Elentirael," hearkening back to the legendary nomadic wizards of old. Some Drei even carry ancient Elentirael lodestones (see page **xx**) in memory of their mighty forbearers. The main similarity between the Elentirael of old and the Drei of recent years is their nomadic lifestyle. They spend many years away from home seeking tutors and training in the ancient arts. Their studies have given them an inkling of the size of the world and all those who study the ancient ways invariably want to see it all and experience it all. For these reasons and more, most of the heirs of the Elentirael walk the wilds of northern Anias, returning home only on special occasions.

This wanderlust makes them a lot more cosmopolitan than their fellows, but also makes them a lot more individualistic and sometimes unsociable. In the north people say only three sorts of people wander the roads year 'round: the bards, the bandits and the Drei. Sometimes the rural mages are all three. Many Drei have other professions to help keep body and soul together. It is not uncommon for a Drei to be a rogue, warrior or a thief as well as being a spell user.

Despite their wanderlust, their seeming distance from their fellows and their road worn personalities, the wanderers are deeply loyal to their tribes, families and friends. When the word went out that many of the Skaldi clans were sending men south to help liberate Tarahir; the wanderers returned home to help their kin fight. They did not march south for money or reward; they merely knew their kin were facing danger and they would not let them do so alone.

DREI

The Drei among the Skaldi are interesting in that they use material components in the casting of their spells in addition to the words of the spell and the gestures required to shape the mana of the spell. These material components are often odd bits of unusual plants, tufts of fur, or oddly shaped stones and are consumed with the casting of the spell. So far nobody has been able to determine any rhyme or reason behind the selection of these components.

The Drei gains a +5 to all casting attempts while he has and is using his bag of components. A Drei who is without his bag of components may still cast spells, but it requires 2 additional Power Points to cast. These additional PP can affect the casting times required for the Drei's spells since casting time is based on how many Power Points are used. For those Drei who have an Elentirael Lodestone, the Lodestone replaces the pouch of material components for the Drei and acts as a non-consumable component for their spells.

Note: It is not required to detail the contents of the component pouch. The caster is presumed to be constantly adding components to his pouch as he travels. The main concern is whether he has the pouch or not. The GM may also allow for special components that give a bonus to casting. These should be tracked if the character acquires any.

ORSAI

The Orsai priests have spent generations trying to wipe out sorcery in their lands. Magic is a sin against Memra, they say. It is a danger to society. But beyond the cities, far out in the provinces, the Ghershal (magic-men) still ply their trade. They do so in secret, with one eye always open for the priests and their agents. The Ghershal are most common amongst the Orsai tribes who are far from the centers of power. Most of the Ghershal are from the Gherek tribe, and are members of the Gherek Scouts.

GHERSHAL/THE GHEREK SCOUTS

Most Ghershal are Rangers or Rogues who know a few spells. The priests have little interest in such distinctions. The Ghershal are breaking the rules. Before the battle of Tarahir, a number of respected Gherek scouts were murdered by the priesthood for practicing “forbidden arts”. Many young Orsai warriors, who have great respect for the Gherek, have started to resent the priest’s interference. This is the reason that many happily defected from the Orsai in the aftermath of the battle of Tarahir.

As with the Venturer’s Guild; the casting of spells takes twice as long as normal (2 rounds for every 5 Power Points or portion thereof). Any character with the Sense Magic talent may still notice that they are casting a spell with a normal Medium Perception maneuver, and those without the talent may realize it with an Extremely Hard Perception maneuver.

While casting, there appears to be a slight shimmering of the air around the Ghershal and the Ghershal must at least whisper the words of the spell while making small gestures with his hands. Ghershal may still cast spells using the normal casting time; however the caster has an ESF modifier of 10 to his casting roll when doing so.

DWARVES (MABLUNG)

The Mablungen have no fear of magic and consider magic as much a part of the world as the mountain winds. In fact they prize the practical applications of magic, and enjoy tinkering with spells. Mablung Mages and Mentats are constantly working on improving their spells and the magical spells, and delight in practical innovation.

TRALLEN

Mablungen spell users are called Trallen. What counts amongst the Mablung is not arcane study but results. The Trallen are interested in spells that can get things done. The Mablung want spells which can help defend their communities, spells which make it easier to survive in winter, or healing magics. Trallen therefore are expected to contribute and make themselves useful.

The Trallen are an informal society. They have a code of conduct, a pool of resources (such as books and artifacts), and a network of contacts. A Trallen traveling abroad always knows that a fellow Mablung magician will offer him bed and board on his journeys. Other Mablung often learn a few useful spells, usually passed from friend to friend, or parents to children: “If you need to heal a bruise in a hurry, try this...”.

Spells cast in the Mablung tradition have a few idiosyncrasies compared to other traditions. When casting a spell in this tradition, the Mablung use wide gestures and words like many other traditions. However, when forming a spell matrix, it has a more geometric appearance than those of other traditions. As it forms, it can be seen glowing above the mage’s head, making it very apparent when a spell is being cast, even for Trallen who are Mentats.

Another benefit of this Tradition is that the Trallen can reduce any ESF modifiers (see page xx) incurred when casting spells by paying 1 additional Power Point for each 5 points that the ESF modifier is reduced. This inclusion of extra Power Points can and will affect the required casting times.

ELVES (SITHI)

The Cealla of the Sithi view magical energy as rainbow of color. Certain colors have an affinity for different types of magic; blues are associated with protection and healing magic, and red with fire magic..

CEALLA

A Cealla carries a pouch of material components like the Drei, but their components are chosen for their color or hue. A Cealla is constantly on the lookout for the component of the perfect color. This color association helps them gather threads of magical energies of various colors. Once they have gathered the threads of magic, they cast their spells

The Cealla gains a +5 to all casting attempts while using ingredients from his pouch of components. A Cealla who is without his pouch of components will be required to pay 2 additional Power Points when casting a spell. This additional Power Point cost can affect the casting time required for the spell.

Note: It is not required to detail the contents of the component pouch. The caster is presumed to be constantly adding components to his pouch as he travels. The main concern is whether he has the pouch or

not. The GM may also allow for special components that give a bonus to casting. These should be tracked if the character acquires any.

CYRADON MAGICAL TRADITIONS

All beings who cast spells on Cyradon use the “Echoes” either consciously or unconsciously. The Elves, heirs to ancient Mithran magical traditions are most aware of the Echoes. They tend to see the Echoes as Elvish Magic, which is incorrect. In the past, they used the Echoes to create the Veil, in a misguided attempt to protect Cyradon from human incursions. Instead, the Veil slowly leeched life and magic out of Cyradon. With the destruction of the Veil, the magical Echoes of Cyradon have begun to regenerate.

<<begin Veil Sidebar>>

THE VEIL

The Veil was created after the Devastation. Angry and grief stricken Desnian Arali weavers created the Veil to keep Cyradon safe and isolated from the rest of the world. The Veil took the form of mists which would rise from the sea and make sailors confused and lost. If the sailors turned back immediately they would find themselves far out in open sea with a strong wind filling their sails, driving them home. If they did not, their ships would fetch up on shoals beneath the waves and the sailors would be lost. The sailor’s spirits would be trapped in the net of the Veil, and their voices would add to the howls and whispers heard by others.

The Veil kept Cyradon separate from the rest of the world for half a millennia. A scarce few months before the humans returned to the magician’s city, the veil fell, ripped open by the sacrifice of a Arali poet.

As the Veil drew power from the land and its people, it drew power from all the Elves of Cyradon, weakening the land and its people, making the Devastation’s curse all the more painful. The Elves were especially hard hit. Since the veil was created with both the Echoes and elven magic, it sapped the vitality of the Elves, causing their birthrate to plummet. The natural ability of the land to heal itself was also lost. Over time, life should have returned to the blasted plains of the Devastation. That life - those seeds, those mosses, ferns and fresh streams which would have eventually covered the land and made it whole – was drawn away to feed the Veil.

The Veil only served to keep humans out of the Daybreak Country, but other, darker things could easily sneak through. Some may have been lured from the void by the howling, destructive energies of the Veil.

The poet’s sacrifice ensured that the humans could reach the Daybreak Country – and offers hope that one day the life of the land could return.

<<end Veil sidebar>>

GRYPHONS: USIRAE

Gryphons are not built like the other races, thus their magical traditions tend to be different than the other races as well. Even among their own kind, the Usirae are separate. Their abilities seem strange to their kin, who rely more on their physical abilities.

When casting spells, the Gryphons of this Tradition, regardless of Realm, utilize words and heavy concentration. The air around the caster will seem to shimmer, and the caster’s eyes will glow brightly (each eye about the equivalent of a candle, and easily seen even in day light) while casting. This glow cannot be hidden.

ELVES (ARALI): WEAVERS

Arali Weavers cast spells by weaving strands of magical energy into intricate patterns. Weavers can sense strands of magic all around them; whenever they cast a spell; they reach out with their minds and “pull” suitable strands of magical energy into visibility and use them to create a spell pattern. When the pattern is complete, the spell is cast and the visible pattern dissipates.

GNOMES (RHONA): GRAMARYE

Rhona magic is a wide and subtle magic born of the interaction with Echoes. Rhona magic is particularly effective on “holy ground”; pools of magical energy. The Rhona enjoy using magic and consider it part of life and their culture

The Rhona tradition uses a powder that the Rhona call the “Heartblood of the Earth” when casting spells. They carry with them a small pouch of this powder which is a deep red in color. As they chant the words to the spell, they throw a pinch of this powder into the air where it helps them to stabilize the matrix of the spell and to gather mana.

Those of this tradition who do not have this powder with them for some reason will still be able to cast spells, but do so with an ESF modifier of 10 to their casting roll.

Note: Rhona spell users can easily acquire more of this powder from other Rhona.

NAGAZI: ZIRHUS

The Nagazi learn magic in a very formalized setting. They have schools and colleges which teach the casting of spells. To the Nagazi, having the ability to perform magic is an honor and one that many strive to achieve. Mages are welcome in all parts of Nagazi society.

The Nagazi tradition requires that the spell user craft his own wand which he then uses as a focus for his spell casting. Each wand is unique to its creator reflects his personality. Those of this tradition must chant the words of the spell being cast while waving their wands in a specific pattern. The tip of the wand will glow brightly while they are doing this.

Should a mage not be able to use his wand, all attempts at spell casting will receive an ESF modifier of 10 to all spell casting until he can reclaim the wand or craft a new one. These wands are not magical in any way; however they do act as a focus device for purpose of casting. As a focus, this gives them a +5 to all casting attempts.

CYRAD GEOMANCY

Rivers of mana flow under the skin of the earth. The magic flows from springs deep beneath the world. At the center of the earth, flickers of pure creation trapped in the planet's core at the beginning of time, spring forth towards the surface of the world. The mana flows under the earth, and touches everything. Energy changes as it touches the earth. The energy of mountains is sharp and powerful and dangerous. The energy of the low hills is gentle and sleepy. The energy pours out into the air in wellsprings, holy places to the Rhona. Between the wellsprings, the power flows just below the surface in torrential invisible rivers. The Rhona call these invisible rivers the "veins" of the earth.

The Cyrad's greatest skill, beyond their skill at masonry and construction, was their ability to manipulate the world's mana. The Cyrads learned to align their homes and fortifications along the flows of mana. This made their homes strong and their nations powerful.

At their height, the Cyrads commanded a vast area of the world, claiming lands as far west as the Juras Mountains, and far to the north. Indeed, some old maps mark out much of the territory of the Tarahir Empire as having once been part of the "Empire of the Cyrads". The Cyrads were never numerous. So how did they dominate so much territory? The answer is the Royal Roads. The Royal Roads follow the flows of magical energy and open portals from one place to another. The Roads link the powers of the earth and sky and allow someone to move with great speed across the world.

A Royal Road brought the humans refugees from Tarahir to the old city in the center of the Daybreak Country. It is one of the few remaining functioning Royal Roads. Indeed by rights the Western Road (as it was once named) should have long been dormant. But a long time ago the Narsin found a way to reactivate the Road and used it themselves.

Royal Roads are a form of teleportation. A character walking down a Royal Road is teleported many hundreds of times in one direction. The character does not feel the transition: he or she is merely moved inexorably towards her destination. The only thing she does feel is extreme motion sickness. The Royal Road is a series of portals all linked together and magically bound to the geomantic power of the earth itself. The Rhona call this power the "veins of the earth." A road follows a geomantic power route, drawing energy from the earth to power itself.

At the peak of the Cyrad civilization, there were dozens Royal Roads, all linking the various Cyrad cities and outposts. A Cyrad could therefore walk, in a matter of hours, what it would take a horseman on the fastest horse months to travel. A Cyrad lord could move goods, troops, horses – or whatever else he might wish to – to wherever he wanted in the Cyrad domain in a small amount of time.

The Western Road only (currently) goes one way – heading from west to east between the Mablungen outpost above Tarahir to Belynar.

Traveling a Royal Road means a traveler will reach his or her destination in a fraction of the time normally taken.

MISTWALKING

The Elves call teleportation across great distances "Mistwalking". An Elvish company who wishes to move quickly enters one of the Crowns, stone circles and menhirs erected all across Cyradon by the Arali in ancient times. The most senior mage in the group summons a magical mist fueled by the Echoes. The company is then enshrouded in a strange, eerie white mist. The company then travels normally. They seem to move in a twilight world, where sounds, shapes and voices are blurred and indefinable.

The travelers can only enter and exit at power points. The biggest and most reliable of such portals are out the crowns. However, some smaller places of power can also be used. The crowns are linked by the rivers of mana flowing under the earth. The ancient Arali Weavers erected the crowns in places where the energy pooled. In smaller pools, they drove half buried magnetic menhirs into the ground, lonely waypoints in out of the way places. These exit ways are less reliable, but they do work. Most Arali prefer not to exit the mists at one of the minor way stations.

The company will see, just beyond sight, a golden light leading them on to their destination. When they reach their destination, the mist evaporates and the golden light fades away. Their journey will have taken a fraction of the time expected.

Note: Mistwalking is a ritual performed by only the most accomplished Arali Weavers. It is not available to starting player characters. It will be detailed in a later Cyradon supplement.

MAGICAL ORDERS

Below are just a few examples of the Magical Orders that exist on Cyradon.

ALCHEMISTS

Group Name: The Society of Alchemists of Tarahir

Group Type: Commercial guild.

Motto: We Are the Healer's Helpers. We are the servants of the people.

Sigil: A pestle and mortar.

Group Activities: Alchemists are magicians who make an honest living brewing medicines and potions and helping create alloys and creating methods to harden certain materials. Even in the Orsai Empire, Alchemists shops are licensed and even Theocracy agents will frequently pay for an Alchemist's services.

Candidate Requirements: A "scholar" (a euphemism for mage) of good standing in his community. He must also have an interest in the creation of potions and have at least five ranks in Herbcraft, or the Alchemist Training Package. All candidates for membership are either Mages or Mentats, and all members have access to the Default Folio for their profession.

Acceptance into the Group: The candidate serves a three year apprenticeship to earn his pestle. Most of the work for these three years involves memorizing various lists of Herbcraft, little of which is magic. Membership does not constitute a training package. During the apprenticeship, magical study is discouraged.

Expulsion: Members who bring shame to the Society, or cause harm can expect to be suspended from the society, pending a meeting. Most misdemeanors are fined. Serious offenses result in expulsion. Expulsion is final, and enforced. If an expelled member keeps causing trouble, members are expected and encouraged to find the miscreant and harm him.

Advancement: The most senior members of the society are those deemed "the most competent" – having the most skills in spell casting and Herbcraft.

THE MAGE'S GUILD

Group Name: The Mage's Guild

Group Type: A magical society of the Treaty Kingdoms protected by civil decree.

Motto: We Watch.

Sigil: A stinna, a navigational device used by the mariners of the Treaty Kingdoms.

Group Activities: The Mage's guild is a crown approved organization of Mages and Mentats. Casters belonging to the guild advise kings and merchant princes on auspicious timings for voyages or military actions, or advise on an enemy's schemes. The spell users also help keep the Treaty Kingdoms safe from enemy attack. The Guild is old, dating back to the years following the fall of the Tarahiri Empire.

Candidate Requirement: Magical ability, discipline, and loyalty to the Treaty Kingdoms. All members are either Mages or Mentats, however, unlike the Alchemists, members of the Guild have access to a special Folio of spell lists (see page **xx**).

Acceptance into the Group: Candidates must spend five years studying magic, as well as other academic subjects, at the end of which time; they are considered Mages of the First Circle (the title of "Mage" applies to members of both the Mage and Mentat profession).

Expulsion: Any member who shows treason or disloyalty to the guild or to the crown of the Treaty Kingdoms will be expelled.

Advancement: Advancement is by election. A low level, but popular, mage can easily expect to outpace a high level but unpopular one. Advancement means a higher income and greater status.

THE VENTURER'S GUILD

Group Name: The Venturer's Guild

Group Type: Professional society based in the Treaty Kingdoms.

Motto: In the Service of the Client.

Sigil: A stylized map and writing feather.

Group Activities: The Venturer's Guild is a much smaller, much newer and richer guild operating in the Treaty Kingdoms. They are more akin to a professional society than a guild, and they remain aloof from politics. They perform a singular service, and perform it well, and they expect to be well paid at the end. The guild is composed of specialized Venturers whose expertise lies in mapmaking and exploring. They name their members "Clerks" and one of these "Clerks" must accompany the client on their journey. On the journey, they are expected to use their mystical skills in the service of the "venture".

Venturer "Clerks" can be found accompanying caravans in the desert, naval convoys on the high seas, and mapping expeditions into the east.

The guild has offices in each of the New Tarahiri city states, in the Treaty Kingdoms (where they do most of their business).

Candidate Requirements: The guild wants young people of good standing who have, at the very least, an interest in the mystic arts, and a decent ability (more than three ranks) in Navigation. New members will be given training to make them first level Clerks. In terms of system mechanics, the character is of the Venturer profession, and he selects his Base Spell Lists from those provided for Clerks of the Venturer's Guild rather than those normally available to a Venturer (see page xx). The Clerk is also expected to have acquired the Clerk Training Package by the time he is first level.

Acceptance into The Group: Most new "Clerks" are expected to undertake at least three "voyages" under the care and tutelage of an older Clerk. Upon the completion of the third voyage, the newcomer is considered a full member of the Guild.

Expulsion: Anyone who brings the guild in disrepute will be immediately expelled. The precise definition of "disrepute" depends on the superior Clerks present.

Advancement: Rank is dependant on the number of voyages completed. A Clerk who has completed 20 voyages has more authority than one who has completed 10. Older Clerks who no longer travel are automatically given a great deal of authority, but they can be still outranked by a Clerk who has made many voyages.

THE ZIRVAK ALUMNI

Group Name: The Zirvak Alumni

Group Type: A Nagazi magical society of Academy graduates.

Motto: Knowledge, Duty, Honor.

Sigil: A wand wrapped in a scroll.

Group Activities: The Zirvak Alumni are the graduates of the Nagazi Zirvak Academy of Magic. This is a rather loosely organized group of spell users who have met the requirements set by the school to achieve their mastery. After graduation, the Alumnus are required to spend at least one year teaching at the Academy, although it is not unusual for one to remain for many years. Other than teaching future spell users, the Alumnus also search for new or unusual magics to supplement their studies, and to benefit the school. This is done through long tedious research or through explorations of ancient ruins by the more daring and adventurous members of the alumni.

Candidate Requirements: The Alumnus must be a graduate of the Zirvak Academy or must be made an honorary Alumnus through the unanimous consent of the current faculty of the Academy. Since the Academy teaches all types of spell users, the Alumnus may be of any profession.

Acceptance into the Group: Most Nagazi are tested at an early age for magical aptitude. The Zirvak Academy is only one of several magical academies within Nagazi society. They actually compete against each other to be selected by the candidate, under strict guidelines set by the Regency Council, a council made up of members from each academy.

Expulsion: An Alumnus is expelled from the organization only for betraying the academy or the members of the organization to another academy.

Advancement: The Alumnus has no internal organization other the election of their President and the Board of Regents; with the post of President presiding over the organization and the school itself. The President is also a member of the Board of Regents who works towards increasing the prestige of the school.

OF SPELL LISTS

SPELL LIST TYPES

There are three main types of spell lists available to each realm of magic. These are Open Lists, Closed Lists and Base Lists. These classifications represent how easy or hard a list is to learn. These classifications are also used to determine the level to which a list may be learned.

Base Spell Lists – For those professions that have Base Spell Lists, which represents formalized magical training, these are the easiest to learn.

Pure Spell Users (i.e. Priests, Mages, & Mentats) are allowed to have 8 Base Spell Lists. They have Folios (or groups) of spell lists from which they may select their Base Spell Lists. They may also choose any Open or Closed Spell List from their realm as a Base Spell List. Any lists from their Folio that is not selected as a Base Spell List is treated as an Open Spell List for the purposes of what level the list may be learned to (see the section on *Spell List Limitations* below).

Semi Spell Users (i.e. Champions, Rangers, Venturers, etc.) are only allowed to have 6 Base Spell Lists. Most Semi Spell Users have a Folio of 5 spell lists and they are then allowed to choose their remaining Base Spell List from either the Open or Closed Lists of their realm. Or they may choose all six Base Spell Lists from the Open and Closed Lists of their Realm, or combination between. Just as with Pure Spell Users, any Folio list that is not selected as a Base Spell List may be learned as an Open Spell List.

The players of characters who have Base Spell Lists must select which spell lists will be their Base Spell Lists at the time of character creation. They are not required to immediately purchase ranks in those lists, only select them. Once this selection is made, it cannot be changed.

Open Spell Lists – These are often considered to be the easiest to learn because anybody may learn them. Many times, these lists will contain versions of the spells found on Base Spell Lists, but at a much lower power level.

Closed Spell Lists – These are considered more difficult to learn than Open lists. They also often contain less powerful versions of spells found on Base Spell Lists; however, Closed spells are usually almost the same power level as Base Spell Lists.

SPELL LIST LIMITATIONS

Characters are limited in learning spells, both in the type of list that may be learned and the level to which the lists may be learned. The following table shows the different types of spell users and the maximum level to which they may learn spell lists.

The column for Base Spell Lists refers specifically to the Base Spell Lists that a player selects for his character. It does not refer to the other Base Lists within that realm. Characters are not allowed to learn Base Lists that are not part of their selected Base Spell Lists. Characters are also not allowed to learn any spell lists from realms other than their own (i.e. a Venturer, a Mentalism User, may only learn Mentalism spell lists, not Channeling or Essence).

SPELL LIST LIMITATIONS			
Type of Caster	Max Level Learnable by Spell List Type		
	Base	Open	Closed
Pure Spell User	50	20	20
Semi Spell User	50	10	5
Non Spell User	--	5	--

<<insert Spell List Limitations table here>>

BASE SPELL LIST FOLIOS

As has been mentioned a number of times, the player must select the Base Spell Lists for his character from a Folio (i.e. group) of spell lists for his profession. Pure Spell Users, such as Priests, Mages, and Mentats have 8 Base Spell Lists while Semi Spell Users have 6.

In the section on Professions, we give default Folios for each of the spell using professions. In this section, we will give you alternative Folios based upon the Tradition or race/culture of the character. Each Folio also lists where the spell list originates, both the realm and the type of list (Open, Closed, or Base). This is because some Folios contain spell lists from realms other than the one to which the profession belongs. Spell lists on these Folios that are not selected as Base Spell Lists should be treated as Open spell lists of the character's realm for purposes of learning later on.

ALTERNATIVE ANIAS FOLIOS

THE MAGE'S GUILD

Mages and Mentats who belong to the Mage's Guild have access to a special Folio of spells that is different from the Default Folio given in Chapter 5.

THE MAGE'S GUILD BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Concussion's Way	Open Chan.	Crystal Ways	Ment. Base
Dark Law	Ess. Base	Future Visions	Ment. Base
Earth Law	Ess. Base	Healing	Ment. Base
Fire Law	Ess. Base	Hiding	Ment. Base
Fluid Destruction	Ess. Base	Mind Attack	Ment. Base
Gas Destruction	Ess. Base	Mind Control	Ment. Base
Guises	Ess. Base	Mind Merge	Ment. Base
Ice Law	Ess. Base	Mind Speech	Ment. Base
Illusion Mastery	Ess. Base	Mind Visions	Ment. Base
Light Law	Ess. Base	Mystical Change	Ment. Base
Magestaff	Ess. Base	Past Visions	Ment. Base
Mind Mastery	Closed Ment.	Presence	Ment. Base
Mirages	Ess. Base	Sense Control	Ment. Base
Water Law	Ess. Base	Sensing	Ment. Base
Wind Law	Ess. Base	True Sight	Ment. Base

<<insert Mage Guild Folio here>>

DREI MAGICAL TRADITION

Drei are well respected magic users from the Treaty Kingdoms and the Skaldi lands. Mages and Mentats who follow the Drei Magical Tradition use the following Folio rather than the Default Folio given in Chapter 5.

DREI MAGICAL TRADITION BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Air Law	Ess. Base	Air Mastery	Ment. Base
Barrier Law	Open Chan.	Barrier Law	Open Chan.
Concussion's Way	Open Chan.	Concussion's Way	Open Chan.
Delving	Open Ment.	Confusing Ways	Ment. Base
Gas Destruction	Ess. Base	Crystal Ways	Ment. Base
Gas Manipulation	Open Ment.	Gas Alteration	Ment. Base
Guises	Ess. Base	Hiding	Ment. Base
Illusion Mastery	Ess. Base	Lesser Illusions	Open Ess.
Magestaff	Ess. Base	Mind Attack	Ment. Base
Mind Mastery	Closed Ment.	Mystical Change	Ment. Base
Mirages	Ess. Base	Nature's Forms	Chan. Base
Nature's Forms	Chan. Base	Past Visions	Ment. Base
Rune Mastery	Open Ess.	Presense	Ment. Base
Sense Mastery	Closed Ment.	Rune Mastery	Open Ess.
Wind Law	Ess. Base	Solid Alteration	Ment. Base

<<insert Drei Folio here>>

CEALLA MAGICAL TRADITION

Cealla hail from the Sithi lands to the north of Tarahir. Mages and Mentats who follow the Cealla Magical Tradition use the following Folio rather than Default Folio given in Chapter 5.

<<insert Cealla Folio here>>

CEALLA MAGICAL TRADITION BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Barrier Law	Open Chan.	Barrier Law	Open Chan.
Body Reins	Ess. Base	Concussion's Way	Open Chan.
Concussion's Way	Open Chan.	Confusing Ways	Ment. Base
Delving	Open Ment.	Crystal Ways	Ment. Base
Fluid Destruction	Ess. Base	Gas Alteration	Ment. Base
Gas Destruction	Ess. Base	Hiding	Ment. Base
Gas Manipulation	Closed Ment.	Lesser Illusions	Open Ess.
Illusion Mastery	Ess. Base	Liquid Alteration	Ment. Base
Magestaff	Ess. Base	Mind Attack	Ment. Base
Mind Destruction	Ess. Base	Mind Control	Ment. Base
Mind Mastery	Closed Ment.	Mystical Change	Ment. Base
Mirages	Ess. Base	Presence	Ment. Base
Rune Mastery	Open Ess.	Rune Mastery	Open Ess.
Sense Mastery	Closed Ment.	True Perception	Ment. Base
Water Law	Ess. Base	True Sight	Ment. Base

the

TRALLEN MAGICAL TRADITION

The Dwarves have their own magical tradition, and pure spell users of that tradition are often referred to by the name of that tradition, the Trallen. Mages and Mentats who follow the Trallen Magical Tradition use the following Folio rather than the Default Folio given in Chapter 5.

TRALLEN MAGICAL TRADITION BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Barrier Law	Open Chan.	Barrier Law	Open Chan.
Concussion's Way	Open Chan.	Concussion's Way	Open Chan.
Dark Law	Ess. Base	Crystal Ways	Ment. Base
Delving	Open Ment.	Lore	Closed Chan.
Earth Law	Ess. Base	Mind Attack	Ment. Base
Lore	Closed Chan.	Past Visions	Ment. Base
Magestaff	Ess. Base	Presence	Ment. Base
Mind Destruction	Ess. Base	Rune Mastery	Open Ess.
Mind Mastery	Closed Ment.	Sense Control	Ment. Base
Rune Mastery	Open Ess.	Shield Mastery	Closed Ess.
Sense Mastery	Closed Ment.	Solid Alteration	Ment. Base
Solid Alteration	Ment. Base	Solid Destruction	Ess. Base
Solid Destruction	Ess. Base	Stone Mastery	Chan. Base
Solid Manipulation	Closed Ment.	True Perception	Ment. Base
Stone Mastery	Chan. Base	True Sight	Ment. Base

<<insert Trallen Folio here>>

GHEREK SCOUTS

The Gherek Scouts have their own Folio of spell lists used by the Rangers who comprise that order. They will use the following Folio instead of the Default Ranger Folio given in Chapter 5.

GHEREK SCOUT (RANGER) BASE SPELL LISTS	
Choose 6 Base Lists from the following:	
Spell List	List Type
Animal Mastery	Chan. Base
Creations	Closed Chan.
Faith's Shield *	Chan. Base
Faith's Weapon *	Chan. Base
Inner Walls	Chan. Base
Locating Ways	Closed Chan.
Lore	Closed Chan.
Moving Ways	Chan. Base
Nature's Guises	Chan. Base
Nature's Protections	Chan. Base
Nature's Way *	Chan. Base
Path Mastery *	Chan. Base
Succor	Chan. Base

* = Commonly selected by most Gherek

<<insert Gherek Folio here>>

VENTURER'S GUILD

The Clerks of the Venturer's Guild, while all being of the Venturer profession, have access to the alternative Folio of spell lists given below instead of the normal Folio given in Chapter 5.

<<insert Venturer Guild Folio here>>

VENTURER'S GUILD (VENTURER) BASE SPELL LISTS	
Choose 6 Base Lists from the following:	
Spell List	List Type
Animal Mastery	Chan. Base
Body *	Ment. Base
Combat *	Ment. Base
Control *	Ment. Base
Healing *	Ment. Base
Lore	Closed Chan.
Nature's Guises	Chan. Base
Nature's Way	Chan. Base
Path Mastery	Chan. Base
Sensing *	Ment. Base

* = Commonly selected by most Clerks

ALTERNATIVE CYRADON FOLIOS

ZIRHUS MAGICAL TRADITION

While the Nagazi of the Zirhus Magical Tradition may be of any profession, the Mages and Mentats will use the following Folios instead of the Default Folio given in Chapter 5.

Those of the Zirhus Tradition that learn the spell list, Magestaff, often use that list to create the wands that are used in casting spells. Wands created using this list are often sturdier than normal wands, and can even be used as weapons (treat as Club type, that does a Small attack on the 1-Handed Concussion attack table) should the character wish to develop skill with it as such.

ZIRHUS (NAGAZI) MAGICAL TRADITION BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Barrier Law	Open Chan.	Barrier Law	Open Chan.
Concussion's Way	Open Chan.	Concussion's Way	Open Chan.
Delving	Open Ment.	Confusing Ways	Ment. Base
Earth Law	Ess. Base	Crystal Ways	Ment. Base
Fire Law	Ess. Base	Hiding	Ment. Base
Guises	Ess. Base	Lesser Illusions	Open Ess.
Ice Law	Ess. Base	Mind Attack	Ment. Base
Illusion Mastery	Ess. Base	Mind Control	Ment. Base
Light Law	Ess. Base	Mind Merge	Ment. Base
Magestaff	Ess. Base	Mind Speech	Ment. Base
Mind Mastery	Closed Ment.	Mystical Change	Ment. Base
Mirages	Ess. Base	Presence	Ment. Base
Sense Mastery	Closed Ment.	Sense Control	Ment. Base
Water Law	Ess. Base	True Perception	Ment. Base
Wind Law	Ess. Base	True Sight	Ment. Base

<<insert Zirhus Folio here>>

WEAVER MAGICAL TRADITION

For the Arali, any magic using profession is called a Weaver because of the Magical Tradition used in casting their spells. However, most professions use their default Folios. Mages and Mentats who follow the Weaver Magical Tradition use the following Folio rather than the Default Folio given in Chapter 5.

WEAVER (ARALI) MAGICAL TRADITION BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Air Law	Ess. Base	Barrier Law	Open Chan.
Barrier Law	Open Chan.	Concussion's Way	Open Chan.
Concussion's Way	Open Chan.	Confusing Ways	Ment. Base
Dark Law	Ess. Base	Crystal Ways	Ment. Base
Fire Law	Ess. Base	Gas Alteration	Ment. Base
Fluid Destruction	Ess. Base	Hiding	Ment. Base
Gas Destruction	Ess. Base	Lesser Illusions	Open Ess.
Guises	Ess. Base	Liquid Alteration	Ment. Base
Ice Law	Ess. Base	Mind Attack	Ment. Base
Illusion Mastery	Ess. Base	Mind Control	Ment. Base
Light Law	Ess. Base	Mind Merge	Ment. Base
Magestaff	Ess. Base	Mind Speech	Ment. Base
Mind Mastery	Closed Ment.	Mystical Change	Ment. Base
Mirages	Ess. Base	Presence	Ment. Base
Wind Law	Ess. Base	Solid Alteration	Ment. Base

<<insert Mage Folio here>>

GRAMARYE MAGICAL TRADITION

Like the other Cyradon Traditions, the Gramarye Tradition can be used by any magic using profession. However, Mages and Mentats who follow the Gramarye Magical Tradition use the following Folio rather than the Default Folio given in Chapter 5.

GRAMARYE (RHONA) MAGICAL TRADITION			
BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Barrier Law	Open Chan.	Barrier Law	Open Chan.
Concussion's Way	Open Chan.	Concussion's Way	Open Chan.
Creations	Closed Chan.	Creations	Closed Chan.
Delving	Open Ment.	Crystal Ways	Ment. Base
Earth Ways	Ess. Base	Earth Ways	Ess. Base
Guises	Ess. Base	Herb Mastery	Chan. Base
Herb Mastery	Chan. Base	Hiding	Ment. Base
Illusion Mastery	Ess. Base	Lesser Illusions	Open Ess.
Lore	Closed Chan.	Mind Attack	Ment. Base
Magestaff	Ess. Base	Mind Control	Ment. Base
Mind Mastery	Closed Ment.	Mystical Change	Ment. Base
Mirages	Ess. Base	Nature's Forms	Chan. Base
Nature's Forms	Chan. Base	Presence	Ment. Base
Sense Mastery	Closed Ment.	True Perception	Ment. Base
Shifting	Closed Ment.	True Sight	Ment. Base

<<insert Mage Folio here>>

USIRAE MAGICAL TRADITION

Like the other Cyradon Traditions, the Usirae Tradition can be used by any magic using profession. However, Mages and Mentats who follow the Usirae Magical Tradition use the following Folio rather than the Default Folio given in Chapter 5.

USIRAE (GRYPHON) MAGICAL TRADITION			
BASE SPELL LIST FOLIOS			
MAGES		MENTATS	
Spell List	List Type	Spell List	List Type
Air Law	Ess. Base	Air Mastery	Ment. Base
Barrier Law	Open Chan.	Barrier Law	Open Chan.
Concussion's Way	Open Chan.	Concussion's Way	Open Chan.
Flesh Destruction	Ess. Base.	Confusing Ways	Ment. Base
Fluid Destruction	Ess. Base	Crystal Ways	Ment. Base
Gas Destruction	Ess. Base	Hiding	Ment. Base
Gas Manipulation	Closed Ment.	Lesser Illusions	Open Ess.
Guises	Ess. Base	Mind Attack	Ment. Base
Illusion Mastery	Ess. Base	Mind Control	Ment. Base
Magestaff	Ess. Base	Mind Merge	Ment. Base
Mind Mastery	Closed Ment.	Mind Speech	Ment. Base
Mind Speech	Ment. Base	Mystical Change	Ment. Base
Mirages	Ess. Base	Presence	Ment. Base
Sense Mastery	Closed Ment.	True Perception	Ment. Base
Wind Law	Ess. Base	True Sight	Ment. Base

<<insert Mage Folio here>>

LEARNING SPELL LISTS

In Chapter 6, the table that shows the Development Point (DP) costs for skills show two types of costs for spell lists. They are as follows:

- # - A single number. This means that a character of that profession may only purchase 1 rank in a single spell list each level.
- #/* - A number and an asterisk, separated by a slash. This means that the character may purchase up to 15 ranks each level, all at the same DP cost. No list may have more than 3 ranks purchased in it per level, and ranks may be purchased in no more than 5 lists per level.

THE BASE CASTING MODIFIER

A character will have a Base Casting Modifier (BCM) for each spell list that he knows. That bonus is comprised of three main items; his skill rank bonus for the list, his realm stat bonus, and his professional level bonus for casting spells.

Skill Rank Bonus – The character receives a +1 for each rank that he has in the spell list. Characters may purchase more ranks in a spell list, beyond the maximum spell level to which they know, or are allowed to know the list to increase their BCM for that list (i.e. a Semi Spell User may have 6 ranks or more in a Closed spell list, to get a better Base Casting Bonus, but this will not allow him to cast spells above 5th level from that list).

Realm Stat Bonus – The character receives his total stat bonus for his specific realm of magic.

Professional Level Bonus – As indicated in Chapter 5, Pure Spell Users receive a bonus of +2 for each level that they have, and Semi Spell users receive a bonus of +1 for each level that they have. These bonuses will continue to accrue, adding to the BCM of a spell list even if the character knows the list to the maximum level

Of course, special items and/or modifiers may apply to increase the Base Casting Bonus, and during the process of casting a spell, the player will also have to deal with any Extraordinary Spell Failure (ESF) modifiers that might happen to apply.

OF CASTING & RESOLVING SPELLS

In order for a character to cast a spell, he must meet the Casting Requirements for his Realm and/or Magical Tradition and he must expend a number of Power Points equal to the level of the spell being cast. Should the character not be able to meet the Casting Requirements, then he will either not be able to cast the spell, or he will chance Extraordinary Spell Failure (ESF), which can be extremely dangerous, even deadly to the caster.

CASTING LEVEL

When a spell is cast, it has a casting level equal to the level of experience of the character casting it. Thus, any spell cast by a 5th level caster has a casting level of 5. Any level based variables of the spell are set at the casting level. So, a spell with a 10' radius per level will have a 50' radius if cast by a 5th level caster (10' radius x casting level of 5).

If the spell user has learned a spell that is of a higher level, then they cannot cast that spell without chancing ESF. See page **xx** for more information on the ESF modifiers.

CASTING TIME

Spells take a number of rounds to cast based upon the number of Power Points (PP) required. For every 5 PP that the spell requires, the spell user is required to spend one round in casting the spell. Thus, spells from first to fifth level take 1 round to cast, spells from sixth to tenth level take 2 rounds to cast, spells from eleventh to fifteenth level take 3 rounds to cast, etc. up to spells of fiftieth level which take 10 rounds to cast.

The final round, out of the total number of rounds required to cast a spell is called the “casting round”, all other rounds of the total number required to cast a spell are called “preparation rounds”. This distinction is made because the two types of rounds have different requirements on the amount of activity that the caster must spend in the pursuit of casting a spell.

Preparation rounds, also called “prep rounds”, require that the caster spend 90% of their activity for the round in actually casting the spell. This leaves 10% activity to spend on other things, such as small movements, or a quick perception roll, etc. In the casting round, the round in which the spell casting is completed, the character is required to devote only 75% of their activity to the spell. Refer to page **xx** for more information on Activity Percentages and what can be done during a round.

Characters may reduce the casting time of their spells, down to a minimum of 1 round, but only by risking ESF (see below).

INSTANTANEOUS SPELLS

Instantaneous spells require the character to use 20% of their activity for the round in casting the instantaneous spell. If the spell grants the character the ability to perform an action (such as leaping 50' horizontally), then that action will require a minimum of 55% of their activity (75% activity total), and sometimes more, depending upon how intricate the action is.

Regardless of the actual spell cast, or the amount of activity percentage required to cast it or perform the included action, a character may never cast more than a single spell each round.

POWER POINTS

Power Points are a measure of how much magical energy a character may manipulate before requiring rest. It doesn't matter where the magical energy comes from, only that the caster is manipulating that energy to cast a spell.

In order to cast a spell, the caster must expend a number of Power Points equal to the level of the spell. If the caster does not have enough points available for a given spell, then they can not cast that spell. It will automatically

fail (no rolls required and no spell failure rolls either). See page **xx** for more information on determining Power Points.

RECOVERING POWER POINTS

The rate at which a character recovers Power Points depends upon his activities. The more active a character is, the slower he will regain the ability to manipulate the magical energies required for casting spells.

Complete Rest – The character is meditating, sleeping, or lying down, with little to no movement or activity (physical or mental). He will recover 1 Power Point for every 5 minutes of complete rest. The character must spend a minimum of 5 minutes resting before recovery can even begin, and then he will recover his first PP only after another 5 minutes (i.e. 10 minutes to recover the first PP, and 5 minutes per PP afterwards).

Mildly Active – The character is sitting still, or not performing any taxing physical activities, but still mentally active. This includes things eating dinner, walking, riding (a walking mount), or other tasks that require mild concentration or effort. During this type of activity, the character will recover 1 Power Point for every 30 minutes of this type of activity. Like the entry for *Complete Rest*, the character must spend one time period at this activity level before PP recovery will begin.

Active – This includes things like running, fighting, casting spells, concentrating on spells, exploring a dungeon or other strenuous activities or activities requiring strong concentration. During this type of activity, the character will not recover any Power Points.

SPELL DEVICES

There are a number of devices available which can save the caster Power Points. Here is a short list of them and what they do:

PP Adder (Type I) – This device supplies 1 or more Power Points to any spell that the magic user casts. However, the magic user must always supply 1 Power Point themselves, so it can never reduce the caster's PP cost to zero.

PP Adder (Type II) – This device grants the character x number of Power Points to his total. These Power Points are available and usable just like his natural Power Points. They will be recovered in the same manner as well.

Spell Adder – This is a device which supplies all of the Power Points to whatever spell the magic user wishes to cast. These items are usually daily items, so they will work only a limited number of times per day. Also, these devices cannot be used on any spell that receives an ESF modifier.

PP Battery – This is a device that allows the character to store his Power Points for later use. The character is required to expend 10 Power Points to put 1 PP into the Battery. He will then recover his PP normally while the Stored PP remains available until used.

RESOLVING SPELLS

In order for a character to cast a spell, the player must make a Base Casting Roll (BCR). This is accomplished by making a 1d100 roll and adding in the Base Casting Modifier (BCM) along with any other modifiers, such as those for ESF.

In many cases the results will be automatic, unless spell failure occurs. However, if the spell is one that will affect a living target or unusual item, various results may occur, from spell failure to being overwhelmingly successful.

The actual resolution of the spell will be based upon the type of spell being cast, but they fall into four main types as follows:

Base Attack Spells – This is any spell that can directly affect another target and does not fall within the Directed Attack or the Elemental Area Attack types. The resolution always requires that the target make a Resistance Roll against the attack.

Directed Attack Spells – Many lists include bolt spells, and while many bolts are elemental nature, not all of them are. Characters are required to learn a Directed Spell skill for each of these types of attacks, and resolution is more like normal combat resolution than any just about any other spell type.

Elemental Area Attack Spells – Spells of this type also attack a foe, which gets to use his DB against such attacks. However, there is no skill used, other than the BCM in making the attacks.

Non Attack Spells – This type of spell includes any spell that is not an attack spell. It includes, but is not limited to Defensive, Informational, Phantasm, Healing, and Utility spell types. Different types of Non Attack spells may have special guidelines regarding their resolution, Informational spells most specifically.

BASE ATTACK SPELLS

Any spell that directly targets a creature or person other than "self", that is not also an elemental area attack spell or a directed attack spell, is considered to be a Base Attack Spell. Base attack spells are almost always Force spells or spells with the sub-type of mental. They will always require a Resistance Roll by the target to determine the final effect.

To resolve a Base Attack Spell, the player makes a non-open-ended 1d100 roll and adds in their BCM along with any other modifiers. This is called the Base Attack Roll (BAR). The BAR is also modified by the range between the caster and the target and such things as how much cover the target has. Refer to the Spell Statistics table on page xx for more information.

The result is then looked up on the Base Attack Spell table using the column that best matches the armor of the target. Channeling users will use the “No Armor” column against targets wearing leather armor. Mentalism users will base the column used on the head covering or helm that the target is wearing, not the armor worn.

The resulting number is then used as a modifier to the target’s Resistance Roll against the spell. See page xx for more information on making Resistance Rolls. If the result is an “F”, then the caster has fumbled the spell and must make a roll on the Spell Failure/Fumble column of the Fumble & Failure table on page xx.

<<insert Base Attack Spell table here>>

DIRECTED ATTACK SPELLS

There are a number of different types of bolt spells. Many of them are of an elemental nature, but not all. These spells create a projectile and propel them towards the target.

The caster attacks by making an open-ended roll on the Bolt Attack table adding either his Directed Spell skill bonus, or his BCM (with a -25 modifier), whichever is higher. The target’s DB and any other combat related modifiers (range, cover, etc) are also applied to this roll. Refer to the Spell Statistics table on page xx for more information on bolt range and other standard modifiers.

If the result is an “F”, then the caster has fumbled the spell and must make a roll on the Spell Failure/Fumble column of the Fumble & Failure table on page xx. Otherwise the result is the amount of damage dealt and possibly the severity of the critical. See page xx for more information on how to read the attack tables.

ELEMENTAL AREA ATTACK SPELLS

There are a number of spells that do area attacks. Some of those require that the target makes a Resistance Roll, and therefore fall under the rules for Base Attack Spells.

Other spells do an area attack that applies against the target’s DB. For this type of attack, the player makes a non-open-ended roll on the Ball Attack table, adding in their BCM for that spell list and any other appropriate modifiers, and subtracting the target’s DB. Refer to the Spell Statistics table on page xx for more information on range and other standard modifiers.

It is important to realize that the elemental material in such area attacks is not uniform in density and consistency, and so it is possible for two foes standing side by side to receive radically different results.

NON ATTACK SPELLS

Non attack spells are usually the easiest to cast. Unless the character is chancing ESF, the player needs only to make a Base Casting Roll, and receive a result of 03 or higher to succeed in the casting of the spell. A modified result of 02 or less means that the caster failed to cast the spell. An unmodified roll of 01-02 also means that the caster fumbled the spell regardless of what the modified result was.

SPELL FAILURE

All spells will automatically fail on an unmodified roll or 01-02. The attack spells will also usually have larger ranges for failure based on the spell type, as indicated on their respective attack tables.

Should a spell casting attempt result in failure, the player then makes an open-ended roll on the Spell Failure/Fumble column of the Failure & Fumble table (page xx). This roll is modified by the number of power points that were used in the failed casting and by the type of spell that was cast.

BASE SPELL ATTACK			
Roll	Metal Armor	Leather Armor	No Armor
UM 100	-90	-90	-90
UM 97-99	-65	-65	-65
93-96	-50	-45	-55
89-92	-45	-40	-50
85-88	-40	-35	-45
81-84	-35	-30	-40
77-80	-30	-25	-35
73-76	-25	-20	-30
69-72	-10	-15	-25
65-68	-5	-10	-20
61-64	-5	-5	-15
57-60	0	-5	-10
53-56	0	0	-5
49-52	+ 5	0	0
45-48	+ 10	+ 5	0
41-44	+ 15	+ 10	+ 5
37-40	+ 20	+ 15	+ 15
33-36	+ 25	+ 20	+ 20
29-32	+ 30	+ 25	+ 30
25-28	+ 35	+ 30	+ 35
21-24	+ 40	+ 35	+ 45
17-20	+ 45	+ 40	+ 50
13-16	F	+ 45	+ 60
09-12	F	F	+ 65
05-08	F	F	+ 70
03-04	F	F	F
UM 01-02	F	F	F

Note: The number results from this table are modifications for a Resistance Roll that must be by the target. An F indicates spell failure and requires a spell failure roll by the caster.

For Channeling Spells: If target is wearing leather armor, use the "no armor" column; if target is wearing plate, scale or chain, modify the attack roll by -10.

For Mentalism Spells: The column used is based on the target's head covering/helm.

EXTRAORDINARY SPELL FAILURE

When a caster meets all of the requirements for casting spells of his realm and/or magical tradition, he runs a very small chance of failing or fumbling that spell. However, if he cannot meet those requirements, or chooses to purposely not meet those requirements, then he runs the risk of Extraordinary Spell Failure (ESF).

In terms of mechanics, when a character chanced ESF, this takes the form of either a modifier to the **unmodified** (UM) Fumble Range (FR) of his spell.

Example: A total ESF modification of 15 would result in the spell failing on an UM 01-17 (2 + 15).

If spell failure should occur when the character is chancing ESF, triple the ESF modifiers is added to the resulting spell failure roll in addition to the modifier for the number of power points used. Thus, the ESF modifier of 15 would result in a +45 being added to the spell failure roll.

Characters are not allowed to chance ESF when casting spells from imbedded spell items or from Spell Adders (see page **xx** for more information on these devices).

All of the ESF modifiers discussed below are shown on the ESF Modifiers table.

ESF MODIFIERS			
ESF Contidtion	ESF Mods* by Realm		
	Chan.	Ess.	Ment.
Spell's Level - Caster's Level	+10/lvl	+10/lvl	+10/lvl
No Free Hand	+20	+20	+20
Per round of casting less than required	+10	+10	+10
Voice			
None	+50	+50	--
Whisper	+30	+20	--
Normal	--	--	--
Armor			
Soft Leather	--	+20	--
Reinforced Leather	+10	+30	--
Chain	+20	+40	--
Scale	+30	+50	--
Plate	+40	+60	--
Helm			
Leather	--	+20	+30
Reinforced Leather	+10	+30	+45
Chain/Scale/Plate	+20	+40	+60
Equipment Carried			
Organic (per every full 5 lbs)	--	+1	--
Inorganic (per +1 lb over 10 lbs)	+1	+4	--

* = All modifiers are cumulative.

<<insert ESF Modifiers table>>

Overcasting – A character knows all of the spells on a spell list up to a level equal to the number of ranks that he has in that spell list. However, he cannot cast spells that are above his own level without chancing ESF. The character will receive an ESF mod of 10 for every level above the caster's level that the spell is. Phrased as a formula, it look like the following:

$$(\text{Spell's Level} - \text{Caster's Level}) \times 10 = \text{ESF Mod}$$

Example: A 3rd level Mage wishes to cast a 5th level spell. The ESF mod for casting this spell would be 20 ((5-3) x 10 = 20).

No Free Hand – The base requirements for all realms requires that a caster have at least one free hand when casting spells. Some traditions obviate this need by having a focus item that counts as having a free hand. If the caster does not have a free hand while casting he receives an ESF modifier of 20.

Rushed Casting – A spell takes one round to cast for every 5 power points required or portion thereof normally. However, a caster may cast the spell faster than that by taking an ESF modifier of 10 for each round less than normal that is used. This must be declared at the time that the caster begins casting the spell

and cannot be changed during the casting.

Voice – The realms of Channeling and Essence require that the character be able to speak clearly and

Armor & Helm – If a caster is wearing armor or a helm, this can, based upon the realm, cause the spell user to chance ESF. The ESF Mods table shows the modifiers for each type of armor and/or helm based on the realm.

Equipment Carried – Spell Users from the realms of Essence and Channeling chance ESF if they are carrying too much equipment upon their person when they try to cast a spell. This portion of the table shows the ESF modifier for each realm for each type of material carried. These modifiers are applied only for the amounts carried that exceed the limits given in the Basic Casting Requirements. This category does not apply for armor, or helms that the character is carrying.

RESISTANCE ROLLS

Base Attack Spells are usually the only spells that require Resistance Rolls, but not always. Some other spells can also require a RR, but not for resisting the spell itself, but for some portion of the effect. Additionally, there can be other things, such as poisons or monster abilities, which also require you to make a RR.

In any case, page **xx** tells you how to determine your standard RR bonuses for your character. Those instructions can also be used to determine the RR bonuses your character has against other effects, if they are against a specific

stat. In addition to those standard bonuses (i.e. stat and race), there may be other factors that affect the RR, such as modifications from the BAR or bonuses from items or active spells.

Additionally, if the target of the spell is willing the target gets a -50 modifier to his RR, and he is considered to be level 1 for the purpose of the Resistance Roll.

To use the Resistance Roll Table, cross-index the attack level (usually the level of the caster) with the level of the target. The given number is what the target of the attack must equal or exceed in order to resist the effect.

The target makes an open-ended roll and adds in all modifiers (attacker's BAR modifier, defender's RR bonus, etc.). If the result is equal to or greater than the number from the RR Table, then the target has succeeded in resisting the effect. If the result is less then the number from the table, then the target has failed his RR.

It is important to point out that a number of spells (and poisons) will have effects that are based on how bad the failure was. One example of such is a spell that has a duration of "1 rnd/10%" which means that it lasts for 1 round plus 1 round for every 10 points that the RR was failed by. There are even a few rare instances where something will have a minimum effect even if the RR was successful.

Note: It does not matter if the target is conscious or not, he will always get a RR against spells that require such.

RESISTANCE ROLLS											
Target Level	Attack Level *										
	1	2	3	4	5	6	7	8	9	10	11+
1	50	55	60	65	70	73	76	79	82	85	**
2	45	50	55	60	65	68	71	74	77	80	**
3	40	45	50	55	60	63	66	69	72	75	**
4	35	40	45	50	55	58	61	64	67	70	**
5	30	35	40	45	50	53	56	59	62	65	**
6	27	32	37	42	47	50	53	56	59	62	**
7	24	29	34	39	44	47	50	53	56	59	**
8	21	26	31	36	41	44	47	50	53	56	**
9	18	23	28	33	38	41	44	47	50	53	**
10	15	20	25	30	35	38	41	44	47	50	**
11+	***	***	***	***	***	***	***	***	***	***	***

Modifications to the Resistance Roll:
 + Target's appropriate RR bonus.
 (-90) - (+70) -- Modification resulting from the base attack roll.
 -50 -- Willing Target

* For spells the attack level is the caster's level.
 ** For attacks from level 11-15, add 2/lvl and for attacks above level 15, add 1/lvl.
 *** For defenders level 11-15, subtract 2/lvl and for defenders above level 15, subtract 1/lvl.
 To resist the target's RR must be greater than or equal to the number given above

<insert RR Table here>>

SPELL DESCRIPTIONS

This section is devoted to detailing the information that you will find in the spell lists and their descriptions.

SPELL TYPES

On each of the spell list tables, there is a column to indicate the type of the spell that is there. There are 7 main types of spells and 4 sub-types. They are as follows:

D – Defensive Spells: These spells require a willing target. If a person distrusts the caster, and refuses their protection, it cannot be forced on them.

E – Elemental Spells: these are spells that summon, call, manipulates or uses an element, such as light, darkness, cold, ice, fire, water, earth, etc. Most spells of this type are attack spells, or are used in

creating barriers, but there are also spells that have other uses for the elements.

F – Force Spells: These spells directly apply magical force to an object or being. Targets of Force spells are always allowed a RR to avoid being affected. However, targets will not get a RR against the indirect effects of such spells (i.e. is a force spell is used to heat water, and someone later jumps in the water, that person will not get a RR).

If a RR is needed against ordinary, non-magical objects or plants, use a target level of 1.

H – Healing Spells: These spells require a willing target. Healing cannot be forced upon a target. Unlike other spells that require a willing target, unconscious characters are always considered to be willing.

I – Informational: These spells, often referred to as scrying spells, fall into a grey area between attack spells and non-attack spells. While they do not directly affect the target, they can do so indirectly through the information that is gathered through them.

Because informational spells can gather wrong information, when one is cast, the Game Master (GM), not the player, should make a BAR for the spell, using the "No Armor" column. If the spell fails/fumbles, instead of making a spell failure roll, the GM should give skewed, wrong, or misleading results. The worse the final result, the more incorrect the information given. Spells with durations will always give the same information for the entire duration.

If the spell was successful, then any being considered a target of the spell gets to make a Resistance Roll against it with the following results:

RR Failed: Target is not aware of the spell and the spell works normally.

RR Made by less than 25: Target has an "odd" feeling, or feels like he is being watched, but cannot identify the source. The spell still works normally against the target.

RR Made by 25 to 49: Target has the same odd feeling as in the above result, but in this case can identify the source (either the caster, if in visual range, the general location if not, and/or the point from which the spell originates). This does not let them see the spell effect if it is non-visible or to know what spell was used; only

to know that somebody definitely cast something upon them or was watching them using magic. The spell's results will still work against this target.

RR Made by 50 or more: The target not only feels the spell effect, and where it came from (as described in the previous result), but they also get a vague sense of what it was trying to discover. The spell **fails** against this target and no information is gained.

With spells that scry an area or view an area from a distance, all terrain will be visible and obviously gets no RR, but all beings within 50' of the spell's focal point will get a RR. Those who pass will appear blurry and indistinct and unidentifiable. Anything beyond 50' of the focal point will also be indistinct and unidentifiable.

When scrying through the use of spells that view the future or the past, the targets of such spells will get their RR at the time that the spell was cast, and the results will still apply to visions of them in those other time periods.

P – Phantasms & Illusions: These are spells that create or manipulate a “form” that can be perceived by one of the six senses (i.e. sight, hearing, smell, taste, touch, and/or Presence). This “form” is really created and can be sensed by the target sense as if it were actually there (i.e. a Light Mirage creates an image that can be seen), so no RRs are required or used to “sense through the illusion”. The only way to determine that something is an illusion is to use a sense that is not affected by the illusion (i.e. touching a Light Mirage), or deducing that it is an illusion (i.e. a fish walking on land, or noticing imperfections in a badly formed illusion), or by using spells or special abilities to sense the active magic of the illusion spells.

Illusions with the “feel” sense included are often called phantasms. Striking part of such an illusion will cause the feel portion to be cancelled. If there are multiple “feel” aspects, then striking the illusion cancels only one of those aspects. Spells with “feel” aspects can be used to strike blows against targets. In such cases, the attack is treated as a bare fist attack, doing a Small attack on the *Tooth & Claw* attack table and the *Strikes* critical table. The OB for such attacks will be the caster's Directed Spell skill for his phantasm attacks. Each attack by a phantasm will cancel one of the “feel” aspects of the illusion. The increase size option for such spells can be used to increase the amount of hits done on the attack tables by a factor of one (i.e. 1 size increase double hits done, 2 size increases triple the hits done, etc.).

U – Utility Spells: These spells generally only affect the caster, willing targets, or non-magical objects. If the target of a Utility spell is unwilling, then the spell will fail.

b – Ball Spells: This sub-type indicates that the spell is an area attack spell, usually of an elemental nature. Casters may not develop a Directed Spell skill for these types of spells.

d – Directed Spells: All spells marked with this sub-type are attack spells involving ranged, focused attacks. Casters should develop a Directed Spell skill for each type of spell with the same basic name (i.e. *Fire Bolt I* and *Fire Bolt III* are the same spell, while *Shock Bolt* and *Lightning Bolt* are different when it comes to learning the Directed Spell skill).

m – Mind/Mental Attack Spells: Spells marked with this sub-type are considered mental spells and are subject to the effects and defenses that target mental spells or mind attacks. RRs are normally required against all spells of this sub-type. Such spells are usually ineffective against targets that do not possess a “mind” per se. (i.e. most undead, plants, politicians, etc.)

s – Subconscious Spells: Spells of this sub-type are spells that cast automatically when certain conditions are met. In some cases, the conditions are obvious, but for others they are not, and can actually be set. Even though such spells are cast automatically, they do still require that the caster expend a portion of their activity percentage to cast them (i.e. a minimum of 75% activity).

Some subconscious spells also require concentration to maintain. If the character is asleep or unconscious, the concentration will be maintained automatically, if the character is awake, he will have to maintain the concentration or the spell will end.

Only those subconscious spells that are of the same level or of a lower level than the caster can be triggered. The subconscious will never overcast or invoke any other ESF modifiers. Such spells, when cast subconsciously, will only fumble on an unmodified 01-02.

If multiple subconscious spells could be cast, the one with the highest level will always be cast first. Also, a character may never exceed the limit of no more than one spell per round even with subconscious spells.

Note: A number of spell types stipulate that the spell requires a willing target or they will not work at all, no RR required. Also, it does not matter if the character is conscious or not, it is the player who always determines whether the character is willing.

Additionally, spells that require a willing target, if used to harm or injure a character, or if the caster uses one to knowingly put the target into a place of danger (i.e. teleport a target 1 mile straight up after convincing him to accept a teleport to some other location), then the target of the spell will get a RR after all.

Finally, if the caster convinces a target to accept one spell and then tries to cast a different one, both of which requiring a willing target, the second spell will not work.

SPECIAL SPELL CODES

- * – Instantaneous; spell doesn't require preparation
- ° – Spells marked with this symbol

DURATION (D:)

C – Concentration required; caster can perform only 50% of normal activity (e.g., movement halved, maneuvers at half normal rate, and -50 to OB). The caster cannot cast any other spells while concentrating.

Duration (C) – Concentration required, except the period of concentration cannot exceed the duration given. The caster can stop concentrating and the spell effect will stop; later, if the duration has not expired, the caster can concentrate again and the spell effect will resume.

P – Permanent; spell has a permanent effect in the sense of creating a “permanent” physical or mental condition. The effects of “Permanent” spells that manipulate matter and require concentration, will disperse according to normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a “Permanent” duration may be affected by outside forces; e.g., the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

“-” – Instantaneous; spell's effect is instantaneously applied. time /lvl — Duration is the time multiplied by the level of the caster.

Time/#Failure – The duration of spell's effect is based upon the difference between the target's Modified RR and the minimum roll required to resist the spell. The duration is equal to (this difference divided by #) and then multiplied by time. Duration = [(Min. RR Required - Net RR) - #] x time

RANGE (R:)

Self – Spell can only be cast on the caster himself.

Touch – Caster must touch target in order to create effect.

Distance – Effect can take effect anywhere up to the distance indicated.

Distance R – Effect is felt in an area with a radius equal to distance).

Distance/lvl – Spell can take effect anywhere within (distance) x (level) of the caster.

Note: An area spell has a center of effect, and the center must lie within the range of the spell.

Note: Normally, when a spell takes effect, the target must be in the caster's field of vision or sensed by some other means. This rule may be modified or changed by provisions in the specific spell descriptions.

ABBREVIATIONS

cu' – cubic feet

hr – hour

lvl – level (normally of caster)

mi – miles(s)

min – minute(s)

mod – modification or modifier

mph – miles per hour

pt – point

R or rad – radius

rnd or rd – round (battle round)

RR – resistance roll

yd – yard(s)

yr – year

DEFINITIONS OF TERMS

Animal: A living creature capable of feeling and voluntary motion, but excluding those characterized as beings.

Being: Any intelligent creature, including all humanoid types, enchanted creatures, etc. Intelligence should be characterized by system and/or Gamemaster.

Herbs: A plant or plant part valued for medicinal qualities.

Inanimate: Not having qualities associated with active, living, organisms; not animate.

Inorganic: Involving neither organic life nor products of organic life.

“Mass” Spell: A spell with its “# of targets” or its “area of effect” based upon the caster's level.

Organic: Composed of or deriving from living organisms.

Shock: This term is equivalent to what we call electricity.

Spell points: This term is equivalent to the term Power Points”.

Target: The term “target(s)” refers to the being(s), animal(s), object(s), and/or material that a spell is attempting to affect.

“True” Spell: A “True” spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

Wound: An injury in which the skin is torn, pierced, or cut.

<<begin Spell List Note sidebar>>

REGARDING SPELL LISTS

It is important to note that while the spell lists given in this product are only given to 10th level, that the spell lists actually extend up to 50th level. The decision was made to give the short versions of the lists to save space in an already large product.

For those playing spell casters, the full lists may be acquired through the RMC product, Cyradon Grimoire. It is also important that players not consider RMC Cyradon as being limited to only 10th level. It isn't, you can easily continue playing beyond 10th level even without the full spell lists.

<<end Spell List Note sidebar>>

OF CHANNELING

OPEN CHANNELING

BARRIER LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Light Wall	20'x20'x1"	C	50'	E
2)	Airwall	10'x10'x3'	C	50'	E
3)	Light Wall II	20'x20'x1"	1 min/lvl	50'	E
4)	Waterwall	10'x10'x1'	C	50'	E
5)	Woodwall	10'x10'x2"	1 min/lvl	50'	E
6)					
7)	Earthwall	10'x10'x(1-3)'	1 min/lvl	50'	E
8)	Icewall I	10'x10'x(1-2)'	P	50'	E
9)					
10)	Barrier Pit	varies	P	50'	E

<<insert table for Barrier Law>>

- Light Wall** – Creates a dark, opaque, insubstantial wall of up to 20'x20'x1" that light cannot pass into or through. The wall does not hinder movement through it, only vision.
- Airwall** – Creates a 10'x10'x3' wall of dense churning air; cuts all movement and attacks through it by 50% (i.e. -50 to attacks).
- Light Wall II** – As *Light Wall*, except for duration.
- Waterwall** – Creates a 10'x10'x1' wall of water; cuts all movement and attacks through it by 80% (i.e. -80 to attacks; 80% action to move across.)
- Woodwall** – Creates a wall of wood up to 10'x20'x2'. It must rest on a solid surface. It can be burned though (50 hits for a 2'R hole) or chopped through (20 man rounds) or toppled if one end is not against a wall.
- Earthwall** – As *Woodwall*, except wall is up to 10'x10'x (3' at base, 1' at top) of packed earth; it can be dug through only (10 man-rounds at top).
- Icewall I** – As *Woodwall*, except wall is up to 10'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.
- Barrier Pit** – Opens a pit (500 cu' in stone; 1000 cu' in earth or ice); entire pit must be within 50' of caster.

Note: All "Wall" spells created by spells on this list must rest on a solid surface.

CONCUSSION'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	H
2)	Frost/Burn Relief I	1 target	P	touch	H
3)	Minor Irritation Relief	1 target	P	touch	H
4)	Healing III	1 target	P	touch	H
5)	Stun Relief *	1 target	P	touch	Hs
6)	Frost/Burn Relief II	1 target	P	touch	H
7)	Regeneration I *	1 target	C	touch	Hs
8)	Healing V	1 target	P	touch	H
9)	Frost/Burn Relief III	1 target	P	touch	H
10)	Awakening	1 target	P	100'	H

<<insert table for Concussion's Way>>

- Healing I** – Target is healed of 1-10 concussion hits.
- Frost/Burn Relief I** – Will heal one area of mild frostbite or 1st degree burn.
- Minor Irritation Relief** – Will heal one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
- Healing III** – As *Healing I*, except that target is healed of 3-30 concussion hits.
- Stun Relief** – Target is relieved of 1 round's worth of accumulated stun effects.
- Frost/Burn Relief II** – As *Frost/Burn Relief I*, except caster can heal 2 areas of mild damage or 1 area of moderate damage (e.g., 2nd degree burn).
- Regeneration I** – Will reduce damage target has by 1 hit every round as long as caster concentrates; if caster is unconscious this spell will operate without concentration.
- Healing V** – As *Healing I*, except that target is healed of 5-50 concussion hits.
- Frost/Burn Relief III** – As *Frost/Burn Relief I*, except caster can heal 3 areas of mild damage or 1 area of severe damage (e.g., 3rd degree burn) or a combination of 1 mild and 1 moderate area of damage.
- Awakening** – Target is instantly awake

DETECTION MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Channeling	5' R	1 min/lvl (C)	50'	I
2)	Detect Essence	5' R	1 min/lvl (C)	50'	I
3)	Detect Mentalism	5' R	1 min/lvl (C)	50'	I
4)	Detect Life	5' R	1 min/lvl (C)	50'	I
5)	Detect Curse	5' R	1 min/lvl (C)	50'	I
6)	Detect Undead	5' R	1 min/lvl (C)	50'	I
7)	Detect Traps	5' R	1 min/lvl (C)	50'	I
8)	Life Typing	1 target	-	50'	I
9)	Detect Invisible	5' R	1 min/lvl (C)	50'	I
10)	Perceive Power I	5' R	1 min/lvl (C)	50'	I

<<insert table for Detection Mastery>>

- 1. Detect Channeling** – Detects any active spell or item from the Channeling realm; caster can concentrate on a 5' R area each round.
- 2. Detect Essence** – As *Detect Channeling*, except realm is Essence.
- 3. Detect Mentalism** – As *Detect Channeling*, except realm is Mentalism.
- 4. Detect Life** – As *Detect Channeling*, except detects life within the specified area.
- 5. Detect Curse** – As *Detect Channeling*, except detects curses on people or things.
- 6. Detect Undead** – As *Detect Channeling*, except detects the presence of Undead.
- 7. Detect Traps** – As *Detect Channeling*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 8. Life Typing** – Analyses one living being; giving race, age, and current state of health.
- 9. Detect Invisible** – As *Detect Channeling*, except detects invisible things; all attacks against something so detected are at -50.
- 10. Perceive Power I** – As *Detect Channeling*, except it will give an estimate of the power of the person (level) or item or spell examined.

LIGHT'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Light I	10'R	10 min/lvl	touch	E
3)	Aura	1 target	10 min/lvl	10'	D
4)	Light II	20'R	10 min/lvl	touch	E
5)	Sudden Light	10'R	-	100'	F
6)	True Aura	1 target	10 min/lvl	10'	D
7)	Shock Bolt	1 target	-	100'	Ed
8)	Light III	30'R	10 min/lvl	touch	E
9)	Utterlight I	10'R	1 min/lvl	touch	E
10)	Waiting Light	10'R	10 min/lvl	touch	E

<<insert table for Light's Way>>

- 1. Projected Light** – Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.
- 2. Light I** – Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being. If this spell is cast onto a target, they get a RR. If the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails the RR the light remains centered on the target and will follow with them until it is dispelled, or the duration ends.
- 3. Aura** – Creates a bright aura about the target, making them appear more powerful and subtracting 10 from all attacks.
- 4. Light II** – As *Light I*, except 2 areas (10'R each) can be created; the centers can be any where within 50' of the caster (initially). Alternatively, one area of a 20'R can be created.
- 5. Sudden Light** – Causes a 10'R burst of intense light, all within are stunned for 1 rnd/10 failure.
- 6. True Aura** – As *Aura*, except it makes them appear very powerful; subtracting 15 from all attacks.
- 7. Shock Bolt** – A bolt of intense, charged light is shot from the palm of the caster; results are determined on the Bolt Attack Table (Maximum result of Small; inflicts Electrical Criticals).
- 8. Light III** – As *Light II*, except three 10'R Areas can be created or one 30'R area or one 10'R area and one 20'R area (i.e., the total of the radii is 30').
- 9. Utterlight I** – As *Light I*, except it is the equivalent of full daylight. It also cancels all magically created darkness.
- 10. Waiting Light** – As *Light I*, except caster can delay the spell up to 24 hr; it can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, etc.

Note: None of the "Aura" spells are cumulative with each other or *Blur*.

SOUND'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Speech I	1 target	C	10'	Im
2)					
3)	Quiet I	1 target	1 min/lvl	100'	F
4)					
5)	Soundwall I	20'x20'	10 min/lvl	100'	F
6)	Speech II	1 target	C	10'	Im
7)	Silence I	10'R	1 min/lvl	100'	F
8)	Quiet III	3 targets	1 min/lvl	100'	F
9)					
10)	Soundwall V	(20'x20') x5	10 min/lvl	100'	F

<<insert table for Sound's Way>>

- Speech I** – Target is able to communicate basic ideas in a specific language (e.g. hungry, thirsty, bathroom, peace, etc.); equivalent to skill rank 2. Caster gains this knowledge mentally from the being they are speaking to.
- Quiet I** – Creates a 1'R area around the target, into and out of which sound cannot travel; if the point is on a mobile object or being, it will move with object/being; +25 to Stalking attempts.
- Soundwall I** – Creates a plane (up to 20'x20'), through which sound will not pass.
- Speech II** – As *Speech I*, except caster can communicate more complex concepts, although there is a chance of misinterpretations; equivalent to skill rank 4.
- Silence I** – As *Quiet I*, except radius is 10'.
- Quiet III** – As *Quiet I*, except 3 targets can be affected.
- Soundwall V** – As *Soundwall I*, except 5 such walls are created; each wall must be connected to at least one other wall.

SPELL DEFENSE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	D
2)	Cancel Channeling	caster	C	self	F
3)	Protection Sphere I	10'R	C	10'	D
4)	Cancel Essence	caster	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	D
6)	Cancel Mentalism	caster	C	self	F
7)	Protection Sphere II	10'R	C	10'	D
8)	Dispel Channeling	1 target	C	10'	F
9)	Channeling Shield	caster	1 min/lvl	self	D
10)	Protection III	1 target	1 min/lvl	10'	D

<<insert table for Spell Defense>>

- Protection I** – Subtracts 5 from elemental attack rolls against the protected being, and adds 5 to all of the being's RRs vs. spells.
- Cancel Channeling** – When a spell of the Channeling realm is cast against the caster, the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the Cancel Channeling spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.
- Protection Sphere I** – As *Protection I*, except all beings within 10'R of target get the benefits.
- Cancel Essence** – As *Cancel Channeling*, except for Essence spells.
- Protection II** – As *Protection I*, except bonuses are +10.
- Cancel Mentalism** – As *Cancel Channeling*, except for Mentalism spells.
- Protection Sphere II** – As *Protection Sphere I*, except bonuses are +10.
- Dispel Channeling** – Any active spell from the realm of Channeling that is on the target must make an RR (attacker/defender levels determined as in *Cancel Channeling*) or be dispelled. If there is more than one spell on the target, then this spell will attack one spell per round, so long as concentration is maintained, from the highest level spell to the lowest level. Only one RR allowed per active spell on the target (this spell will not continue to attack an active spell once it has made its RR).
- Channeling Shield** – Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Channeling attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can "parry" one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for their base attack roll (for this list) from the attack roll made against them.
- Protection III** – As *Protection I*, except bonuses are +15.

WEATHER WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Living Gauge	caster	C	self	I
2)	Rain Prediction	caster	-	self	I
3)					
4)	Storm Prediction	caster	-	self	I
5)	Weather Prediction I	caster	-	self	I
6)					
7)	Breeze Call	10'R	1 rnd/lvl	self	E
8)	Fog Call	10'R/lvl	1 min/lvl	self	E
9)					
10)	Weather Prediction III	caster	-	self	I

<<insert table for Weather Ways>>

- 1. Living Gauge** – Caster can ascertain the exact temperature of the surrounding atmosphere.
- 2. Rain Prediction** – Gives caster a 95% chance of predicting the time and type of rain by ±15 min over the next 24 hour period.
- 4. Storm Prediction** – As *Rain Prediction*, except it allows a 95% chance of predicting the time and type of a storm by ± 15 min over the next 24 hour period.
- 5. Weather Prediction I** – As *Rain Prediction* except it allows 95% chance of predicting time, type, and severity of weather over the next 24-hour period.
- 7. Breeze Call** – Caster causes breeze to come forth which will drive out any gaseous matter (cloud, etc.) and subtracts form all missile attacks. Once set, the direction of the breeze will not change.
- 8. Fog Call** – Caster causes fog to arise that obscures nearly all vision in and through the radius, modifying all missile attacks passing through part of the radius by up to -50.
- 10. Weather Prediction III** – As *Weather Prediction I*, except that caster has a 95% chance of predicting weather over a 3-day period.

CLOSED CHANNELING

CALM SPIRITS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Calm I	1 target	1 min/lvl	100'	Fm
3)					
4)	Calm II	2 targets	1 min/lvl	100'	Fm
5)	Hold Kind	1 target	C	100'	Fm
6)	Calm III	3 targets	1 min/lvl	100'	Fm
7)					
8)	Calm IV	4 targets	1 min/lvl	100'	Fm
9)	Calm V	5 targets	1 min/lvl	100'	Fm
10)	Mass Animal Calming I	varies	2 min/lvl	100'	Fm

<<insert table for Calm Spirits>>

- 2. Calm I** – Target will take no aggressive/offensive action, and will fight only if attacked.
- 4. Calm II** – As *Calm I*, except 2 targets may be affected.
- 5. Hold Kind** – Humanoid target is held to 25% of normal action.
- 6. Calm III** – As *Calm I*, except 3 targets may be affected.
- 8. Calm IV** – As *Calm I*, except 4 targets may be affected.
- 9. Calm V** – As *Calm I*, except 5 targets may be affected.
- 10. Mass Animal Calming I** – Caster can calm a number of animals equal to their level.

CREATIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Sustain self	caster	1 day	self	U
3)	Water Production I	-	P	10'	U
4)	Food Production I	-	P	10'	U
5)	Fire Starting	1'R	-	1'	E
6)	Nutrient Conjures I	-	P	10'	U
7)	Water Production III	-	P	10'	U
8)	Food Production III	-	P	10'	U
9)	Herb Enhancement	1 herb	P	touch	U
10)	Water Production V	-	P	10'	U

<<insert table for Creations>>

- 2. Sustain Self** – Allows caster to go without food or water and not suffer damage (i.e., provides nutrition and water for 1 day).
- 3. Water Production I** – Caster can produce sufficient in any available receptacle to supply a being for one day.
- 4. Food Production I** – Caster can produce sufficient food from the nearby area to feed 1 hearty appetite for 1 day.

5. **Fire Starting** – Allows caster to set a fire of 1’R; fire will then last as long as there is fuel. A target in the 1’R will take an ‘A’ Heat critical. Caster may only target a specific location, not an individual with this spell.
6. **Nutrient Conjures I** – Caster can produce 1 loaf of waybread that weighs ½ a pound and will support 1 being for 1 day; the loaf will lose potency in 1 month.
7. **Water Production III** – As *Water Production I*, except caster can produce 3 days of water.
8. **Food Production III** – As *Food Production I*, except caster can produce sufficient food to feed 3 beings for 1 day.
9. **Herb Enhancement** – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2). This spell may be employed only once per herb.
10. **Water Production V** – As *Water Production I*, except caster can produce 5 days supply of water.

LOCATING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Guess	caster	-	self	I
3)	Pathfinding I	caster	-	100'	I
4)	Guidance	caster	10 min/lvl	100'/lvl	I
5)	Location I	1 target	1 min/lvl (C)	100'	I
6)	Pathfinding III	caster	-	300'	I
7)					
8)	Location III	1 target	1 min/lvl (C)	300'	I
9)	Pathfinding V	caster	-	500'	I
10)	Location V	1 target	1 min/lvl (C)	500'	I

<<insert table for Locating Ways>>

2. **Guess** – When faced with a choice about which they have little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Gamemaster will determine which way they go, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
3. **Pathfinding I** – Caster learns the location(s) of any “path(s)” within 100’; gives the nearest point on path, but not the path’s course.
4. **Guidance** – Caster is subtly directed (via hints, omens, and clues) towards a specific destination (within range at the time that the spell was cast) by his deity (spirit entity such as a yazatas or Arali spirit). The exact form of the hints will vary based upon who is giving the guidance (e.g. a deity of water might leave hints in the pattern of rocks within a stream or through a trickle of condensation on a wall). For the duration of the spell, the caster must concentrate on following the guidance given.
5. **Location I** – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail.
6. **Pathfinding III** – As *Pathfinding I*, except range is 300’.
8. **Location III** – As *Location I*, except range is 300’.
9. **Pathfinding V** – As *Pathfinding I*, except range is 500’.
10. **Location V** – As *Location I*, except range is 500’.

LORE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Afterthoughts	Caster	-	touch	I
2)	Detect Evil	5’R	1 min/lvl (C)	100'	I
3)	Detect Curse	5’R	1 min/lvl (C)	100'	I
4)	Detect Hate	5’R	1 min/lvl (C)	100'	I
5)	Light Lore I	1 item	-	10'	I
6)	Poison Lore	1 poison	-	10'	I
7)					
8)	Life Lore	1 target	-	100'	I
9)					
10)	Curse Tales	1 curse	-	10'	I

<<insert table for Lore>>

1. **Afterthoughts** – Allows caster virtual total recall of any conversation or writing they encountered within a period of days equal to their level.
2. **Detect Evil** – Detects “True Evil” in an animate or inanimate target; caster can concentrate on a 5’R area each round.
3. **Detect Curse** – As *Detect Evil*, except caster can detect curses.
4. **Detect Hate** – As *Detect Evil*, except caster can detect the emotion of hatred, in the living mind or in an object forged with great malice. Any object or being “Of Slaying” will show as being filled with hate.
5. **Light Lore I** – Caster can ascertain the origin point and nature of any 1 “holy item” that is not “of darkness” or “of evil”; will not give specific capabilities.
6. **Poison Lore** – Caster can ascertain exact nature and type of poison; they can determine what cure may be used, but do not receive the required tools or skills.
8. **Life Lore** – Caster can determine the nature and type of any 1 living target. They will not be able to ascertain the target’s personal traits or capabilities, but will know the normal abilities associated with the target’s species.

10. **Curse Tales** – Caster can determine nature and origin of any 1 curse, including the name of the one who bequeathed it.

SYMBOLIC WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Symbol	1 symbol	-	50'	I
2)					
3)	Unsymbol I	1 symbol	P	10'	F
4)	Symbol I	1 symbol	P	10'	U
5)					
6)	Unsymbol II	1 symbol	P	10'	F
7)	Symbol II	1 symbol	P	10'	U
8)	Unsymbol III	1 symbol	P	10'	F
9)	Symbol III	1 symbol	P	10'	U
10)	Analyze Symbol True	1 target	P	50'	I

<<insert all Base Channeling Lists here>>

- Analyze Symbol** – Caster learns what spell is emplaced within one Symbol within 50'.
- Unsymbol I** – Caster can remove one *Symbol I* (an emplaced 1st level spell). The Symbol's RR is based on the level of the spell in the Symbol spell (the target level) and the level of the Unsymbol spell (the attack level).
- Symbol I** – Caster can emplace one 1st level spell on any 1 given inanimate, non-mobile stone (see below). Within three rounds, the spell to be emplaced must also be cast (within 10'). A Symbol can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, reading, violent actions in the area, etc. The triggering range is normally the range of the emplaced spell or 10' (whichever is larger). Regardless of the trigger chosen, the spell embedded within a Symbol can only be triggered once per day. The effective level of the embedded spell (for the purposes of RR's, Duration, etc) is the spell's level (i.e., for Symbol I the attack level is always 1st level, not the level of the original caster). The Symbol must be placed on a slab of stone (block, piece, etc.) weighing at least 2,000 lb. Only one Symbol may be placed on each continuous slab. The stone may not be moved appreciably without destroying the Symbol.
- Unsymbol II** – As *Unsymbol I*, except a Symbol I-II may be removed.
- Symbol II** – As *Symbol I*, except a 1st-2nd level spell may be emplaced.
- Unsymbol V** – As *Unsymbol I*, except a Symbol I-V may be removed.
- Symbol III** – As *Symbol I*, except a 1st-3rd level spell may be emplaced.
- Analyze Symbol True** – As *Analyze Symbol*, except caster learns what spells are emplaced in all Symbols within a 50'R.

BASE CHANNELING LISTS

ANIMAL MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Animal Sleep I	1 animal	1 min/lvl	100'	Fm
2)	Lesser Cloaking	caster	1 min/lvl	self	Pm
3)	Animal Tongues	1 animal	1 min/lvl	touch	Im
4)	Animal Sleep III	3 animals	1 min/lvl	100'	Fm
5)	Animal Mastery I	1 animal	C	100'	Fm
6)	Animal Location	1 mi R	-	self	I
7)	Befriending	10' R	C	self	Fm
8)	Animal Empathy	1 animal	C	self	Im
9)	Animal Summons I	1 animals	1 min/lvl (C)	1 mi/lvl	Fm
10)	Animal Mastery III	3 animals	C	100'	Fm

<<insert table for Animal Mastery>>

- Animal Sleep I** – Puts any animal (i.e., non-humanoid) to sleep; will not affect enchanted creatures or “intelligent” animals.
- Lesser Cloaking** – Allows caster to blend into surrounding terrain and become undiscoverable by animals of low intelligence.
- Animal Tongues** – Allows caster to understand and “speak” the language of any 1 animal species.
- Animal Sleep III** – As *Animal Sleep I*, except can put up to 3 animals to sleep.
- Animal Mastery I** – Allows caster to control the actions of any 1 animal.
- Animal Location** – Caster can locate members of any 1 species of animal within the area of effect or they can find out what species are in the area.
- Befriending** – All animals within 10' will act friendly toward caster; does not control the animals.
- Animal Empathy** – Caster can understand and/or visualize the thoughts and emotions of any 1 animal.
- Animal Summons I** – Caster can summon any 1 animal within radius; as long as they concentrate, caster controls the animal; animal is random representative of specified species.
- Animal Mastery III** – As *Animal Mastery I*, except caster can control 3 animals.

CHANNELS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Create Holy Water	4 oz of water	P	touch	F
2)	Calming *	1 target	1 rnd/10 fail	50'	Fm
3)	Channels I *	1 spell	-	varies	U
4)	Holding *	1 target	1 rnd/10 fail	50'	F
5)	Stunning *	1 target	1 rnd/10 fail	50'	F
6)	Channels III *	1 spell	-	varies	U
7)					
8)	Golden Slumbers *	1 target	1 rnd/10 fail	10'	F
9)					
10)	Channels V *	1 spell	-	varies	U

<<insert table for Channels>>

- 1. Create Holy Water** – When this spell is cast, up to 4 ounces of clean, clear water is transformed into holy water. This spell takes one hour to cast. If the water is not placed into a clean receptacle, its holy nature is ruined.
- 2. Calming** – Caster points their arm (elbow locked and fist clenched) at the target and channels raw power from their power source (usually a deity). The target of the spell may take no aggressive action/offensive action, and will only fight if attacked.
- 3. Channels I** – When this spell is cast, the 1st level spell that the caster begins to cast the next round will be “channeled” to another spell user of the Channeling realm. The “channeled” spell is transmitted to the other spell user when it would normally take effect, and must be used by them immediately. The transmitted spell is treated as an instantaneous spell for the character who received the spell. All other normal restrictions on the transmitted spell apply. The caster of this spell must be able to see the receiver or know exactly where they are (direction and distance or specific place). The receiver must know exactly when the spell is coming. For example, if a Cleric was at a certain altar at a certain time (midnight of full moon) ready to receive a spell; then another spell user (or deity) could use *Channels I* to send them a spell (if they knew where the altar was and the correct time).
- 4. Holding** – Caster points their arm (elbow locked and fist clenched) at the target and channels raw power from their power source (usually a deity). The target is held to 25% of its normal activity for the duration.
- 5. Stunning** – Caster points their arm (elbow locked and fist clenched) at the target and channels raw power from their power source (usually a deity); target is stunned.
- 6. Channels III** – As *Channels I*, except a 1st-3rd level spell may be transmitted.
- 8. Golden Slumbers** – As *Stunning*, except target falls into a deep sleep.
- 10. Channels V** – As *Channels I*, except a 1st-5th level spell may be transmitted.

COMMUNAL WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Guess	caster	-	self	I
2)					
3)	Intuitions I	caster	-	self	I
4)	Dream I	caster	sleep	self	I
5)	Intuitions III	caster	-	self	I
6)	Death's Tale	caster	-	self	I
7)	Channel Opening I	1 being	1 min/lvl (C)	1 mi/lvl	I
8)	Intuitions V	caster	-	self	I
9)					
10)	Dreams III	caster	sleep	self	I

<<insert table for Communal Ways>>

- 1. Guess** – When faced with a choice about which they has little or no information (e.g., which corridor leads to the wine cellar) the caster may cast this spell and the GM will determine which way they go, biasing the choice favorably by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 3. Intuitions I** – Caster gains a vision of what will happen in the next minute if they takes a specified action.
- 4. Dream I** – Caster has a dream relating to a topic decided upon just before retiring; limited to once per night.
- 5. Intuitions III** – As *Intuitions I*, except the caster gets to gaze 3 minutes into the future.
- 6. Death's Tale** – Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased; they also gets a view of the killer, if any. Caster must be within 10' of the corpse. Corpse must have died within a number of years equal to the caster's level.
- 7. Channel Opening I** – Caster can open a channel with any 1 known being they is acquainted with; this spell will enable the caster to learn the specific location of the other being, making it possible for the caster to use a *Channels* spell (see *Channels* list). Note that this spell gives the location in the form of “target is 3.2 miles North of caster”, not “target is hiding in basement of next building.” Note also that this spell does not allow any sort of communication ...
- 8. Intuitions V** – As *Intuitions I*, except caster gets to gaze 5 minutes into the future.
- 10. Dreams III** – As *Dream I*, except the limit is 3 dreams/night on different topics.

DRUIDSTAFF

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Druidstaff	piece of wood	P	touch	F
2)	Organic Weapons I	caster	1 hour	self	F
3)	Warp Wood	piece of wood	P	100'	F
4)	Lesser Druidstaff	Druidstaff	P	touch	F
5)	Hammerstaff	Druidstaff	1 rnd/lvl	touch	F
6)	Organic Weapons II	caster	1 hour	self	F
7)	Druid Symbol	Druidstaff	varies	touch	F
8)	Greater Druidstaff	Druidstaff	P	touch	F
9)	Recall Staff	Druidstaff	--	50'/lvl	F
10)	Animal Staff	Druidstaff	1 min/lvl (C)	touch	F

<<insert table for Druidstaff>>

- 1. Minor Druidstaff** – Allows the caster to take a suitable length of wood and form a *Druidstaff* with these characteristics: +1 Spell Adder (Type I), +5 quarterstaff (magical), and it can be thrown with the same range as a spear, to do a Medium attack on the 2 Handed attack table (doing Crush crits). This spell takes an hour to cast.
- 2. Organic Weapons I** – With proper materials the caster may create 1 short bow, 1/2 long bow, 1/3 composite bow or cross-bow, 1 spear, quarterstaff or javelin, 2 arrows or bolts, 1/3 of a shield, 1 weapon haft, etc. The process takes 1 hour. The weapon’s basic OB bonus is -5 (non-magical). The spell may be cast additional times to either finish a partially completed item and/or to increase the weapon’s OB bonus by + 5 per casting (to a maximum of +5). **Remember:** the created weapon’s OB modifier is **not** magical.
- 3. Warp Wood** – Destroys the straightness, strength, and form of a piece of wood up to 1 lb/lvl.
- 4. Lesser Druidstaff** – This spell turns the Druid’s *Minor Druidstaff* into a +10 quarterstaff (magical) that is a +2 Spell Adder. It can be thrown as a spear using the range and range modifications of a javelin. It does a Large attack on the 2 Handed attack table, and all crits are Crush crits. This spell takes 1 hour to cast.
- 5. Hammerstaff** – Doubles concussion hits given (from the attack table, not from criticals) with the *Druidstaff* in melee.
- 6. Organic Weapons II** – As *Organic Weapons I*, except that the basic OB bonus is 0 and it may be increased to a max of +10.
- 7. Druid Symbol** – Caster may store one spell on his *Druidstaff* to cast later with no preparation (only one such stored spell at a time).
- 8. Greater Druidstaff** – This spell turns the caster’s *Lesser Druidstaff* into a +15 quarterstaff (magical) that is a +3 Spell Adder or a +1 PP Adder (Type I)(caster chooses when this spell is used.). It can be thrown as a spear using the range and range modifications of a javelin. It does a Large attack on the 2 Handed attack table, and all crits are Crush crits. This spell takes 1 hour to cast.
- 9. Recall Staff** – Will return the caster’s *Druidstaff* to his outstretched hand at a rate of 1,000'/rnd.
- 10. Animal Staff** – Transforms caster’s *Druidstaff* into an animal no larger than 200% of the caster’s mass that is treated as a familiar. Animal cannot be a flying creature.

FAITH'S SHIELD

Level	Spell	Area of Effect	Duration	Range	Type
1)	Target Shield	self	1 rnd/lvl	self	F
2)	Transcend Armor	self	varies	self	F
3)	Dancing Shield	self	1 rnd/lvl	self	F
4)	Faith's Armor	self	1 min/lvl	self	F
5)	Radiant Faith	10' R	1 min/lvl	self	F
6)	Normal Shield	self	1 rnd/lvl	self	F
7)	Transcend Armor II	self	varies	self	F
8)	Dancing Shield II	self	1 rnd/lvl	self	F
9)	Faith's Armor II	self	1 min/lvl	self	F
10)	Radiant Faith II	1' R/lvl	1 min/lvl	self	F

<<insert table for Faith's Shield>>

- 1. Target Shield** – The caster creates a shield out of glowing magical energy that he may use as a mundane shield of the same type. This shield provides a bonus of +10 to the caster’s DB.
- 2. Transcend Armor** – This spell reduces all ESF modifiers from armor, helm, and equipment by 10.
- 3. Dancing Shield** – As the spell *Target Shield*, except that the shield will move on its own, as if it were being wielded by the caster (i.e. it will not protect caster from attacks that the caster could not when using a non-magical shield to protect himself from).
- 4. Faith’s Armor** – Caster gains either a +10 to his RRs or a +10 to his DB, or +5 to both. He must select which at the time of casting.
- 5. Radiant Faith** – All allies of the caster within the radius of the spell gain +5 to their RRs. The caster is not affected by this spell.
- 6. Normal Shield** – As *Target Shield*, except that the bonus is +20.
- 7. Transcend Armor II** – As *Transcend Armor*, except that the modifiers are reduced by 20.
- 8. Dancing Shield II** – As *Dancing Shield*, except that it provides the same bonus as the spell, Normal Shield.

- 9. **Faith's Armor II** – As *Faith's Armor* except that the bonuses are +20 to either RRs or DB, or he may gain +10 to both..
- 10. **Radiant Faith II** – As *Radiant Faith*, except that all allies within the radius gain +5 to both RRs and DBs.

FAITH'S WEAPON

Level	Spell	Area of Effect	Duration	Range	Type
1)	Consecrate Weapon	1 Weapon	P	touch	F
2)	Inspired Parry	Self	1 rnd/lvl	Self	F
3)	Divine Crit	Self	1 rnd/lvl	Self	F
4)	Exalted Grace	Self	1 rnd/lvl	Self	F
5)	Stunning Blow	Self	1 rnd/lvl	Self	F
6)	Faith's Edge	Self	1 rnd/lvl	Self	F
7)	Holy Strike	Self	1 rnd/lvl	Self	F
8)	Multi-Strike	Self	1 rnd/lvl	Self	F
9)	Inspired Parry II	Self	1 rnd/lvl	Self	F
10)	Sever Weapon	self	P	self	F

<<insert table for Faith's Weapon>>

- 1. **Consecrate Weapon** – The caster permanently enchants a single, non-magical weapon so that the other spells on this list may be used with that specific weapon. Caster may only have one consecrated weapon at a time.
- 2. **Inspired Parry** – The caster gains an additional +10 to his DB when parrying.
- 3. **Divine Crit** – Add +5 to all critical rolls made with the consecrated weapon.
- 4. **Exalted Grace** – The caster gains a bonus of +1 per level to his OB for the duration of the spell.
- 5. **Stunning Blow** – Attacks deliver +1 round of stun with any critical that delivers stun.
- 6. **Faith's Edge** – Any attack that delivers a crit with bleeding damage has the bleeding increased by 1 hit per round.
- 7. **Holy Strike** – Attacks deal an additional Holy crit in addition to any melee critical of 'D' severity or higher.
- 8. **Multi-Strike** – The caster can make 2 attacks each round for the duration of this spell. Each attack receives a -50 modifier to the caster's OB.
- 9. **Inspired Parry II** – Caster gains an additional +20 to his DB from all parries.
- 10. **Sever Weapon** – This spell allows the caster to destroy his connection to his consecrated weapon, rendering normal again. The weapon need not be present for this spell to be cast, and the caster must wait at least 24 hours before consecrating a new weapon.

HERB MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Herb Lore	1 herb	-	touch	I
2)	Herb Enhancement	1 herb	P	touch	U
3)	Herb Finding I	varies	1 rnd/lvl	100'	I
4)	Instant Herbal Cures	1 herb	P	touch	U
5)	Herb Mastery II	1 herb	P	touch	U
6)	Herb Finding III	varies	1 rnd/lvl	300'	I
7)	Herb Production	1 seed	P	touch	U
8)	Herb Mastery III	1 herb	P	touch	U
9)	Herb Finding V	varies	1 rnd/lvl	500'	I
10)	Herb Cleansing	varies	P	touch	U

<<insert table for Herb Mastery>>

- 1. **Herb Lore** – Caster can understand the nature, origin, and value of any 1 herb (a plant used in medicine); if the plant is not an herb (i.e., is inedible or lacks medicinal use), no information will be related.
- 2. **Herb Enhancement** – Allows caster to enhance the potency of any 1 growing herb by 100% (i.e., x2); spell may be employed only once per herb.
- 3. **Herb Finding I** – Allows caster to locate any 1 specific variety of herb, within range, that is sought, regardless of physical obstacles: gives exact direction, distance, and quantity.
- 4. **Instant Herbal Cures** – Allows caster to make any 1 herb capable of being instantly effective; when the herb is subsequently used, its benefits/dangers will be immediately felt.
- 5. **Herb Mastery II** – Caster can double the potency of any 1 herb (growing or dead); spell may be employed only once/herb. May not be combined with *Herb Enhancement*.
- 6. **Herb Finding III** – As *Herb Finding I*, except that the range is 300'.
- 7. **Herb Production** – Caster can grow an herb by planting the proper seed; the herb is sterile and the growth takes 1-10 rnds.
- 8. **Herb Mastery III** – As *Herb Mastery II*, except potency is 3x.
- 9. **Herb Finding V** – As *Herb Finding I*, except range is 500'.
- 10. **Herb Cleansing** – Allows caster to remove any harmful poisons, by-products, or side effects from all herbs within range.

HOLY INFUSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Holy Symbol	1 item	P	touch	F
2)	Symbol of Courage	10' R	1 rnd/lvl	self	U
3)	Symbol Strike	self	1 rnd/lvl	touch	F
4)					
5)	Symbol Repulsion	10' R	1 rnd/lvl	self	F
6)	Symbol of Calm	10' R	1 rnd/lvl	self	Fm
7)	Lesser Holy Symbol	1 item	P	touch	F
8)	Symbol Strike II	self	1 rnd/lvl	touch	F
9)	Sever Symbol Link	self	P	self	F
10)	Grtr Symb. of Courage	1' R/lvl	1 rnd/lvl	self	U

<<insert table for Holy Infusions>>

- 1. Minor Holy Symbol** – This spell infuses the caster's holy symbol with the power of his deity so that it may be used in conjunction with other spells on this list. Enchanted Holy Symbols are only magical for the caster them.
- 2. Symbol of Courage** – All allies within the radius gain an extra RR against fear or panic causing effects. Both the original and the second roll are made with a +10 modifier.
- 3. Symbol Strike** – Any creature, except the caster, touched by the caster's *Holy Symbol* must make a RR or receive an open-ended roll from the Holy critical table. This spell will only work on a target once per casting, but the caster may touch a different target each round.
- 5. Symbol Repulsion** – The caster holds forth his *Holy Symbol* and any supernatural enemies of his faith (undead, demons, angels, etc.) must make a RR or be repulsed from the sight of the symbol. They will be unable to get within the radius for the duration.
- 6. Symbol of Calm** – The caster holds forth his *Holy Symbol* and all within the radius must make a RR or they will be unwilling to take any aggressive/offensive action and they will fight only if attacked.
- 7. Lesser Holy Symbol** – The caster enchants his *Holy Symbol* to be either a +1 Spell Adder or a +1 PP Adder.
- 8. Symbol Strike II** – [RR Mod: -20] – As *Symbol Strike*, except with the RR Mod of -20 for those touched.
- 9. Sever Symbol Link** – This spell breaks the bond between the caster and a *Holy Symbol* that he has created.
- 10. Greater Symbol of Courage** – As *Symbol of Courage*, except for the radius and the bonus is +20.

HOLY SYMBOL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Holy Symbol	1 item	P	touch	F
2)	Symbol Store	1 spell	varies	touch	U
3)	Symbol Focus	self	1 rnd/lvl	self	U
4)	Symbol Repulsion	10' R	1 rnd/lvl	self	F
5)					
6)	Lesser Holy Symbol	1 item	P	touch	F
7)	Symbol Blast	1 target	--	100'	F
8)	Sever Symbol Link	self	P	self	F
9)	Symbol Repulsion II	1' R/lvl	1 rnd/lvl	self	F
10)	Symbol Focus II	self	1 min/lvl	self	U

<<insert table for Holy Symbol>>

- 1. Minor Holy Symbol** – This enchants one suitable *Holy Symbol* to become his personal *Holy Symbol*, and usable with other spells on this list. This symbol is only usable by the caster and he may only have one in existence at a time.
- 2. Symbol Store** – Caster may store one spell on his *Holy Symbol*. The spell to be stored must be cast within 1 minute of this spell, and afterwards may be cast as an instantaneous spell. The caster may not cast any other spells while he has a spell stored.
- 3. Symbol Focus** – The caster gains +5 to all spell casting for the duration.
- 4. Symbol Repulsion** – The caster holds forth his *Holy Symbol* and all supernatural enemies of his faith (undead, demons, angels, etc.) must make a RR or be repulsed from the sight of the symbol. They will be unable to enter the radius for the duration.
- 6. Lesser Holy Symbol** – The caster enchants his *Holy Symbol* to be either a +1 Spell Adder or a +1 PP Adder.
- 7. Symbol Blast** – Caster's *Holy Symbol* fires a beam of light that strikes the target. Target must make a RR or receive a Holy critical.
- 8. Sever Symbol Link** – This spell breaks the bond between the caster and his *Holy Symbol*, allowing him to create a new *Holy Symbol*.
- 9. Symbol Repulsion II** – As *Symbol Repulsion*, except that the targets must flee from the caster for the duration of the spell.
- 10. Symbol Focus II** – The caster gains a +10 all casting rolls for the duration.

INNER WALLS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	1 target	1 min/lvl	touch	D
2)	Cold Resistance *	1 target	1 min/lvl	touch	D
3)	Resistance I	caster	1 min/lvl	self	D
4)	Bless I	caster	1 min/lvl	self	U
5)	Prayer I	caster	1 min/lvl	self	U
6)					
7)	Sterilization	1 cu'/lvl	-	touch	F
8)	Resistance II	caster	1 min/lvl	self	D
9)	Bless II	caster	1 min/lvl	self	U
10)	Prayer II	caster	1 min/lvl	self	U

<<insert table for Inner Walls>>

- Heat Resistance** – Target is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Target also receives a +20 to all RRs vs. heat; +20 DB vs. elemental fire/heat attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.
- Cold Resistance** – Target is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Target also receives a +20 to all RRs vs. cold; +20 DB vs. elemental cold/ice attacks. If the target is more than 10' from the caster at any time, the spell is cancelled.
- Resistance I** – Caster gets a +5 bonus to their RRs and DB.
- Bless I** – As *Resistance I*, except bonus applies to DB and maneuver rolls.
- Prayer I** – As *Resistance I*, except bonus applies to RRs and maneuver rolls.
- Sterilization** – Caster can sterilize 1 cu'/level of any solid or liquid; will not affect inert poisons or harm creatures larger than 1/4" in length.
- Resistance II** – As *Resistance I*, except bonus is +10.
- Bless II** – As *Bless I*, except bonus is +10.
- Prayer II** – As *Prayer I*, except bonus is +10.

MAJOR HEALING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	H
2)	Clotting I	1 target	P	touch	H
3)	Mnr. Frost/Burn Relief	1 target	P	touch	H
4)	Mnr. Fracture Repair	1 target	P	touch	H
5)	Healing III	1 target	P	touch	H
6)	Stun Relief I *	1 target	P	touch	H
7)	Cut Repair I	1 target	P	touch	H
8)	Major Fracture Repair	1 target	P	touch	H
9)	Poison Resistance I	1 target	10 min/lvl	touch	H
10)	Minor Vessel Repair	1 target	P	touch	H

<<insert table for Major Healing>>

- Healing I** – Target heals 1-10 hits.
- Clotting I** – Bleeding is reduced by 1 hit per round. The target may not move for an hour or the wound will reopen.
- Minor Frost/Burn Relief** – Will heal any one area of frostbite or a 2nd degree burn.
- Minor Fracture Repair** – Will heal one simple fracture over the course of 24 hours.
- Healing III** – Target heals 3-30 hits.
- Stun Relief I** – Target is relieved of 1 round of stun (of any type).
- Cut Repair I** – Bleeding is instantly and permanently reduced by 1 hit per round.
- Major Fracture Repair** – As *Minor Fracture Repair*, except simple fractures are repaired in 1-10 hours, compound fractures are healed in 1 day, and shatters are healed in 2-11 days.
- Poison Resistance I** – Target gets a second RR versus any poisons.
- Minor Vessel Repair** – As *Cut Repair I*, except that Bleeding is reduced by 2 hits per round.

MOVING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Stonerunning	caster	1 min/lvl	self	U
2)	Limbwalking	caster	1 min/lvl	self	U
3)	Swimming	1 target	1 min/lvl	100'	U
4)	Waterwalking	caster	1 min/lvl	self	U
5)	Sandrinning	caster	1 min/lvl	self	U
6)	Limbrunning	caster	1 min/lvl	self	U
7)	Traceless Passing	caster	C	self	U
8)	Hide Tracks I	tracks of 1	C	50'	U
9)	Waterrunning	caster	1 min/lvl	self	U
10)	Hide Tracks II	tracks of 2	C	50'	U

<<insert table for Moving Ways>>

- 1. Stonerunning** – Caster can run on nearly horizontal stone surfaces as if they were on level ground.
- 2. Limbwalking** – Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.
- 3. Swimming** – Target can swim without expending energy.
- 4. Waterwalking** – Caster can walk on water as if they were on level dry ground; may not be used in rough water.
- 5. Sandrinning** – As *Stonerunning*, except caster can run on sandy surfaces.
- 6. Limbrunning** – As *Limbwalking*, except caster can run on tree limbs.
- 7. Traceless Passing** – Caster can walk without leaving tracks or other visible signs of their passing.
- 8. Hide Tracks I** – Caster can hide the tracks of any 1 being; this spell and *Traceless Passing* can be used simultaneously.
- 9. Waterrunning** – As *Waterwalking*, except caster can run on calm waters.
- 10. Hide Tracks II** – As *Hide Tracks I*, except for 2 beings' tracks.

NATURE'S FORMS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	P
2)	Resist Elements	caster	1 min/lvl	self	D
3)	Plant Facade	self	10 min/lvl	self	P
4)	Silent Moves	1' R	1 min/lvl	self	F
5)	Underwater Breathing	caster	1 min/lvl	self	F
6)	Animal Facade	caster	10 min/lvl	self	P
7)	Chameleon	caster	C	self	P
8)	Study Form	1 form	1 min	touch	I
9)	Shadow	caster	10 min/lvl	self	P
10)	Plant Form	caster	10 min/lvl	self	U

<<insert table for Nature's Forms>>

- 1. Hues** – Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
- 2. Resist Elements** – Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat and cold spells; -10 to all elemental spell attacks against caster.
- 3. Plant Facade** – Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.
- 4. Silent Moves** – Caster can move silently, so long as they do not create a sound originating more than 1' from their body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/ Hiding attempts.
- 5. Underwater Breathing** – Caster can breathe under normal water.
- 6. Animal Facade** – As *Plant Facade*, except caster will appear as any 1 type of animal.
- 7. Chameleon** – Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.
- 8. Study Form** – Caster studies and memorizes the form and structure of one type of animal or plant for later use with the spells on this list. May only have one form studied for each rank in this list.
- 9. Shadow** – Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 10. Plant Form** – As *Plant Facade*, except that the caster can take the form of any plant that he has *Studied* (he will look and feel like the plant). He can vary his mass from 75% of normal to 200% of normal.

NATURE’S GUISES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Hues	caster	1 min/lvl	self	P
2)	Shade	100'R	10 min/lvl	touch	P
3)	Freeze	1 cu'/lvl	C	10'	F
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Chameleon	caster	C	self	P
6)	Light I	10'R	10 min/lvl	touch	E
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	Shadow	caster	1 hr/lvl	self	P
9)					
10)	Plant Facade	caster	1 min/lvl	self	P

<<insert table for Nature's Guises>>

- Hues** – Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
- Shade** – All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.
- Freeze** – Up to 1 cu' of liquid/level can be cooled to freezing at rate of 1 cu'/round; will not lower the temperature below -20°F (makes great ice for drinks).
- Silent Moves** – Caster can move silently, so long as they do not create a sound originating more than 1' from their body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/Hiding attempts.
- Chameleon** – Caster blends into surrounding terrain; gives a 75 bonus to Hiding attempts; caster may not move (appreciably) without destroying effect.
- Light I** – Lights a 10'R area surrounding point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the light is centered on the point where they are standing, but will not move with them. If the target fails the RR the light sticks to the target and will follow with them until it is dispelled, or the duration ends.
- Darkness I** – Throws a 10'R area surrounding point touched into normal darkness. If this spell is cast onto a target they get a RR, if the RR succeeds, the darkness is centered on the point where they are standing, but will not move with them. If the target fails the RR the darkness sticks to the target and will follow with them until it is dispelled, or the duration ends.
- Shadow** – Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- Plant Facade** – Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.

NATURE’S MOVEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Limbwalking	caster	1 min/lvl	self	U
2)	Waterwalking	caster	1 min/lvl	self	U
3)	Swimming	caster	1 min/lvl	100'	U
4)	Merging Organic	caster	1 min/lvl	self	U
5)	Limbrunning	caster	1 min/lvl	self	U
6)	Stonerunning	caster	1 min/lvl	self	U
7)	Sandrinning	caster	1 min/lvl	self	U
8)	Waterrunning	caster	1 min/lvl	self	U
9)	Windwalking	caster	2 min/lvl	self	U
10)	Swimming True	caster	1 min/lvl	100'	U

<<insert table for Nature's Movement>>

- Limbwalking** – Allows caster to walk along nearly horizontal tree limbs (that can support the weight) as if they were on level ground.
- Waterwalking** – Allows caster to walk on water as if they were on level dry ground; may not be used on rough water.
- Swimming** – Enables target to swim without expending energy.
- Merging Organic** – Allows caster to merge (body + 1' depth) into organic material (live or dead); caster cannot move while merged.
- Limbrunning** – As *Limbwalking*, except caster can run.
- Stonerunning** – As *Limbwalking*, except caster can run on stone surfaces.
- Sandrinning** – As *Limbwalking*, except caster can run on sandy surfaces.
- Waterrunning** – As *Waterwalking*, except caster can run.
- Windwalking** – Allows caster to walk on calm air; movement must be at constant height.
- Swimming True** – As *Swimming*, except target can swim as fast as they could run.

NATURE'S PROTECTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Study Form	1 target	P	300'	I
2)	Hues	caster	1 min/lvl	self	P
3)	Resist Elements	caster	1 min/lvl	self	D
4)	Silent Moves	caster	1 min/lvl	self	U
5)	Plant Facade	caster	1 min/lvl	self	P
6)	Underwater Breathing	caster	1 min/lvl	self	U
7)	Animal Facade	caster	1 min/lvl	self	P
8)	Shadow	caster	1 hr/lvl	self	P
9)	Shielding Organic I *	1 attack	-	self	F
10)	Plant Form I	caster	1 min/lvl	self	U

<<insert table for Nature's Protection>>

- 1. Study Form** – Caster studies and memorizes the form and structure of one type of animal or plant for later use with the spells on this list. May only have one form studied for each rank in this list.
- 2. Hues** – Allows caster to take on the physical coloration of any 1 organic object; caster must be in contact with object. In many situations this will give a 10-50 bonus (GM discretion) to Hiding attempts (and perhaps to some Stalking attempts).
- 3. Resist Elements** – Protects caster from natural heat up to 200°F and natural cold down to -20°F; +10 to caster's RRs vs. heat and cold spells; -10 to all elemental spell attacks against caster.
- 4. Silent Moves** – Caster can move silently, so long as they do not create a sound originating more than 1' from their body. In many situations this will give a 10-50 bonus (GM discretion) to Stalking/ Hiding attempts.
- 5. Plant Facade** – Allows caster to appear as any 1 type of plant; caster retains their size and will not smell or feel like the plant; it is purely a visual illusion.
- 6. Underwater Breathing** – Caster can breathe under normal water.
- 7. Animal Facade** – As *Plant Facade*, except caster will appear as any 1 type of animal.
- 8. Shadow** – Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 9. Shielding Organic I** – Any single attack made against the caster this round suffers a -50 modifier. The weapon or object attempting to strike the caster must be from an organic source (i.e. an animal) or at least a partially organic weapon (i.e. an arrow).
- 10. Plant Form** – Allows caster to take the form of any 1 plant; caster will look and feel like the plant, and can vary his size from 50% to 200% of normal. The caster does not gain any abilities of the plant.

NATURE'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Outdoor Trap Detection	5'R	1 min/lvl (C)	50'	I
2)	Water Finding I	1 mi R	-	self	I
3)	Fire Starting	1'R	-	1'	E
4)	Storm & Rain Prediction	2 mi/lvl	-	self	I
5)	Food Finding I	1 mi R	-	self	I
6)	Water Purification	varies	P	touch	U
7)	Shelter Finding I	1 mi R	-	self	I
8)	Lesser Traps	1-10'R	P	touch	U
9)	Weather Prediction I	caster	-	1 mi/lvl	I
10)	Nature's Awareness I	100'R	C	self	I

<<insert table for Nature's Way>>

- 1. Outdoor Trap Detection** – Has a 75% chance of detecting each individual trap in a 5'R area; caster can concentrate on a 5'R area each round.
- 2. Water Finding I** – Caster can locate any natural source of running water, exposed groundwater, etc. exceeding 1 gallon; learns approximate size and quality of source.
- 3. Fire Starting** – Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Allows caster to set a fire of 1'R; fire will then last as long as there is fuel. A target in the 1'R will take an 'A' Heat critical. Caster may only target a specific location, not an individual with this spell.
- 4. Storm & Rain Prediction** – Gives caster 95% chance of predicting rain or a storm, ±15 min over the next 24 hr period; type and severity of storm can be ascertained.
- 5. Food Finding I** – Caster learns location, type, and approximate quantity of edible food (e.g., dead animal matter, plants, etc.); food source must exceed 1 lb.
- 6. Water Purification** – Allows caster to purify a number of gallons of water equal to their level.
- 7. Shelter Finding I** – Caster learns location, type, and approximate size of any waterproof, covered space exceeding 125 cu'; shelter must have an entry (exceeding 2'R) opening onto open air.
- 8. Lesser Traps** – This spell creates a minor, normal trap (constructed magically). The trap can deliver up to a 'B' critical strike (must be either a Slash, Crush or a Puncture; specified by the caster at time of casting) to any one target. The size of the trap may vary from 1'R to 10'R. The time to construct this trap is 1round per 1'R.
- 9. Weather Prediction I** – Gives caster a 95% chance of predicting time, type, and severity of weather over next 24 hr period.

10. **Nature's Awareness I** – Allows caster to monitor animate activity in the area (e.g., they will be aware of movements, subtle and overt); caster cannot move while concentrating.

PATH MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Pathlore	10'R	-	self	I
2)	Nightvision	caster	10 min/lvl	self	U
3)	Tracking	caster	C	self	I
4)	Path Tale	caster	-	1 mile	I
5)	Pathfinding I	caster	C	1 mile	I
6)	Tracks Lore	caster	-	touch	I
7)	Detect Ambush I	50'R	10 min/lvl (C)	self	I
8)	Passing Lore	1 object	-	touch	I
9)	Pathfinding V	caster	C	5 miles	I
10)	Animal Tongues	caster	1 min/lvl	self	Im

<<insert table for Path Mastery>>

1. **Pathlore** – Caster learns origin and nearest “destination” of any path within 10'R.
2. **Nightvision** – Target can see 100' on a normal night as if it were daylight; may only be used outside.
3. **Tracking** – Caster gets a +50 bonus for all Tracking attempts.
4. **Path Tale** – Caster acquires visual image of any user(s) of a given path within a period of 1 hour/level.
5. **Pathfinding I** – Caster learns the location(s) of any path(s) within 1 mile; gives the nearest point on path, but not the path's course; may only be used outdoors.
6. **Tracks Lore** – Caster learns origin of tracks, and acquires a visual image of the one who left them; provides a +25 bonus when later tracking that particular being or animal.
7. **Detect Ambush I** – Allows caster to detect any hostile, thinking force within 50'; provides direction, but not distance of danger; may only be used in outdoors.
8. **Passing Lore** – Caster acquires visual and aural (sound) image of any being or animal that has passed within a 50'R of a specific object (up to 1 hour/level earlier). If more than one being or animal has passed, the caster will see them one image at a time, 1 image per round (starting with the oldest image).
9. **Pathfinding V** – As *Pathfinding I*, except range is 5 miles.
10. **Animal Tongues** – Allows caster to understand and “speak” the language of any 1 animal species.

PLANT MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Plant Lore	1 plant	-	touch	I
2)	Speed Growth I	10'R	1 day	10'	U
3)	Plant Tongues	caster	1 min/lvl	touch	Im
4)	Plant Restore	1 plant	P	touch	U
5)	Speed Growth II	10'R	1 day	10'	U
6)	Plant Location	1 mi R	-	self	I
7)	Plant Growth II	1 plant	P	touch	U
8)	Plant Control I	1 plant	1 min/lvl	100'	Fm
9)	Speed Growth III	100' R	1 day	100'	U
10)	Plant Growth III	1 plant	P	touch	U

<<insert table for Plant Mastery>>

1. **Plant Lore** – Caster learns nature and history of any 1 plant.
2. **Speed Growth I** – Allows caster to increase speed of growth for any 1 species of plant within the radius by 10x.
3. **Plant Tongues** – Allows caster to understand and “speak” the language of any 1 plant species.
5. **Speed Growth II** – As *Speed Growth I*, except growth rate is 100x normal and the radius is 10'R.
6. **Plant Location** – Caster can locate members of any 1 species of plant or they can find out what species are in the area.
7. **Plant Growth II** – Allows caster to double the size of any 1 plant; requires 1 days growth; when fully mature the plant will achieve twice its normal size.
8. **Plant Control I** – Caster can control the automatic and/or mental processes of any 1 plant; caster can also control the plant's movements; doesn't allow movement beyond normal allowances.
9. **Speed Growth III** – As *Speed Growth I*, except growth rate is 10x normal and the radius is 100'R.
10. **Plant Growth III** – As *Plant Growth II*, except size increase is 3x.

PROTECTIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Prayer I	1 target	varies	100'	U
2)	Bless I	1 target	varies	100'	U
3)	Resistance I	1 target	varies	100'	D
4)	Heat Resistance *	1 target	varies	100'	D
5)	Cold Resistance *	1 target	varies	100'	D
6)					
7)					
8)	Temperature Sphere	10'R	varies	10'	D
9)					
10)	Protections Sphere I	10'R	varies	10'	U

<<insert table for Protections>>

1. **Prayer I** – Target gets a 5 bonus to their RRs and maneuver rolls.
2. **Bless I** – As *Prayer I*, except bonus applies to DB (Defensive Bonus) and maneuver rolls.
3. **Resistance I** – As *Prayer I*, except the bonus applies to RR's and DB.
4. **Heat Resistance** – Target is protected from natural heat up to 200°F; +20 to all RRs vs. heat; -20 to elemental fire/heat attacks.
5. **Cold Resistance** – Target is protected from natural cold to -20°F; +20 to all RRs vs. cold; -20 to elemental cold/ice attacks.
8. **Temperature Sphere** – All who are within the sphere are allowed the benefits of either a Heat Resistance or a Cold Resistance Spell; the sphere is not mobile.
10. **Protections Sphere I** – All within the radius are allowed the benefits of *Prayer I* or *Bless I* or *Resistance I*; the sphere is not mobile.

Duration Note: For all spells on this list to 10th level, the duration depends upon the target of the spell. If the spell is cast upon a non-mobile target, the duration is 10 minutes per level. If cast on a mobile target other than the caster, the duration is Concentration. If cast on "self", the duration is 1 minute per level. If the spell is cast upon a non-mobile object, and that object is later moved, the spell will be canceled. Non-mobile = object that does not move on its own.

REPULSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Repel Undead V	varies	1 min/lvl	100'	F
2)					
3)	Anti-Channels I	1 spell	-	100'	F
4)	Neutralize Curse I	1 curse	1 min/lvl	100'	F
5)	Anti-Channels III	1 spell	-	100'	F
6)	Repel Undead IX	varies	1 min/lvl	100'	F
7)	Remove Curse	1 curse	P	touch	F
8)					
9)	Neutralize Curse II	1 curse	1 hr/lvl	100'	F
10)	Anti-Channels V	1 spell	-	100'	F

<<insert table for Repulsions>>

1. **Repel Undead V** – Causes up to 5 Undead "Animated Dead" to flee or disintegrate; 5 "points" of Undead may be affected: a "Class I" Undead counts as 1 pt, a "Class II" Undead counts as 2 pts, etc. "Animated Dead" are treated as "Class I" Undead and are not entitled to a RR (automatically disintegrate if the spell does not fail). Each affected target is entitled to a RR: if it fails by (1-50), it will flee; if it fails by more than 50, it disintegrates (if the target(s) cannot flee it will remain motionless). One BAR (Base Attack Roll) is applied to all targets. For the purpose of RRs, if no level is given for an Undead, use the following: (Class I = lvl 1-2), (Class II = lvl 3-5), (Class III = lvl 6-8), (Class IV = lvl 9-12), (Class V = lvl 13-15), (Class VI = lvl 16-up). The RR of any undead creature can be modified by concentrating the effects of the spell on that target: for each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus Repel Undead V could affect 5 Class I Undead with no RR Mod or 1 Class I Undead with a RR Mod of -20 or 1 Class II Undead with a RR Mod of -5 and 2 Class I Undead with no RR Mod or any other combination of targets providing no more than 5 pts were allocated.
3. **Anti-Channels I** – Cancels a *Channels I* spell being transmitted or received within range. No RR for the canceled spell.
4. **Neutralize Curse I** – [RR Mod: -20] Nullifies a curse for the duration of this spell. The curse is not dispelled and takes effect again afterwards.
5. **Anti-Channels III** – As *Anti-Channels I*, except affects a 1-3rd level spell being channeled.
6. **Repel Undead IX** – As *Repel Undead V*, except 9pts of Undead may be affected.
7. **Remove Curse** – Cancels a curse if the curse fails a RR: the curse's target level is the attack level of the original curse and the attack level is this spell's attack level. If the curse is not canceled, the caster cannot try again until they has gone up another level of experience (however, another caster may try).
9. **Neutralize Curse** – As *Neutralize Curse I*, except curse is nullified for 1hr/lvl.
10. **Anti-Channels V** – As *Anti-Channels I*, except affects 1-5th level spell being channeled.

STONE MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Stones Throw I	10' R	--	100'	Fd
2)	Stoneheal	10 cu'/lvl	P	100'	F
3)	Summon Stones	2'R	1 min/lvl	5'	E
4)	Stone Throw II	10' R	--	varies	Fd
5)	Magic Stone I	1/2 lb. rock	10 min/lvl	touch	F
6)	Stone Wall	10' x 10' x 1'	1 min/lvl	10'	E
7)	Stone Throw III	10' R	--	varies	Fd
8)	Animate Rock	100 cu'	1 rnd/lvl (C)		F
9)	Magic Stone II	1/2 lb. rock	1 hour/lvl	touch	F
10)	Corridor	3' x 6' x 1'/lvl	P	5'	F

<<insert table for Stone Mastery>>

- 1. Stone Throw I** – Stones (at least 1 pound’s worth) within a 10’R of the caster are hurled at the target. Results are rolled on the Bolt attack table with a maximum result of “Small”. All criticals are Impact criticals. The Directed Spell skill is required for this attack.
- 2. Stoneheal** – Caster may repair damage, cracks, or breaks in a stone object or a mass of stone (up to 10 cu’/lvl).
- 3. Summon Stones** – Caster summons a pile of small stones, rocks, and pebbles. The total amount summoned is equal to 1 lb per level of the caster. At the end of the duration, the stones return to where they came from.
- 4. Stone Throw II** – As *Stone Throw I*, except that maximum attack result is “Medium”.
- 5. Magic Stone I** – Caster prepares 1 small rock (approx. 1/2 lb). Preparation lasts either 10 min/lvl or until the stone strikes something (e.g., it is thrown, fired, dropped, etc.). If the stone “hits someone” (i.e., delivers hits when dropped, thrown, or used in a sling); there is a small explosion. Roll an additional Small attack on the Bolt attack table (no modifications) on anyone within a 2’R of the explosion point. The only person usually affected is the person who was “hit” (unless you drop the stone on your foot or fall on a bag of Magic Stones).
- 6. Stonewall** – Summons a wall of rough-cut stones up to 10’x10’x1’. The wall must rest on a solid surface.
- 7. Stone Throw III** – As *Stone Throw I*, except that maximum attack result is “Large”.
- 8. Animate Rock** – Caster animates an amount of rock. This could be a pile of rocks, a large stone, or even a statue. It will move as the caster directs as long as he is concentrating. If the caster stops concentrating, the rock will stand immobile, until the caster resumes concentration, until the end of the duration. This animated rock may be used to make attacks. Treat it as being similar to a Small Earth Elemental for its stats.
- 9. Magic Stone II** – As *Magic Stone I*, except that the spell lasts 1 hr/lvl and the explosion has a 5’ radius (i.e., multiple targets can be affected).
- 10. Corridor** – Creates a 3’x6’ corridor that is 1’/lvl long through any nonmetal, inorganic material. The corridor can be opened at a rate of 1’ (length) per rnd as the caster concentrates.

SUCCOR

Level	Spell	Area of Effect	Duration	Range	Type
1)	Healing	1 target	P	touch	H
2)	Clotting	1 target	P	touch	H
3)	Mnr Frost/Burn Relief	1 target	P	touch	H
4)	Mnr Fracture Repair	1 target	P	touch	H
5)	Healing III	1 target	P	touch	H
6)	Stun Relief *	1 target	P	touch	Hs
7)	Cut Repair	1 target	P	touch	H
8)	Mjr Fract. Repair	1 target	P	touch	H
9)	Poison Resistance	1 target	10 min/lvl	touch	H
10)	Mnr Vessel Repair	1 target	P	touch	H

<<insert table for Succor>>

- 1. Healing** – The target is healed of 1d10 concussion hits.
- 2. Clotting** – The caster can stop the bleeding on a wound that is bleeding at a rate of 1 hit per round. The target may not move for an hour or the bleeding will restart.
- 3. Minor Frost/Burn Relief** – Heals one area, of up to 1 square foot, of mild frostbite or up to a 2nd degree burn.
- 4. Minor Fracture Repair** – The caster can accelerate the healing of one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 24 hours.
- 5. Healing III** – The target is healed of 3d10 concussion hits.
- 6. Stun Relief** – The target is relieved of one round of accumulated stun.
- 7. Cut Repair** – The caster to stop bleeding from one wound that it bleeding at a rate of 1 hit per round.
- 8. Major Fracture Repair** – As *Minor Fracture Repair*, except that the caster can also repair compound fractures. Recovery time is 24 hours.
- 9. Poison Resistance** – For the duration of this spell, the targets gets an additional RR versus any poison.
- 10. Minor Vessel Repair** – The caster can completely mend a damaged minor blood vessel (a vessel that bleeds at up to 2 hits per round, not major arteries or veins).

SUMMONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Summons I	1 creature	varies (C)	100'	Fm
2)	Summons II	1-2 creature	varies (C)	100'	Fm
3)	Summons III	1-3 creature	varies (C)	100'	Fm
4)	Summons IV	1-4 creature	varies (C)	100'	Fm
5)	Summons V	1-5 creature	varies (C)	100'	Fm
6)	Summons VI	1-6 creature	varies (C)	100'	Fm
7)	Summons VII	1-7 creature	varies (C)	100'	Fm
8)	Summons VIII	1-8 creature	varies (C)	100'	Fm
9)	Summons X	1-10 creature	varies (C)	100'	Fm
10)	Demonic Gate I	1 demon	C	10'	Fm

<<insert table for Summons>>

1. **Summons I** – Caster can instantly summon a first level non-intelligent creature. The caster can specify the general type of creature but exactly what the creature should be determined randomly (e.g., the caster could specify four-legged, hooved and could get a zebra, horse, camel, etc.). The creature disappears after 1 minute (6 rounds).
2. **Summons II** – As *Summons I*, except the caster can summon one 2nd level creature or two 1st level creatures or one 1st level creature for 2 minutes; i.e., if you multiply the levels, minutes and number of creatures the result cannot exceed 2.
3. **Summons III** – As *Summons II*, except the total cannot exceed 3.
4. **Summons IV** – As *Summons II*, except the total cannot exceed 4.
5. **Summons V** – As *Summons II*, except the total cannot exceed 5.
6. **Summons VI** – As *Summons II*, except the total cannot exceed 6.
7. **Summons VII** – As *Summons II*, except the total cannot exceed 7.
8. **Summons VIII** – As *Summons II*, except the total cannot exceed 8.
9. **Summons X** – As *Summons II*, except the total cannot exceed 10.
10. **Demonic Gate I** – Caster summons a Type I Demon that appears over the course of 2 rounds; the caster can control it by concentrating. After the caster stops concentrating, the demon will fade out over the course of 2 rounds; attacking the closest being until gone.

OF ESSENCE

OPEN ESSENCE

DELVING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Text Analysis I	caster	1 min/lvl (C)	self	I
3)	Stone Analysis	caster	-	10'	I
4)	Metal Analysis	caster	-	10'	I
5)	Gas Analysis	caster	-	10'	I
6)					
7)	Text Analysis II	caster	1 min/lvl (C)	self	I
8)	Liquid Analysis	caster	-	10'	I
9)					
10)	Delving	1 item	-	touch	I

<<insert table for Delving Ways>>

- 2. **Text Analysis I** – Caster can read text written in an unknown language, but only understand basic concepts of it.
- 3. **Stone Analysis** – Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.
- 4. **Metal Analysis** – As *Stone Analysis*, except metal may be examined.
- 5. **Gas Analysis** – As *Stone Analysis*, except gas may be examined.
- 7. **Text Analysis II** – As *Text Analysis I*, except gives a complete technical analysis (vocabulary and syntax) but not an understanding of idioms (jargon), implications, or cultural references.
- 8. **Liquid Analysis** – As *Stone Analysis*, except liquid may be examined.
- 10. **Delving** – Gives significant details about an item’s construction and purpose (not specific powers).

DETECTING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Essence	5'R	1 min/lvl (C)	100'	I
2)	Detect Mentalism	5'R	1 min/lvl (C)	100'	I
3)	Detect Channeling	5'R	1 min/lvl (C)	100'	I
4)					
5)	Detect Invisible	5'R	1 min/lvl (C)	100'	I
6)	Detect Traps	5'R	1 min/lvl (C)	100'	I
7)	Detect Evil	5'R	1 min/lvl (C)	100'	I
8)	Location I	caster	1 min/lvl (C)	100'	I
9)					
10)	Perceive Power I	5'R	1 min/lvl (C)	100'	I

<<insert table for Detecting Ways>>

- 1. **Detect Essence** – Detects any active spell or item from the Essence realm; caster can concentrate on a 5'R area each round.
- 2. **Detect Mentalism** – As *Detect Essence*, except realm is Mentalism.
- 3. **Detect Channeling** – As *Detect Essence*, except realm is Channeling.
- 5. **Detect Invisible** – As *Detect Essence*, except detects invisible things; all attacks against something so detected are modified by -50.
- 6. **Detect Traps** – As *Detect Essence*, except it gives a 75% chance of detecting a trap (may be modified by certain traps).
- 7. **Detect Evil** – As *Detect Essence*, except detects if a being is evil or an item created by evil or long used by a very evil person.
- 8. **Location I** – Gives the direction and distance to any specific object or place that the caster is familiar with or has had described in detail. If the description is not entirely accurate, the wrong location can be given.
- 10. **Perceive Power I** – As *Detect Essence*, except it will give an estimate of the power of the person (level) or item or spell examined.

ESSENCE'S PERCEPTIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Presence *	20'R	1 rnd/lvl (C)	10'	Im
3)	Listen I	varies	1 rnd/lvl (C)	10'	I
4)					
5)	Long Ear I	varies	1 rnd/lvl (C)	100'	I
6)	Watch I	varies	1 rnd/lvl (C)	10'	I
7)	Long Eye I	varies	1 rnd/lvl (C)	100'	I
8)	Listen II	varies	1 rnd/lvl (C)	100'	I
9)					
10)	Telepathy	1 target	1 rnd/lvl (C)	10'	Im

<<insert table for Essence's Perceptions>>

2. **Presence** – Caster is aware of the presence of all sentient/thinking beings within 10'.
3. **Listen I** – Caster can pick a point up to 10' away and they will hear as if they were at that point (there can be intervening objects such as walls). **Note:** This means that someone could sneak up on the caster undetected.
5. **Long Ear I** – Caster's point of hearing may be moved independently up to 100' away (moves at 10'/md); they must be physically able to go there (e.g., they could not send their point of hearing through walls or closed doors). **Note:** This means that someone could sneak up on the caster undetected.
6. **Watch I** – As *Listen I*, except the caster sees from the fixed point (it can rotate).
7. **Long Eye I** – As *Long Ear I*, except the caster sees from the moving point (it can rotate).
8. **Listen II** – As *Listen I*, except the range is 100'.
10. **Telepathy** – Caster can read the surface thoughts of one target.

LESSER ILLUSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Ventriloquism	1 point	C	100'	P
2)	Sound/Light Mirage	10'R	10 min/lvl	100'	P
3)	Taste/Smell Mirage	10'R	10 min/lvl	100'	P
4)	Illusions II	10'R	1 min/lvl	100'	P
5)	Phantasm I	10'R	1 min/lvl (C)	100'	P
6)					
7)	Waiting Illusion II	10'R	varies	100'	P
8)	Illusions III	10'R	1 min/lvl	100'	P
9)	Phantasm II	10'R	1 min/lvl (C)	100'	P

<<insert table for Lesser Illusions>>

1. **Ventriloquism** – Caster can speak and their voice will appear to come from any point that they wants within 100' (point must be in their field of vision).
2. **Sound/Light Mirage** – Creates any simple, immobile image/scene in an area of up to 10'R, or creates a set of immobile sounds in an area of up to 10'R.
3. **Taste/Smell Mirage** – As *Sound/Light Mirage*, except it creates a set of immobile smells/scents in the area of effect, or a set of immobile tastes in the area of effect.
4. **Illusions II** –Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) an extra sense can be added (not the tactile or Presence senses); b) the duration can be doubled; c) the range can be doubled or d) the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).
5. **Phantasm I** – Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later, and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.
7. **Waiting Illusion II** – As *Illusions II*, except it can be delayed by up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can chose one of the following: a) time period; b) specified movements; c) specified sounds; d) specified smells; e) specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.
8. **Illusions III** – As *Illusions II*, except two options can be chosen. See notes below for guidelines on how to combine the options.
9. **Phantasm II** – As *Phantasm I*, except one of the following options may also be chosen: a) an extra sense can be added (not the tactile or Presence senses); b) the duration can be doubled; c) the range can be doubled; d) the radius of the area of effect can be doubled; e) another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell); or f) limited repetitious sounds, movements, etc., can be added that do not require concentration of the caster (the proper senses involved must also be included within the illusion).
10. **Waiting Phantasm II** – As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting) or it can deliver a short speech (if sound was one of the included senses).

PHYSICAL ENHANCEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Mannish Scale *	1 object	-	1'	I
2)	Sly Ears	1 target	10 min/lvl	10'	U
3)	Balance *	1 target	varies	10'	U
4)	Nightvision	1 target	10 min/lvl	10'	U
5)	Sidevision	1 target	10 min/lvl	10'	U
6)	Sounding	1 target	10 min/lvl	10'	U
7)	Watervision	1 target	10 min/lvl	10'	U
8)	Waterlungs	1 target	10 min/lvl	10'	U
9)	Infravision	1 target	10 min/lvl	10'	U
10)	Gaslungs	1 target	10 min/lvl	10'	U

<<insert table for Physical Enhancement>>

1. **Mannish Scale** – Caster can tell the exact mass and/or weight of one object.

2. **Sly Ears** – Target gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
3. **Balance** – Target may add +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
4. **Nightvision** – Target can see 100' on a normal night as if it were daylight.
5. **Sidevision** – Target has a 300° field of vision.
6. **Sounding** – Target's voice has its loudness tripled. This spell does not cause damage, and has no effect on spell casting capabilities – it simply allows the caster to make themselves heard over longer distances.
7. **Watervision** – As *Nightvision*, except target can see 100' in even murky water.
8. **Waterlungs** – Target can breathe water but not air.
9. **Infravision** – As *Nightvision*, except the caster is able to see varying degrees of heat/cold upon the surface of objects. This spell does not allow the caster to see through things, nor can the caster see fine details. While this type of vision is sufficient for moving around, it is not sufficient for reading or such tasks as mapping.
10. **Gaslungs** – As *Waterlungs*, except target can breathe any gas as normal air.

RUNE MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Spell Store	1 spell	varies	self	U
2)					
3)	Rune I	1 spell	varies	self	U
4)	Rune Sheet I	1 paper	P	touch	U
5)					
6)	Rune II	1 spell	varies	self	U
7)	Rune Sheet II	1 paper	P	touch	U
8)	Rune III	1 spell	varies	self	U
9)	Rune Sheet III	1 paper	P	touch	U
10)	Rune V	1 spell	varies	self	U

<<insert table for Rune Mastery>>

1. **Spell Store** – Caster may cast this spell with any spell they wish to store. The spell to be stored must be cast within one minute after the Spell Store spell is cast. The stored spell may then be cast later as an instantaneous spell. The Spell Store spell costs the same number of PPs as the spell that is stored. No other spell may be cast while a spell is stored.
3. **Rune I** – This spell inscribes a spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once (although rune paper can be reused, while rune sheets cannot). The spell to be inscribed must be cast within one minute after the *Rune #* spell is cast. *Rune I* can only inscribe 1st level spells. The rune can be set to affect reader.
4. **Rune Sheet I** – This spell takes 1 hour to cast. The caster prepares a sheet of paper, no smaller than 4"x4" to accept and hold a rune of a 1st level spell. The "rune sheet" is destroyed in the casting of the rune inscribed upon it.
6. **Rune II** – As *Rune I*, except caster can inscribe 1st-2nd level spells.
7. **Rune Sheet II** – As *Rune Sheet I*, except that the maximum spell that the paper can hold is 2nd level.
8. **Rune III** – As *Rune I*, except caster can inscribe 1st-3rd level spells.
9. **Rune Sheet III** – As *Rune Sheet I*, except that the maximum spell that the paper can hold is 3rd level.
10. **Rune V** – As *Rune I*, except caster can inscribe 1st-5th level spells.

SPELL WALL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	D
2)	Cancel Essence	1 spell	C	self	F
3)	Protection Sphere I	10'R	1 min/lvl	10'	D
4)	Cancel Mentalism	1 spell	C	self	F
5)	Protection II	1 target	1 min/lvl	10'	D
6)	Cancel Channeling	1 spell	C	self	F
7)	Protection Sphere II	10'R	1 min/lvl	10'	D
8)	Essence Shield	caster	C	self	D
9)					
10)	Mind Shield	caster	C	self	D

<<insert table for Spell Walls>>

1. **Protection I** – Subtract 5 from EARs against the protected being and adds 5 to all of the being's RR's vs. spells.
2. **Cancel Essence** – When a spell of the Essence realm is cast against the caster, the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the *Cancel Essence* spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.
3. **Protection Sphere I** – As *Protection I*, except all beings within 10'R of target get the benefits.
4. **Cancel Mentalism** – As *Cancel Essence*, except for the realm of Mentalism.
5. **Protection II** – As *Protection I*, except bonuses are 10.
6. **Cancel Channeling** – As *Cancel Essence*, except for the realm of Channeling.
7. **Protection Sphere II** – As *Protection Sphere I*, except bonuses are 10.

- 8. **Essence Shield** – Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Essence attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can “parry” one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for their spell’s base attack roll.
- 10. **Mind Shield** – As *Essence Shield*, except is effective only against Mentalism spells.

CLOSED ESSENCE DISPELLING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Cancel Essence *	caster	C	self	F
3)	Cancel Mentalism *	caster	C	self	F
4)	Cancel Channeling *	caster	C	self	F
5)	Dispel Essence Sphere I *	10'R	C	self	F
6)	Dispel Ment. Sphere I *	10'R	C	self	F
7)	Dispel Chann. Sphere I *	10'R	C	self	F
8)					
9)					
10)	Dispel Essence Sphere V *	50'R	C	self	F
50)	Greater Dispel True	50'R	C	self	F

<<insert table for DisPELLing Ways>>

- 2. **Cancel Essence** – When a spell of the Essence realm is cast against the caster, the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the *Cancel Essence* spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.
- 3. **Cancel Mentalism** – As *Cancel Essence*, except only Mentalism spells are affected.
- 4. **Cancel Channeling** – As *Cancel Essence*, except only Channeling spells are affected.
- 5. **Dispel Essence Sphere I** – As *Cancel Essence*, except the dispelling effect is in a 10'R about the caster (the radius moves with the caster). If the radius encounters an already existing spell, the spell must make a successful RR (+30 modification) or be canceled.
- 6. **Dispel Mentalism Sphere I** – As *Dispel Essence Sphere I*, except only Mentalism spells are affected.
- 7. **Dispel Channeling Sphere I** – As *Dispel Essence Sphere I*, except only Channeling spells are affected.
- 10. **Dispel Essence Sphere V** – As *Dispel Essence Sphere I*, except radius is 50'.

LIVING CHANGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Shrink Self	caster	1 min/lvl	self	U
2)	Enlarge Self	caster	1 min/lvl	self	U
3)	Change Lore	caster	-	self	I
4)					
5)	Change to Kind	1 target	10 min/lvl	10'	F
6)					
7)	Shrink	1 target	10 min/lvl	10'	F
8)					
9)					
10)	Enlarge	1 target	10 min/lvl	10'	F

<<insert table for Living Change>>

- 1. **Shrink Self** – Caster may shrink to 1/2 their normal mass (height in most situations) with no decrease in strength.
- 2. **Enlarge Self** – As *Shrink Self*, except caster may increase their height /mass by 50% with no increase in their strength (except for movement purposes).
- 3. **Change Lore** – Allows caster to analyze the form of another being for future use with True Change (level 13 spell).
- 5. **Change to Kind** – Caster can alter target’s form to that of any desired humanoid race. The form cannot be a specific form. For example, the target could take on the form of a Dwarf, but not the Dwarven King. Note that only the physical form is gained (i.e., a target that becomes a Dwarf would not receive a Dwarf’s ability to see in the dark).
- 7. **Shrink** – As *Shrink Self*, except decrease is 10% of caster’s mass/level (max of 90% of the target’s mass) and it can be cast on any material that is living or was once living.
- 10. **Enlarge** – As *Enlarge Self*, except it increases up to 10% of caster’s mass/level.

LOFTY BRIDGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Leaving I	1 target	-	10'	U
4)	Levitation	1 target	1 min/lvl	10'	U
5)	Fly I	1 target	1 min/lvl	10'	U
6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
7)	Fly II	1 target	1 min/lvl	100'	U
8)	Long Door I	1 target	-	10'	U
9)	Leaving III	1 target	-	10'	U
10)	Teleport I	1 target	-	10'	U

<<insert table for Lofty Bridge>>

- 1. Leaping** – Allows the target to leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2. Landing** – Allows the target to land safely in a fall up to 20'/level (of caster), and to take that distance off the severity of any longer fall.
- 3. Leaving I** – Caster teleports target to a point up to 100' away, but there can be no intervening “barriers” in a direct line between the target and the point. A “barrier” is anything they could not physically go through; a closed door is a barrier, a pit is not).
- 4. Levitation** – Allows target to move up and down vertically 10'/round; horizontal movement is possible only through normal means.
- 5. Fly I** – As *Levitation*, except target can fly at a rate of 75'/ round (i.e., 5 mph).
- 6. Portal** – Opens a portal 3'x6'x3' in any solid surface, through which anyone can pass.
- 7. Fly II** – As *Fly I*, except rate is 150'/round (i.e., 10 mph).
- 8. Long Door I** – As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the caster does not move, they are stunned 1-10 rounds, and the PPs for this spell are expended.
- 9. Leaving III** – As *Leaving I*, except target can be moved 300'.
- 10. Teleport I** – As *Long Door I*, except movement range is 10 miles/level. This is very risky. The following chances for mis-teleporting exist: Never seen place (only described) = 50%; been briefly (1 hr) = 25%; Studied (24 hr) = 10%; Studied carefully (1 week) = 1%; Lived in (1 yr) = .01 %. In case of failure: first determine direction of error (randomly), then determine amount of error (make an open-ended roll for # of feet).

SHIELD MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Shield	1 shield	1 min/lvl	10'	U
2)	Shield *	caster	1 min/lvl	self	F
3)	Blur	1 target	1 min/lvl	10'	D
4)	Enchanted Robes I	1 robe	1 min/lvl	10'	U
5)	Deflections I *	1 missile	-	100'	F
6)	Enchanted Shield II	1 robe	1 min/lvl	10'	U
7)	Bladeturn I *	1 attack	-	100'	F
8)	Enchanted Robes II	1 robe	1 min/lvl	10'	U
9)	Deflections II *	2 missiles	-	100'	F
10)	Aim Untrue I *	1 missile	-	100'	F

<<insert table for Shield Mastery>>

- 1. Enchanted Shield** – Temporarily enchants a non-magical shield with a +10 to the DB modifier that it supplies.
- 2. Shield** – Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 3. Blur** – Causes target to appear blurred to attackers, granting a +10 to the target's DB.
- 4. Enchanted Robes I** – Caster temporarily enchants one non-magical robe with a +10 modifier to DB.
- 5. Deflections I** – Caster can deflect any one missile that passes within 100' of them; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).
- 6. Enchanted Shield II** – Caster temporarily enchants one non-magical shield with a +20 modifier to DB.
- 7. Bladeturn I** – As *Deflections I*, except its effect is against 1 melee attack.
- 8. Enchanted Robes II** – Caster temporarily enchants one non-magical robe with a +20 modifier to DB.
- 9. Deflections II** – As *Deflections I*, except 2 missiles may be affected.
- 10. Aim Untrue I** – As *Deflections I*, except missile automatically misses.

SPIRIT MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sleep V	varies	-	100'	Fm
2)	Charm Kind	1 target	1 hour/lvl	100'	Fm
3)	Sleep VII	varies	-	100'	Fm
4)	Confusion	1 target	1 rnd/5%	100'	Fm
5)	Suggestion	1 target	varies	10'	Fm
6)	Sleep X	varies	-	100'	Fm
7)	Hold Kind	1 target	C	100'	Fm
8)	Master of Kind	1 target	10 min/lvl	50'	Fm
9)	Lord Sleep	varies	-	100'	Fm
10)	True Charm	1 target	1 hour/lvl	100'	Fm

<<insert table for Spirit Mastery>>

- Sleep V** – Causes target(s) to fall into a natural sleep; the total number of levels that can be affected is 5 (e.g., 5 of level 1; 1 of level 4 and 1 of level 1; 2 of level 2 and 1 of level 1, etc). All target(s) must be in caster’s field of vision. Caster should assign target priority, i.e., which is the 1st potential target, the 2nd, etc.
- Charm Kind** – Humanoid target believes caster is a good friend.
- Sleep VII** – As *Sleep V*, except a total of 7 levels can be affected.
- Confusion** – Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
- Suggestion** –Target will follow a single suggested act that is not completely alien to them (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
- Sleep X** – As *Sleep V*, except a total of 10 levels may be affected.
- Hold Kind** – Humanoid target is held to 25% of normal action.
- Master of Kind** – Target must obey caster as in *Suggestion*.
- Lord Sleep** – As *Sleep V*, except a total of 20 levels may be affected.
- True Charm** – As *Charm Kind*, except any sentient creature may be affected.

BASE ESSENCE LISTS

AIR LAW

Level	Spell	A of E	Duration	Range	Type
1)	Focused Wind	1 target	C	100'	F
2)	Air Bolt	1 target	--	100'	Ed
3)	Holding Bands	1 target	1 rnd/lvl	50'	F
4)	Dust Devil II	1 target	--	50'	F
5)	Solid Air Wall	10'x10'x6"	C	50'	F
6)	Cyclonic Blast	20' R	--	100'	E
7)	Walk on Air	1 target	1 min/lvl	10'	U
8)	Air Bolt III	1 target	--	300'	Ed
9)	Solid Air Bridge	20'x5'	1 min/lvl	100'	E
10)	Air Blast	1 target	--	100'	Ed

<<insert table for Air Law>>

- Focused Wind** – If the target fails his RR, he is buffeted by strong winds as long as the character concentrates. This gives the target a -20 modifier to all actions.
- Air Bolt** – Caster shoots bolt of compressed air from the palm of his hand. The results are determined on the Bolt table, with an attack size of Tiny, and it does Impact criticals.
- Holding Bands** – Caster envelopes the target with shimmering bands of compressed air that immobilize him. Target may make a Very Hard Strength maneuver each round. Success means that he may act normally. Failure means that he is restricted to only 20% of his normal activity.
- Dust Devil II** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering a “B” Unbalancing critical to a target who does not resist it.
- Solid Air Wall** – Caster creates a shimmering, transparent wall of highly compressed air. All attacks (against DB) through the wall are at -100. Spell attacks are at -50. Attempts to move through the wall require a Very Hard Strength based maneuver and take 1 round to complete. Light (electricity) based attacks are totally immune to this, and not affected at all by the wall.
- Cyclonic Blast** – Caster shoots forth a ball of compressed air that bursts upon reaching its target, attacking everybody within a 20’ radius. Results are determined on the Cold Ball attack table and all criticals are Impact criticals.
- Walk on Air** – Target can walk on air as if on solid ground, he may not move any faster than a walk. This only allows for horizontal movement only, vertical movement must be achieved through other means.
- Air Bolt III** – As *Air Bolt*, except for range.
- Solid Air Bridge** – Caster creates 20’ long by 5’ wide shimmering plane of solidified air. The bridge is immobile and can only support 1000 lbs. Only one end of the bridge is required to be resting on a solid surface.

- 10. Air Blast** – As *Air Bolt*, except that the attack size is Huge. The attack does Impact criticals, and an ‘A’ Unbalancing critical if the Impact critical is of ‘C’ severity or above.

BODY REINS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	1 minute	self	U
2)	Contractions	caster	C	self	U
3)	Concentration II *	caster	1 round	self	U
4)	Unpain I *	caster	1 min/lvl	self	Us
5)	Face Shifting	caster	1 hour	self	U
6)	Waterlungs	caster	1 min/lvl	self	U
7)	Concentration III *	caster	1 round	self	U
8)	Strength II *	caster	1 round	self	U
9)	Unpain II *	caster	1 min/lvl	self	Us
10)	Body Shifting	caster	1 hour	self	U

<<insert table for Body Reins>>

- 1. Balance** – Adds +50 to any rolls for any maneuvers performed at a walking pace (e.g., walking a 3” beam).
- 2. Contractions** – Allows the caster to slightly alter their muscles, limbs, and torso; this facilitates escaping from bonds and small places. Gives a +25 to +50 bonus to maneuvers using the Contortion skill.
- 3. Concentration II** – Adds +20 to any one maneuver (not combat), no other action can be performed the round of this maneuver.
- 4. Unpain I** – Caster is able to sustain an additional 25% of their total concussion hits before passing out, hits are still taken and remain when the spell lapses.
- 5. Face Shifting** – Allows caster to alter form of their face to resemble someone else.
- 6. Waterlungs** – Caster can breathe water but not air for the duration of this spell.
- 7. Concentration III** – As *Concentration I*, except bonus is +30.
- 8. Strength II** – This spell increases the caster’s effective strength. In melee, the caster does double normal concussion damage and their OB is increased by +10.
- 9. Unpain II** – As *Unpain I*, except 50% additional hits may be sustained.
- 10. Body Shifting** – As *Face Shifting*, except the form of the body can be altered slightly to the general shape and size of the desired humanoid race (must be within 25% of the caster’s normal mass).

DARK LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Shade	1 target	10 min/lvl	touch	U
2)	Darkness	10’ R	10 min/lvl	touch	E
3)	Dark Bolt	1 target	--	100’	Ed
4)	Darkvision	1 target	10 min/lvl	touch	U
5)	Shadow Forms	varies	1 min/lvl (C)	100’	P
6)	Dark Cloud	5’ R	6 rnds	50’	E
7)	Dark Construct	varies	1 min/lvl	touch	F
8)	Dark Bolt III	1 target	--	300’	Ed
9)	Darkness X	100’ R	10 min/lvl	touch	E
10)	Darkfire Bolt	1 target	--	100’	Ed

<<insert table for Dark Law>>

- 1. Shade** – Shadows deepen around the target, granting a +25 to Stalking and Hiding in areas where moderate to heavy shadows are present.
- 2. Darkness** – Creates a 10’ radius area of darkness around the point touched. If the point is mobile, then so is the darkness. This is as dark as the deepest night. If cast upon a target, the target gets a RR, if the RR is successful, the darkness is centered upon the point where the target is and will not move with him. If the RR fails, then the darkness is on the target and will follow them until it is dispelled or the duration ends.
- 3. Dark Bolt** – Caster shoots bolt of concentrated from the palm of his hand. The results are determined on the Bolt attack table, the attack size is Tiny, and it does Cold criticals.
- 4. Darkvision** – The target is able to see in all darks (even magical) as if in broad daylight out to a range of 50’.
- 5. Shadow Forms** – Caster can create either the visual illusion of shadow figures, or real shadows (up to 1 per level); the shadow figures will move when the caster concentrates. The shadows cannot interact with the environment. When the caster is not concentrating, the shadow remains motionless.
- 6. Dark Cloud** – Creates a 5’ radius of billowing darkness that will deliver a “C” Cold critical on the first and second rounds, a “B” critical on the third and fourth rounds, and an “A” critical on the fifth and sixth rounds. It drifts with the wind and will affect all within its radius (no RR). It takes one round for the cloud to form, so anybody within the radius may make a maneuver to get out before taking a critical, however, once formed, anybody within the radius will take the critical as indicated (but no more than one critical per round).
- 7. Dark Construct** – Caster creates a simple object (i.e. a sword is okay, a bow or crossbow is not) or objects out of solidified darkness. This object will perform as would the normal object for the duration. The object(s) may not be more than 6 cubic inches per level of the caster and there may not be more than 1 object for every 5 levels that the caster has.

- 8. **Dark Bolt III** – As *Dark Bolt*, except for range.
- 9. **Darkness X** – As *Darkness*, except for radius.
- 10. **Darkfire Bolt** – As *Dark Bolt*, except that the attack size is Huge. It does Cold criticals, and if it does a ‘C’ of higher severity critical, it will also do an ‘A’ Electricity critical.

EARTH LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Loosen Earth	100 cu'	P	100'	F
3)					
4)	Earthwall	10'x10'x(1-3)'	1 min/lvl	100'	E
5)	Cracks Call	10'x10'x10'	-	100'	F
6)	Repair	1 object	P	touch	F
7)	Stonewall	10'x10'x1'	1 min/lvl	100'	E
8)	Earthen Spikes	20'x20'	10 min/lvl	100'	E
9)	Stone / Earth	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x(1-3)'	P	100'	E

<<insert table for Earth Law>>

- 1. **Enchanted Rope** – If the caster holds one end of a rope they can cause the rope to move up to it’s length in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- 2. **Loosen Earth** – Loosens 100 cu’ of earth to the consistency of plowed ground.
- 4. **Earthwall** – Creates a wall of earth up to 10’x10’x (3’ at base, 1’ at top) of packed earth; it can be dug through only (10 man-rounds at top).
- 5. **Cracks Call** – Any previous cracks or flaws in material up to 10’x10’x10’ section will extend to their limit.
- 6. **Repair** – The caster may mend a single break in a small (up to 2 lbs) inorganic object or multiples breaks, rips, or cracks in a larger (up to 10 lbs) organic object. All component parts of the object must be within a 10’ radius.
- 7. **Stonewall** – As *Earthwall*, except wall is up to 10’x10’x1’ of stone; it can be chipped through in 200 man-rounds (1’ R hole).
- 8. **Earthen Spikes** – This spell causes the area of effect to bristle with hundreds of 6” to 12” sharp edges and blades. The exact composition of these spikes will depend on the material that the ground is made of. The area of effect must be placed horizontally on a surface (i.e. it cannot be placed on a wall). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (of at least Extremely Hard difficulty) for every 5’ moved through or they fall. Anyone who falls inside the area of effect receives an ‘A’ Puncture critical.
- 9. **Stone/Earth** – Changes 100 cu’ of stone to packed earth; change is gradual and takes 3 rounds.
- 10. **Earthwall True** – As *Earthwall*, except duration is permanent.

EARTH WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Stone Lore	1 stone	--	touch	I
2)	Earth Fingers	5' R	1 rnd/lvl	50'	E
3)	Stone Bolt	1 target	--	10'/lvl	Ed
4)	Earth Skin	self	10 min/lvl	self	U
5)	Corridor	varis	1 rnd/lvl	touch	U
6)	Stone/Earth (R)	100 cu'	P	100'	F
7)	Stone Bolt II	1 target	--	10'/lvl	Ed
8)	Earth Fingers II	10' R	1 rnd/lvl	50'	E
9)	Stone Skin	self	10 min/lvl	self	U
10)	Rock Swarm	5' R	--	100'	Eb

<<insert table for Earth Ways>>

- 1) **Stone Lore** – Gives details of where, when, and how the examined stone was worked.
- 2) **Earth Fingers** – Tentacles of earth and stone shoot up from the ground to make a +0 Large Grapple attack against all foes within the radius.
- 3) **Stone Bolt** – Caster shoots forth a shard of stone from the palm of his hand. It is resolved on the Bolt attack table, it has an attack size of Tiny, and it does Puncture criticals.
- 4) **Earth Skin** – Caster skin become tougher and more resilient. It is the equivalent of Soft Leather for the duration.
- 5) **Corridor** – Caster creates a passage that is 3’ x 6’ x 1’ per level of the caster.
- 6) **Stone/Earth** – Allows the caster to transform 100 cu’ of stone to packed earth or packed earth to stone.
- 7) **Stone Bolt II** – As *Stone Bolt*, except that it is of Medium size.
- 8) **Earth Fingers II** – As *Earth Fingers*, except that the caster’s Grapple attack has +5 OB for each level that the caster has.
- 9) **Stone Skin** – As *Earth Skin*, except that the caster is protected as if his skin were Reinforced Leather.
- 10) **Rock Swarm** – Caster creates a small cluster of rocks and stones that shoot forth from his hands, exploding when it reaches the target. Results are determined on the Ball attack table, using Impact criticals.

FIRE LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil Liquid	1 cu'/lvl	C	10'	F
2)	Warm Solid	1 cu'/lvl	24 hrs	10'	F
3)	Woodfires	1'R	-	1'	F
4)	Wall of Fire	10'x10'x6'	1 rnd/lvl	100'	E
5)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Fire Bolt I	1 target	-	100'	Ed
7)	Call Flame I	10'x10'x10'	1 rnd/lvl	10'	E
8)	Fire Ball	10'R	-	100'	Eb
9)					
10)	Circle Aflame	10'R	1 rnd/lvl	self	E

<<insert table for Fire Law>>

- 1. Boil Liquid** – The caster may increase the temperature of any inanimate body of liquid (1 cu'/level) by 150°F per round. Once the liquid begins to boil, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating.
- 2. Warm Solid** – Any solid, inanimate, non-metal material (1 cu'/level) can be warmed to 100°F at a rate of 1 cu'/round.
- 3. Woodfires** – Causes any wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
- 4. Wall of Fire** – Creates an opaque wall of fire (up to 10'x10'x6'). Anyone passing through it takes an 'A' Heat critical (no RR).
- 5. Heat Solid** – As *Warm Solid*, except for duration, and material can be heated to 500°F at a rate of 100°F/round. The caster must concentrate to increase the temperature (without concentration, the material will retain its current temperature for the duration of the spell).
- 6. Fire Bolt I** – A bolt of fire is shot from the palm of the caster, results are determined on the Bolt attack table, the attack size is Large, and it does Heat criticals.
- 7. Call Flame** – As *Wall of Fire*, except it creates a cube of flame (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Heat critical is dealt for each round passing through (or in). Range is only 10'.
- 8. Fire Ball** – A 1' ball of fire is shot from the palm of the caster; it explodes to affect a 10'R area; results are determined on the Ball attack table.
- 10. Circle Aflame** – As *Wall of Fire*, except "wall" is 1' high and forms a 10'R circle (6" thick) with the caster at the center (it is non-mobile).

FLESH DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sprain Limb	1 target	P	100'	F
2)	Limb Pain	1 target	1 rnd/5%	100'	F
3)	Touch of Disruption	1 target	P	touch	F
4)	Lock Joint	1 target	1 rnd/5%	100'	F
5)	Break Limb	1 target	P	100'	F
6)	Disruption II	1 target	P	20'	F
7)	Skin Death	1 target	varies	100'	F
8)	Disruption V	1 target	P	50'	F
9)	Ear Disruption	1 target	P	100'	F
10)	Limb Death	1 target	P	100'	F

<<insert table for Flesh Destruction>>

- 1. Sprain Limb** – A random part of a random limb is sprained. If it is part of a leg: movement is cut by 25%, combat is at -10; if it is part of an arm, combat is modified by -20.
- 2. Limb Pain** – A random limb is in intense pain; for a leg, the target cannot walk (target may crawl at 10% of their normal movement); for an arm, that arm cannot be used.
- 3. Touch of Disruption** – The bones and tissues of the target's body are disrupted as if the target had fallen a long distance. If the target fails their RR by (1-10), they takes an 'A' Impact critical; (11-20) = 'B'; (21-30) = 'C'; (31-40) = 'D'; (41-up) = 'E'.
- 4. Lock Joint** – One of the target's joints locks; effect as in Limb Pain. A moving target that is afflicted with leg lock will fall; if a target with arm lock is carrying anything, it is dropped.
- 5. Break Limb** – As Limb Pain, except limb is broken; broken arm is useless, broken leg cuts movement by 50% and combat with that arm will suffer a -75 penalty.
- 6. Disruption II** – As *Touch of Disruption*, except range is 20'.
- 7. Skin Death** – Target's skin will flake and peel all over their body; there is no tactical penalty, but it lowers the Appearance of the individual by 50%. Lasts until dispelled and 1 month passes.
- 8. Disruption V** – As *Touch of Disruption*, except range is 50'.
- 9. Rupture Ear** – One of the target's ears is disrupted; their hearing is at 50% of normal until cured (-25 to Perception involving hearing, -50 to Perception only involving hearing). If both ears go, the target will be rendered deaf.

- 10. Limb Death** – One of the target’s limbs (random) will wither and die. Target loses 5% of the use of the limb per day; when the total reaches 100%, the limb falls off. Can be cured through circulation and nerve repair spells up to the 80% point, then it must be regenerated. If the limb is a leg, movement is reduced by half the percentage lost (e.g., if a leg is 60% withered, movement is cut by 30%). If the limb is an arm, combat suffers a -1 penalty per 1% withered (e.g., if an arm is 75% withered, all combat with that arm will suffer a -75 penalty).

GAS DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Unfog	10'R/lvl	P	100'	F
2)	Air Stop I	10' R	C	100'	F
3)	Vacuum I	5' R	-	100'	F
4)	Deoxygenation I	10' R	C	100'	F
5)	Air Stop II	20' R	C	100'	F
6)	Vacuum II	10' R	-	100'	F
7)	Deoxygenation II	20' R	C	100'	F
8)	Gas to Air	1 cu'/rnd	P	100'	F
9)	Air Stop X	100' R	C	100'	F
10)	Vacuum IV	20' R	-	100'	F

<<insert table for Gas Destruction>>

- 1. Unfog** – Disperses all fog in a 10'/level radius.
- 2. Air Stop I** – Cuts all generalized air movement (e.g., wind) by 30 mph in a 10' radius (will not affect breathing).
- 3. Vacuum I** – Creates a 5' radius of near vacuum; all within the radius take a 'B' Impact critical as the air leaves and rushes back in.
- 4. Deoxygenation I** – As *Air Stop I* except that caster can remove the oxygen in a 10' radius at the rate of 1% of the original oxygen each round.
- 5. Air Stop II** – As *Air Stop I*, except affects a radius of 20'.
- 6. Vacuum** – As *Vacuum I*, except affects a radius of 10'.
- 7. Deoxygenation II** – As *Deoxygenation I*, except affects a radius of 20'.
- 8. Gas To Air** – Changes any gas to oxygen at a rate of 1 cu'/round as long as the caster concentrates.
- 9. Air Stop X** – As *Air Stop I*, except affects a radius of 100'.
- 10. Vacuum IV** – As *Vacuum I*, except affects a radius of 20'.

GUISES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Blur *	1 target	1 min/lvl	10'	D
2)	Shadow	1 target	10 min/lvl	10'	P
3)	Facade I	1 target	1 hr/lvl	10'	P
4)	Signs	1 target	C	20'	Im
5)	Displacement I	1 target	1 min/lvl	10'	P
6)	Facade II	1 target	1 hr/lvl	10'	P
7)	Impersonation Facade	1 target	1 hr/lvl	10'	P
8)	Impersonation Voice	1 target	1 hr/lvl	10'	P
9)	Facade III	1 target	1 hr/lvl	10'	P
10)	Displacement II	1 target	1 min/lvl	10'	P

<<insert table for Guises>>

- 1. Blur** – Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 2. Shadow** – Target and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 3. Facade I** – Target has a limited illusion on himself that allows them to look like any humanoid race within 20% of their own size. The illusion moves as the target moves.
- 4. Signs** – [RR Mod: -50] Caster can communicate simple ideas to the target through sign language (yes, no, hungry, good-bye, etc.); to the target it will seem as if the caster were speaking the target’s language.
- 5. Displacement I** – Target appears to be offset from where they actually is, all attacks have no effect 10% of the time. Each time a foe misses them, the chance of that foe missing again goes down 5%.
- 6. Facade II** – As *Facade I*, except one of the other senses can be added.
- 7. Impersonation Facade** – As *Facade I*, except that a specific person can be impersonated with regards to looks. The person must have been observed for at least 1 min of concentration.
- 8. Impersonation Voice** – As *Impersonation Facade*, except that the person’s voice may be impersonated. The person must have been listened to for at least 1 minute of concentration.
- 9. Facade III** – As *Facade I*, except two of the other senses can be added.
- 10. Displacement II** – As *Displacement I*, except chance of missing is 20%.

ICE LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Freeze Liquid	1 cu'/lvl	C	10'	F
2)	Cool Solid	1 cu'/lvl	24 hrs	10'	F
3)	Wall of Cold	10'x10'x1'	1 rnd/lvl	100'	E
4)					
5)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	10'	F
6)	Ice Bolt I	1 target	-	100'	Ed
7)	Cold Ball I	20'R	-	100'	Eb
8)	Wall of Ice	10'x10'x(1-2)'	P	100'	E
9)	Call Cold I	10' cu	1 rnd/lvl	10'	E
10)	Circle of Cold	20'R	1 rnd/lvl	self	E

<<insert table for Ice Law>>

- Freeze Liquid** – The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by up to 100°F per round. Once the liquid begins to freeze it will not continue to cool, and will begin to warm naturally if the caster stops concentrating. (Temp. cannot be lower than -20°F).
- Cool Solid** – Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round.
- Wall of Cold** – Creates a wall of intensely cold mist (up to 10'x10'x1'), anyone passing through takes an 'A' Cold critical (no RR). The mist will not move with the wind.
- Chill Solid** – As *Cool Solid*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).
- Ice Bolt I** – A bolt of ice is shot from the palm of the caster; results are determined on the Bolt attack table, with an attack size of Medium, and it does Cold criticals.
- Cold Ball I** – A 1' ball of cold is shot from the palm of the caster, it explodes to affect 20'R area; results are determined on the Ball attack table and it does Cold criticals. This attack may only have a maximum modified result of 85. It is still possible to achieve the UM results from the table though.
- Wall of Ice** – Summons a wall of ice up to 10'x10'x (2' at base, 1' at top); it can be melted through (100 hits) or chipped through (50 man-rounds) or toppled if not against a wall.
- Call Cold I** – As *Wall of Cold*, except it creates a cube of cold mist (up to 10'x10'x10'); it takes 1 complete round for the cube to form and be effective. An 'A' Cold critical is dealt for each round passing through (or in). Range is only 10'. The mist will not move with the wind.
- Circle of Cold** – As *Wall of Cold*, except the "wall" is 10' high and forms a 20'R circle (6" thick) with the caster at the center. The wall will not move with the caster.

ILLUSION MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Illusion II	10'R	1 min/lvl	100'	P
2)	Phantasm I	10'R	1 min/lvl (C)	100'	P
3)	Illusion III	10'R	1 min/lvl	100'	P
4)	Waiting Illusion II	10'R	varies	100'	P
5)	Phantasm II	10'R	1 min/lvl (C)	100'	P
6)	Illusion V	10'R	varies	100'	P
7)	Waiting Phantasm II	10'R	varies	100'	P
8)	Waiting Illusion III	10'R	varies	100'	P
9)	Phantasm III	10'R	1 min/lvl (C)	100'	P
10)	Illusion VII	10'R	1 min/lvl	100'	P

<<insert table for Illusion Mastery>>

- Illusions II** – Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: a) an extra sense can be added (the corresponding *Mirage* spell must be known); b) the duration can be doubled; c) the range can be doubled or d) the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).
- Phantasm I** – Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later, and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.
- Illusion III** – As *Illusion II*, except any two of the options may be chosen.
- Waiting Illusion II** – As *Illusions II*, except it can be delayed by up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can chose one of the following: a) time period; b) specified movements; c) specified sounds; d) specified smells; e) specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.
- Phantasm II** – As *Phantasm I*, except one of the following options may also be chosen: a) an extra sense can be added (the corresponding *Mirage* spell must be known); b) the duration can be doubled; c) the range can be doubled; d) the radius of the area of effect can be doubled; e) another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the

spell); or f) limited repetitious sounds, movements, etc., can be added that do not require concentration of the caster (the proper senses involved must also be included within the illusion).

- 6. **Illusion V** – As Illusion II, except any four of the options may be chosen.
- 7. **Waiting Phantasm II** – As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The *Phantasm* will move and act if given a simple command (e.g., attack, run, etc.) or it can deliver a short speech if sound was one of the senses.
- 8. **Waiting Illusion III** – As *Waiting Illusion II*, except any two of the options may be chosen.
- 9. **Phantasm III** – As *Phantasm II*, except any two of the options may be chosen.
- 10. **Illusion VII** – As *Illusion II*, except any six of the options may be chosen.

LIGHT LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Shock Bolt I	1 target	-	100'	Ed
3)	Light I	10'R	10 min/lvl	touch	E
4)	Shade	100'R	10 min/lvl	touch	P
5)	Sudden Light	10'R	-	100'	F
6)	Darkness I	10'R	10 min/lvl	touch	E
7)	Light V	50'R	10 min/lvl	touch	E
8)	Shock Bolt III	1 target	-	300'	Ed
9)	Darkness V	50'R	10 min/lvl	touch	E
10)	Lightning Bolt I	1 target	-	100'	Ed

<<insert table for Light Law>>

- 1. **Projected Light** – Beam of light (like a flashlight) springs from the caster’s palm; 50’ effective range. If the caster closes their hand into a fist, the light will “turn off”. If the caster re-opens their fist before the end of the duration, the light will turn on again.
- 2. **Shock Bolt I** – A bolt of intense, charged light is shot form the palm of the caster; results are determined on the Bolt attack table, the size of the attack is Tiny, and it does Electricity criticals..
- 3. **Light I** – Lights a 10’R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.
- 4. **Shade** – All shadows and darkness within radius deepen, giving all Stalking & Hiding attempts a 25 bonus; if the point is on a mobile object or being, it will move with the object/being.
- 5. **Sudden Light** – Causes a 10’R burst of intense light; all those inside are stunned 1 rnd/5 failure.
- 6. **Darkness I** – As *Light I*, except the radius is as a dark night.
- 7. **Light V** – As *Light I*, except radius can be up to 50’ (can be changed by concentrating 1 round).
- 8. **Shock Bolt III** – As *Shock Bolt I*, except range is 300’.
- 9. **Darkness V** – As *Darkness I*, except radius is 50’.
- 10. **Lightning Bolt I** – As *Shock Bolt I*, except that the attack size is Huge, and if the critical is of ‘C’ severity or higher, it will also do an ‘A’ Impact critical.

MAGESTAFF

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Magestaff	staff	P	touch	F
2)	Magelight	staff	10 min/lvl	staff	U
3)	Magebolt	1 target	--	5'/lvl	Fd
4)	Magestaff Alarm	staff	1 hr/lvl	staff	F
5)	Froststaff	staff	1 rnd/lvl	staff	E
6)	Lesser Magestaff	staff	P	staff	F
7)	Magebolt II	1 target	--	5'/lvl	Fd
8)	Resize Staff	staff	varies	staff	F
9)	Flamestaff	staff	1 rnd/lvl	staff	E
10)	Hammerstaff	staff	1 rnd/lvl	staff	F

<<insert table for Magestaff>>

- 1) **Minor Magestaff** – Caster creates a staff from suitable material. This staff grants a +5 to OB when using to OB and to all spell casting. This bonus to spell casting does not apply when casting other Magestaff spells that increase the power of the Magestaff.
- 2) **Magelight** – Tip of the staff glows, illuminating a maximum radius of up to 50’. The caster may adjust the brightness of the light from full to none with a round of concentration.
- 3) **Magebolt** – Caster fires a bolt of luminescent force from the tip of the staff. This does a Tiny attack on the Bolt attack table, with the criticals being Impact criticals. The caster may learn a Directed Spell skill for use with the *Magebolt* spells on this list.
- 4) **Magestaff Alarm** – The caster may attune his staff to a simple set of conditions, and if those conditions occur, the staff will make sounds alerting the caster. The sounds will increase in volume until the caster grasps the staff.
- 5) **Froststaff** – For the duration of this spell, the staff will do Cold criticals of one less severity than normal for any attacks made with the staff (melee or *Magebolt*) instead of the normal critical, not in addition to it.

- 6) **Lesser Magestaff** – Increases the enchantment of a *Minor Magestaff* to +10 to OB and spell casting.
- 7) **Magebolt II** – As *Magebolt*, except that it does a Small sized attack..
- 8) **Resize Staff** – This spell allows the caster to alter the size of the *Magestaff* to that of a rod or wand. The staff will remain this size until this spell is canceled, which requires concentration using 100% activity for 1 round. While the staff is at the smaller size, it will retain its inherent powers (+x to OB and spell casting), but no spells involving the staff may be cast (i.e. no *Magebolt* spells).
- 9) **Flamestaff** – As *Froststaff*, except the *Magestaff* delivers Heat criticals instead of Cold criticals.
- 10) **Hammerstaff** – For the duration, the staff delivers double the indicated hits (hits from criticals not affected).

Note: *The Nagazi who learn this list create a wand, not a quarterstaff. This wand may be used as a weapon (Club Weapon Group) that does a Small sized attack. For the spells regarding size changing on this list, the Nagazi would just exchange the word “wand” for the word “magestaff” or “staff”.*

MIND DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Pain	1 target	10 min/5%	100'	Fm
2)	Jolts I	1 target	1 rnd/10%	100'	Fm
3)	Disorientation	1 target	1 day/5%	100'	Fm
4)	Unbalance	1 target	1 day/5%	100'	Fm
5)	Distortions	1 target	1 day/5%	100'	Fm
6)	Jolts III	1 target	3 rnd/10%	100'	Fm
7)	Major Pain	1 target	10 min/5%	100'	Fm
8)	Forget	1 target	P	10'	Fm
9)	Word of Pain *	1 target	P	100'	Fm
10)	Mind Shock	1 target	1 day/5%	100'	Fm

<<insert table for Mind Destruction>>

- 1. **Minor Pain** – Target takes 25% of their remaining concussion hits (i.e., those not already taken); these hits are healed when the duration is up, provided target has not died.
- 2. **Jolts I** – Target is stunned.
- 3. **Disorientation** – Target must subtract 25 from all orientation, perception, and initiative rolls.
- 4. **Unbalance** – As Disorientation, except 25 is subtracted from all maneuver rolls.
- 5. **Distortions** – As Disorientation, except 25 is subtracted from all combat rolls.
- 6. **Jolts III** – As Jolts I, except duration is 3 rounds/10 failure.
- 7. **Major Pain** – As Minor Pain, except 50% of remaining hits are taken.
- 8. **Forget** – Target forgets a period of (1 min/level) of their past, as desired by the caster.
- 9. **Word Of Pain** – As Major Pain, except hits must be cured.
- 10. **Mind Shock** – As Disorientation, Unbalance, and Distortions (all at once).

MIRAGES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Light Mirage	10' R	10 min/lvl	100'	P
2)	Sound Mirage	10' R	10 min/lvl	100'	P
3)	Strike I	1 target	-	100'	Pd
4)	Smell/Taste Mirage	10' R	10 min/lvl	100'	P
5)	Feel Mirage	10' R	10 min/lvl	100'	P
6)	Presence Mirage	10' R	10 min/lvl	100'	P
7)	Light Glamour	1 object	1 day/lvl	50'	P
8)	Sound Glamour	1 object	1 day/lvl	50'	P
9)	Strike III	1 target	-	300'	Pd
10)	Feel/Taste/Smell Glamour	1 object	1 day/lvl	50'	P

<<insert table for Mirages>>

- 1. **Light Mirage** – Creates any simple immobile image or scene up to an area of 10' R. The visual aspects of the scene are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of a sense other than sight.
- 2. **Sound Mirage** – Creates any simple immobile set of sounds in up to an area of 10' R.
- 3. **Strike I** – Target is struck with the equivalent of a bare fist attack. This attack is invisible unless combined with the visual sense in an *Illusion* or *Phantasm*. The Directed Spell skill is used to develop skill in this attack. It does a Small attack on the Tooth & Claw attack table, and does Strike criticals.
- 4. **Smell/Taste Mirage** – Fills the area with a set of immobile smells or with a set of tastes (i.e. anything eaten within the area has that taste). The sense aspects are really created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or the use of the other senses. The caster has to decide which mirage to set when the spell is cast.
- 5. **Feel Mirage** – As *Light Mirage*, except that all the objects and surfaces in a 10' R area can be made to feel differently than they really are. Striking an object or surface will cancel one “feel aspect” for that object or surface. This spell allows surfaces and objects to be struck 1 time for every 3 levels that the caster has.
- 6. **Presence Mirage** – Creates a false presence, for the purposes of magical detections, in the area of effect.
- 7. **Light Glamour** – One object (up to 10 lbs per level) has its visual appearance altered for the duration of the spell. Note that no other aspect of the object changes.

- 8. **Sound Glamour** – As *Light Glamour*, except that the spell changes the sound of an object is altered.
- 9. **Strike III** – As *Strike I*, except for the range.
- 10. **Feel/Taste/Smell Glamour** – As *Light Glamour*, except that the caster can change the feel, smells, or taste of an object. The caster has to decide which to change at the time of casting.

SOLID DESTRUCTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Melt Ice	10 cu'/lvl	P	100'	F
2)	Loosen Earth	100 cu'	P	100'	F
3)	Erosions	100 cu'/lvl	P	100'	F
4)	Cracks Call	10'x10'x10'	P	100'	F
5)	Undoor	10'x10'x6"	P	10'	F
6)	Stone/Earth	100 cu'	P	100'	F
7)					
8)	Earth/Mud	100 cu'	P	100'	F
9)					
10)	Corridor	3'x6'x1'/lvl	P	100'	F

<<insert table for Solid Destruction>>

- 1. **Melt Ice** – Melts up to 10cu'/level of ice.
- 2. **Loosen Earth** – Loosens 100 cu' of earth to the consistency of plowed ground.
- 3. **Erosions** – Causes a 100 cu'/level section of inorganic material to erode and deteriorate at 1000 x normal rate.
- 4. **Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' (not 1,000 cu feet) section will extend to their limit.
- 5. **Undoor** – Will vaporize a non-magic door up to 6" thick, 10' high, and 10' wide (if the door is thicker than 6" it will vaporize the closest 6 inches).
- 6. **Stone/Earth** – Changes 100 cu' of stone to packed earth; change is gradual and takes 3 rounds.
- 8. **Earth/Mud** – As *Stone/Earth*, except changes earth to soft mud.
- 10. **Corridor** – Creates a 3'x6' corridor that is l'/level long; it can be cut through any non-metal, inorganic material. The corridor can be cut at a rate of 1' (length) per round as the caster concentrates.

WARRIOR'S BRIDGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	1 target	1 rnd	100'	U
2)	Landing *	1 target	varies	100'	U
3)	Short Door	self	-	self	U
4)	Portal	3'x6'x3'	1 rnd/lvl	touch	F
5)	Bridge	50 sq ft	1 min/lvl	10'	F
6)	Platform	5' R	1 rnd/lvl	10'	F
7)	Short Door II	self	-	self	U
8)	Portal II	3'x6'x1'/lvl	1 rnd/lvl	touch	F
9)	Bridge II	100 sq ft	1 min/lvl	10'	F
10)	Platform II	varies	1 min/lvl	10'	F

<<insert table for Warrior's Bridge>>

- 1. **Leaping** – The target can leap 50' laterally or 20' vertically in the round that the spell was cast.
- 2. **Landing** – The target can land safely in a fall of up to 20' per level of the caster; and to take that distance off longer falls.
- 3. **Short Door** – The caster can teleport himself to a point up to 5' per level away, but there can be no intervening "barriers" between the caster and the point. A "barrier" is anything the caster could not physically go through. A door is a barrier, a pit is not.
- 4. **Portal** –The caster can create a portal in any sort of wooden barrier, or other non-magical barriers of a similar density. Once created, anyone may pass through the portal.
- 5. **Bridge** – The caster can create a magical bridge of force. The bridge may be any length and width, so long as the total square footage does not exceed 50' and both ends rest upon a solid surface.
- 6. **Platform** – Creates a 5' radius disc of force. This disc is immobile, but does not need to rest on anything. It can support up to 1,000 lbs.
- 7. **Short Door II** – As *Short Door*, except that the distance is 10' per level of the caster; or a distance of 5' per level of the caster and through non-magical barriers.
- 8. **Portal II** – As *Portal*, except for the distance of the portal, and that it can be through any non-magical substance except metal.
- 9. **Bridge II** – As *Bridge*, except that the total square footage of the bridge cannot exceed 100'.
- 10. **Platform II** – As *Platform*, except that the disc has a 10' radius. Alternatively, the radius can remain at 5' and the disc may move up or down, no lateral movement, at a rate of 10' per round.

WARRIOR'S ELEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Elem. Aspect	Self	1 rnd/lvl	Self	F
2)					
3)	Elem. Bolt	1 target	-	50'	E
4)	Elem. Cloak	Self	1 rnd/lvl	Self	E
5)	Multi-Bolt	Varies	-	50'	E
6)	Elem. Aspect II	Self	1 min/lvl	Self	F
7)	Elem. Bolt II	1 target	-	50'	E
8)	Elem. Cloak II	Self	1 min/lvl	Self	E
9)	Multi-Bolt II	Varies	-	50'	E
10)	Elem. Form	Self	1 min/lvl	Self	E

<<insert table for Warrior's Element>>

- 1. Elemental Aspect** – Caster takes on the Tier I aspect of his element as indicated in the notes for this list.
 - 3. Elemental Bolt** – Caster fires a 1" bolt of elemental material from his palm. This does a Tiny attack on the Bolt attack table, and does critical damage based on the element selected when this list is selected.
 - 4. Elemental Cloak** – The caster appears as if he is covered in flames comprised of his chosen elemental material. He and his equipment are unharmed by this, but any foes who make a melee attack against the caster will take an 'A' critical of the appropriate type.
 - 5. Multi-Bolt** – The caster may fire 2 elemental bolts, as per the spell *Elemental Bolt*, at once. Both attacks are made with a -50 modifier to the caster's OB.
 - 6. Elemental Aspect II** – As *Elemental Aspect*, except for the longer duration, and the caster may select a Tier I or Tier II ability.
 - 7. Elemental Bolt II** – As *Elemental Bolt*, except that the attack is made on the Water Bolt Attack Table.
 - 8. Elemental Cloak II** – As *Elemental Cloak*, except that it deals a 'B' critical.
 - 9. Multi-Bolt II** – As *Multi-Bolt*, except that the bolts are the same as found in Elemental Bolt II.
 - 10. Elemental Form** – Caster, and all worn/carried possessions, are transformed into a Weak Elemental. Caster retains his intellect, but has all the capabilities of the Elemental. The caster may not cast spells in this form
- Note:** When this list is selected, the character must choose a specific element: Air, Dark, Earth, Fire, Ice, Light, or Water. See the special notes for this list on page xx for more information on the abilities gained from Elemental Aspects spells and on what type of critical is dealt with the Elemental Bolt spells.

WARRIOR'S ESSENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Cancel Essence*	Self	C	Self	F
2)	Cancel Mentalism*	Self	C	Self	F
3)	Cancel Channeling*	Self	C	Self	F
4)	Change Size	Self	1 min/lvl	Self	U
5)	Unpower Item	1 target	1 day	50'	F
6)	Dispel Magic	1 spell	-	10'	F
7)	Hold Kind	1 target	C	100'	F
8)	Change Size II	Self	1 min/lvl	Self	U
9)	Hold Kind II	1 target	1 rnd/lvl	100'	F
10)	Unpower Being I	1 target	1 day	50'	F

<<insert table for Warrior's Essence>>

- 1. Cancel Essence** – When a spell of the Essence Realm is cast against the caster (of this spell), the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of this spell, and the defender level is the level of the caster of the attacking spell. If this first RR is successful, then the attack proceeds normally.
- 2. Cancel Mentalism** – As *Cancel Essence*, except against Mentalism spells.
- 3. Cancel Channeling** – As *Cancel Essence*, except against Channeling spells.
- 4. Change Size** – Caster is able to alter his size/mass (usually height and weight), and the size of all worn possessions by up to 25%, either larger or smaller. This does not change the caster's strength in any way, except for movement purposes.
- 5. Unpower Item** – Target magical item must make a RR against the level of the caster or lose its abilities for 1 day. This spell will not work against items that are held, worn, or carried by another.
- 6. Dispel Magic** – Target spell must make a RR against the caster of this spell or be dispelled. The defender level is the level of the caster of the target spell if known, or the level of the spell itself if level of caster is not known. The target spell gets a +30 modifier to its RR.
- 7. Hold Kind** – Humanoid target is restricted to 25% normal activity (i.e. all actions require 4x the normal amount of activity to accomplish) due to the thickening of the air around the target. Any attacks against a target held in this manner will disrupt the field and cancel the spell.
- 8. Change Size II** – As *Change Size*, except that the size variation may be up to 50% of normal.
- 9. Hold Kind II** – As *Hold Kind*, except for the duration.
- 10. Unpower Being I** – If the target fails their RR, they lose 50% of their total Power Points for 1 day.

WARRIOR'S SHIELD

Level	Spell	Area of Effect	Duration	Range	Type
1)	Target Shield	Self	1 rnd/lvl	Self	F
2)	Mystical Armor	Self	1 min/lvl	Self	F
3)	Dancing Shield	Self	1 rnd/lvl	Self	F
4)	Deflect Missile*	1 missile	--	100'	F
5)	Deflect Bolt*	1 bolt	--	100'	F
6)	Normal Shield	Self	1 rnd/lvl	Self	F
7)	Mystical Armor II	Self	1 min/lvl	Self	F
8)	Dancing Shield II	Self	1 rnd/lvl	Self	F
9)	Deflect Missile II*	varies	--	100'	F
10)	Deflect Bolt II*	varies	--	100'	F

<<insert table for Warrior's Shield>>

- 1. Target Shield** – This spell allows the caster to create a shield out of glowing magical energy that he may use as a mundane shield of the same type. This shield provides a bonus of +10 to the caster's DB.
- 2. Mystical Armor** – This spell surrounds the caster in a glowing (visible in daylight), translucent field of mystical force. This protects the caster as if he were wearing Soft Leather. This magic armor has no maneuver or casting penalties.
- 3. Dancing Shield** – As the spell *Target Shield*, except that the shield will move on its own, as if it were being wielded by the caster (i.e. it will not protect caster from attacks that the caster could not use a non-magical shield to protect himself from).
- 4. Deflect Missile** – Any one physical missile, or thrown weapon, within range, and within the caster's field of vision, has its OB modified by -50.
- 5. Deflect Bolt** – Any one magically created missile or bolt within the caster's field of vision has its OB modified by -50.
- 6. Normal Shield** – As *Target Shield*, except that the bonus is +20.
- 7. Mystical Armor II** – As *Mystical Armor*, except that it protects as Reinforced Leather.
- 8. Dancing Shield II** – As *Dancing Shield*, except that it provides the same bonus as the spell, Normal Shield.
- 9. Deflect Missile II** – As *Deflect Missile*, except that 2 missiles may have their OB modified by -50 or one missile may have its OB modified by -75.
- 10. Deflect Bolt II** – As *Deflect Bolt*, except that 2 magical missiles or bolt may have their OB modified by -50 or one missile may have its OB modified by -75.

WARRIOR'S WAY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Weapon Link	1 weapon	P	touch	F
2)	Improved Parry	Self	1 rnd/lvl	Self	F
3)	Staggering Blow	Self	1 rnd/lvl	Self	F
4)	Warrior's Grace	Self	1 rnd/lvl	Self	F
5)	Savage Crit	Self	1 rnd/lvl	Self	F
6)	Stunning Blow	Self	1 rnd/lvl	Self	F
7)	Weapon's Edge	Self	1 rnd/lvl	Self	F
8)	Multi-Strike	Self	1 rnd/lvl	Self	F
9)	Lssr. Elem. Weap.	Self	1 rnd/lvl	Self	F
10)	Sever Weapon Link	Self	P	Self	F

<<insert table for Warrior's Way>>

- 1. Weapon Link** – This spell creates a bond between the caster's aura and his chosen weapon and allows the other spells from this list to work with the linked weapon. Caster may only have 1 linked weapon at a time.
- 2. Improved Parry** – The caster gains an additional +10 to his DB when parrying.
- 3. Staggering Blow** – All successful attacks deal an additional +10 hits of damage. A successful attack is one that causes damage.
- 4. Warrior's Grace** – The caster a bonus of +1 per level to his OB for the duration of the spell.
- 5. Savage Critical** – Add +5 to all critical rolls made with the linked weapon.
- 6. Stunning Blow** – Attacks deliver +1 round of stun with any critical that delivers a stun result.
- 7. Weapon's Edge** – Caster delivers +1 hit per round with any critical results that contain Bleeding.
- 8. Multi-Strike** – The caster is able to make 2 attacks each round for the duration. Each attack receives a -50 modifier. This spell requires the caster to spend 90%-100% of their activity to perform the multiple attacks.
- 9. Lesser Elemental Weapon** – Caster's attacks do a secondary elemental critical, of 2 severities less than any normal critical delivered. The type of critical is based upon the element that the caster is specialized in. "B" = A-25; "A" = A-50.
- 10. Sever Weapon Link** – This spell allows the caster to destroy the connection between himself and his linked weapon, rendering it a normal weapon, and allowing the caster to link to another weapon. The weapon need not be present for this spell to be cast, and the caster must wait at least 24 hours before linking to a new weapon.

Note: The spells on this list, with the exception of *Weapon Link*, may only be cast upon a weapon that has been linked to the caster. If the caster also has the list, *Warrior's Element*, as a Base Spell List, then the Lesser

Elemental Weapon's secondary critical will be based on the same element. If the caster does not have Warrior's Element as a Base Spell List, then he must choose his element from the notes on page xx.

WATER LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Fog	10'R/lvl	P	100'	E
3)	Waterwall	10'x10'x1'	C	100'	E
4)	Water Bolt I	1 target	-	100'	Ed
5)	Unfog	10'R/lvl	P	100'	F
6)					
7)					
8)	Calm Water	100'R	C	100'	F
9)					
10)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E

<<insert table for Water Law>>

- 1. Condensation** – Condenses 1 cu' of water from the surrounding air.
- 2. Fog** – Creates dense fog within up to 10'R/level.
- 3. Waterwall** – Creates a 10'x10'x1' wall of water, cuts all attacks and movements through it by 80% (i.e., -80 to OBs).
- 4. Water Bolt I** – A bolt of water is shot from the caster's palm; it does a Small attack on the Bolt attack table and deals Impact criticals.
- 5. Unfog** – Disperses fog in a 10'R/level.
- 8. Calm Water** – Water within radius is calmed; waves are cut by 20' in center and less towards the perimeter.
- 10. Waterwall True** – As *Waterwall*, except the caster need not concentrate and the duration is 1 min/level.

WIND LAW

Level	Spell	Area of Effect	Duration	Range	Type
1)	Breezes	10'R/lvl	C	10'/lvl	E
2)	Airwall	10'x10'x3'	C	100'	E
3)	Slumber Mist	5' R/lvl	1 rnd/lvl (C)	5'/lvl	F
4)	Stun Cloud I	5'R	6 rnds	10'	E
5)	Air Stop I	10'R	C	100'	F
6)	Stun Cloud II	10'R	6 rnds	20'	E
7)	Vacuum I	5'R	-	100'	F
8)	Air Stop II	20'R	C	100'	F
9)	Slumber Cloud	1' R/lvl	1 min/lvl (C)	5'/lvl	F
10)	Stun Cloud IV	20'R	6 rnds	40'	E

<<insert table for Wind Law>>

- 1. Breezes** – Causes a light breeze as long as the caster concentrates. The breeze moves any grasses in the area.
- 2. Airwall** – Creates a 10'x10'x3' wall of dense churning air, cuts all movement and attacks through it by 50% (i.e., -50 to OBs).
- 3. Slumber Mist** – Fills a 5' R with a mist that causes all within to make a RR or fall into a deep sleep (the first round is magical, in that the target will not wake if he falls to the ground). By concentrating, the caster may move the Slumber Mist at a rate of 5' per round, otherwise it remains stationary.
- 4. Stun Cloud I** – Creates a 5' R cloud of charged gas particles: delivers a 'C' Electricity critical on first and second rounds, a 'B' on rounds 3 and 4, and a 'A' on rounds 5 and 6. It drifts with the wind and affects all in radius. The cloud takes one round to form, so anyone in the radius when it is cast may make a maneuver to move out of the radius without taking a critical; however, after that anyone within the radius at anytime in the round takes the critical indicated (a maximum of one per round).
- 5. Airstop** – Stops all generalized air movement (e.g., wind) up to winds of 30mph; cuts higher winds by 30mph in a 10'R.
- 6. Stun Cloud II** – As *Stun Cloud I*, except radius is 10'.
- 7. Vacuum** – Creates a 5'R near vacuum, all in radius take a 'B' Impact critical, as air leaves and rushes back in.
- 8. Air Stop II** – As *Air Stop I*, except radius is 20'.
- 9. Slumber Cloud** – As *Slumber Mist*, except for the radius and duration. The Slumber Cloud will drift with the wind if the caster does not concentrate on directing it.
- 10. Stun Cloud IV** – As *Stun Cloud I*, except radius is 20'.

SPELL NOTES – WARRIOR’S ELEMENT

When a character selects the spell list, Warrior’s Element, he must select which element is associated with the list. This element will affect several things about the character’s spell list. The element chosen also affects spells on the list, Warrior’s Way.

CRITICAL TYPES

The critical delivered by spells that do damage is determined by the element that spell list is associated with. The following table shows the elements and its associated critical type as well as the element(s) that oppose the chosen element.

<<insert ElemCritTypes table here>>

OPPOSING ELEMENTS

When the character makes an elemental spell attack upon creatures with an opposing element, they do double concussion hit damage. Damage from criticals is not doubled. Some elements have more than one opposing element.

When the character is under the effects of various spells from the Warrior’s Element (Aspect, Cloak & Form spells); he will receive double damage if attacked by his opposing element.

ELEMENTAL ASPECT SPELLS

This spell allows the caster to enhance himself by taking on an aspect of his chosen element. The elements provide the following benefits when this spell is cast. These abilities are sorted by Tier.

Each of the Tier I abilities also list a slight appearance change to go along with the Aspect abilities granted. This appearance change also occurs on the higher Tiers even though they may not be mentioned. However, for the higher Tiers, the appearance changes are also more pronounced overall.

TIER I

Air: The caster moves one step better than indicated by his Pace (i.e. Walking is at 1.5x BMR, Jog is at 2x BMR, Run is at 3x BMR, etc.) for the duration. Caster is also surrounded by bits of small wispy clouds, not enough to obscure him in any manner, just enough to be noticeable, and his skin take on a light sky blue tinge.

Dark: Caster and his possessions are nearly invisible in shadowed areas (-90 to perception rolls against caster while he is in shadows) as his skin and clothing take on a much darker hue.

Earth: Caster gains a +10 to his Strength Bonus for the duration. He also has a more rocky-looking complexion.

Fire: Caster is quicker, both physically and mentally, and gains +10 to both Quickness and Reasoning Bonuses, but he also receives -10 to his Self Discipline Bonus because he is also more impulsive. Caster’s skin takes on a reddish tinge.

Ice: Caster is immune to natural extremes of cold, and his skin takes on a slightly bluish-white tinge.

Light: Caster glows, illuminating the same amount of area as a torch. This also makes the caster seem more powerful, granting a bonus of +5 to DB. Caster’s skin appears to have a golden tinge to it.

Water: Caster is able to move freely in water and can even swim at his normal Base Movement Rate. Caster’s skin takes on a greenish tinge and slightly scaly appearance.

TIER II

Air: The caster controls the wind to pick up and move objects that weigh up to 5lbs per level of the caster. The objects may be moved at a rate of 10’ per round. The caster needs to concentrate to use this ability, but it is be available for the entire duration.

Dark: The caster is able to enter and meld with one shadow and travel along with that shadow. While melded, he may fully use his senses and may actually animate the shadow to use gestures to communicate with others.

Earth: The caster can cause a tendril of earth and stone to rise from the ground. The caster may develop an OB with this using the Spell Mastery skill, otherwise it attacks using a+0 Grappling Attack. The caster must concentrate to control the tendril.

Fire: For the duration, all spells cost one less power point than normal. A spell may not have its power point cost reduced below 1.

Ice: The caster may cover up to 100 square feet with ice. The ice spreads out from a point touched, and any creatures or beings attempting to move on the ice do so with a -50 modifier.

Light: Caster glows with light as bright as a torch, it also grants +10 to caster’s DB in melee by making him look more powerful. However, the light is not visible to anybody who is more than 20’ from the caster.

Water: The caster may freely breathe in air or in any liquid.

OF MENTALISM

OPEN MENTALISM LISTS

ANTICIPATIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Anticipate Missile *	1 missile	-	100'	D
2)	Anticipate Blow *	1 attack	-	10'	D
3)	Guess *	caster	-	self	I
4)	Anticipate Spell *	1 spell	-	100'	D
5)	Intuitions I	caster	-	self	I
6)	Anticipate Hostility	10' R	-	50'	I
7)					
8)	Dream I	caster	sleep	self	I
9)	Room Feel I	1'R/lvl	varies	100'	I
10)	Anticipations *	caster	-	self	I

<<insert table for Attack Avoidance>>

- 1. Anticipate Missile** – Caster may attempt to avoid one missile (i.e. ranged) attack. The missile must be within his field of vision when this spell is cast. This grants him a +25 modifier to his DB against that attack.
- 2. Anticipate Blow** – As *Anticipate Missile*, except that it applies to one melee attack that the character is aware of.
- 3. Guess** – When faced with a choice about which way they has little or no information (e.g., which corridor leads outside the quickest) the caster may cast this spell and the Game Master will determine which way they goes, biasing the choice favorable by 25% (e.g., roll 1-100: correct on 26-100, incorrect on 01-25).
- 4. Anticipate Spell** – Caster may attempt to avoid one spell cast at him. This provides a +25 modifier to DB against directed spells, +10 DB against area attack spells, and/or other spell attacks receive a -10 modifier to their BAR due to the caster of this spell being able to anticipate the incoming attack spell.
- 5. Intuitions I** – Caster gains a vision of what will happen in the next minute if they takes a specified action.
- 6. Anticipate Hostility** – Caster is aware of any being within the area of effect that has hostile intentions towards him. The hostility must be directed specifically at the caster or the spell reveals nothing. The being's hostility must be active (i.e. driving the being to perform aggressive actions), not passive (i.e. hate exists, but no action is planned)
- 8. Dream I** – Caster has a dream relating to a topic decided upon just before retiring; limited to once per night. The caster must sleep a minimum of one sleep cycle per *Dream* spell.
- 9. Room Feel I** – Caster has a vision of what has occurred in a room or place; limited to up to 1 min/level into the past. The size of the room is limited to the area of effect.
- 10. Anticipations** – Predicts most probable action of a being in the next round; specifics are not learned (e.g., attack in melee, cast a spell; but no detail on attack target or what spell). This results in the caster being able to declare their statement of intent for the round after hearing what the target has decided to do. Note that the target is free to change their declared action with the requisite penalties.

ATTACK AVOIDANCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Turn Missile *	1 missile	-	self	F
2)	Turn Blade *	1 attack	-	self	F
3)	Shield *	caster	1 min/level	self	F
4)					
5)	Deflect I *	1 missile	-	self	F
6)	Bladeturn I *	1 attack	-	self	F
7)					
8)	Aim Untrue I *	1 missile	-	self	F
9)					
10)	Still Air *	caster	1 min/level	self	F

<<insert table for Attack Avoidance>>

- 1. Turn Missile** – Caster adds a +25 modifier to his DB against any one missile attack that he can see.
- 2. Turn Blade** – As *Turn Missile*, except that it applies to a melee attack.
- 3. Shield** – Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 5. Deflect I** – Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (missile must be in caster's field of vision).
- 6. Bladeturn I** – As *Deflect I*, except its effect is against one melee attack.
- 8. Aim Untrue I** – As *Deflect I*, except missile automatically misses.
- 10. Still Air** – Creates a pocket of still air 1"/level on all sides of the caster, that no outside gas can come into. The caster will have enough oxygen to breath for the duration.

BRILLIANCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Blur	caster	1 min/lvl	self	D
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	D
5)	Light Eruption	10'R	-	100'	F
6)	Shock Bolt	1 target	-	100'	Ed
7)	Darkness I	10'R	10 min/lvl	self	E
8)	True Aura	caster	10 min/lvl	self	D
9)					
10)	Light V	50'R	10 min/lvl	touch	E

<<insert table for Brilliance>>

- 1. Projected Light** – Beam of light (like a flashlight) springs from the caster’s palm; 50’ effective range. If the caster closes their hand into a fist, the light will “turn off”. If the caster re-opens their fist before the end of the duration, the light will turn on again.
- 2. Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 3. Light** – Lights a 10’R area about the point touched. If this spell is cast onto a target they get a RR, if the RR succeeds, the area of effect is centered on the point where they are standing, but will not move with them. If the target fails the RR the area of effect sticks to the target and will follow with them until it is dispelled, or the duration ends.
- 4. Self Aura** – Causes a bright aura about the caster, making them appear more powerful and subtracting 5 from all attacks.
- 5. Light Eruption** – [RR Mod: -10] Causes a 10’R sphere of intense light, all within are stunned for 1 round/10 failure.
- 6. Shock Bolt** – A bolt of intense, charged light is shot from the palm of the caster. This does a Tiny attack on the Bolt attack table, and does Electricity criticals.
- 7. Darkness** – As *Light*, except a 10’R of normal darkness is created.
- 8. True Aura** – As *Self Aura*, except it makes them appear extremely powerful and subtracts 15 from all attacks.
- 10. Light V** – As *Light I*, except radius is 50’.

CLOAKING

Level	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Blur	caster	1 min/lvl	self	D
3)	Unseen	1 object	24 hours	touch	P
4)	Shadow	caster	10 min/lvl	self	P
5)	Facades I	caster	1 hr/lvl	self	P
6)	Invisibility I	1 target	24 hours	10'	P
7)					
8)					
9)	Invisibility II	1 target	24 hours	10'	P
10)	Shadow Mentalist I	varies	1 min/lvl (C)	100'	P

<<insert table for Cloaking>>

- 2. Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks,
- 3. Unseen** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hours pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
- 4. Shadow** – Caster and objects on their person appear to be in shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/ Hiding bonus of between 25 and 75).
- 5. Facades I** – A limited illusion that allows the caster to look like any humanoid figure within 20% of their own size.
- 6. Invisibility I** – As *Unseen*, except everything within 1’ of the target is invisible as long as it is within the 1’R and none of the *Unseen* termination conditions occur.
- 9. Invisibility II** – As *Invisibility I*, except the caster can vary the radius up to 1’.
- 10. Shadow Mentalist I** – Creates a duplicate of the caster; if they concentrate, it will move as they wills; otherwise, it does exactly as they does.

DELVING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Item Feel	1 object	-	touch	I
2)	Detect Power	varies	1 min/lvl (C)	touch	I
3)	Origins	1 object	-	touch	I
4)					
5)	Detect Curse	1 object	-	touch	I
6)	Power Lore	1 object	-	touch	I
7)	Stone Lore	1 stone	-	touch	I
8)	Item Vision	1 object	varies	touch	I
9)					
10)	Delving	1 object	-	touch	I

<<insert table for Delving>>

1. **Item Feel** – Caster receives basic idea of item’s purpose, if any.
2. **Detect Power** – Detects power in an object, but not what realm or how much; caster may concentrate on a different object each round.
3. **Origins** – Gives a general idea of the place of origin of an item.
5. **Detect Curse** – Detects if a curse is on an item.
6. **Power Lore** – Gives the origins of an item’s power.
7. **Stone Lore** – Gives details of where, when, and how the examined stone was worked.
8. **Item Vision** – Gives a vision of a significant event in the item’s past.
10. **Delving** – Gives significant details about an item’s construction and purpose (not specific powers).

DETECTIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Detect Mentalism	5'R	1 min/lvl (C)	50'	I
2)	Detect Essence	5'R	1 min/lvl (C)	50'	I
3)	Detect Channeling	5'R	1 min/lvl (C)	50'	I
4)	Detect Hate	5'R	1 min/lvl (C)	50'	I
5)	Detect Invisible	5'R	1 min/lvl (C)	50'	I
6)	Detect Evil	5'R	1 min/lvl (C)	50'	I
7)	Detect Traps	5'R	1 min/lvl (C)	50'	I
8)	Perceive Power I	5'R	1 min/lvl (C)	50'	I
9)					
10)	Power Typing	5'R	1 min/lvl (C)	50'	I

<<insert table for Detections>>

1. **Detect Mentalism** – Detects any active spell or item from the Mentalism realm; caster can concentrate on a 5'R area each round.
2. **Detect Essence** – As *Detect Mentalism*, except realm is Essence.
3. **Detect Channeling** – As *Detect Mentalism*, except realm is Channeling.
4. **Detect Hate** – As *Detect Mentalism*, except any being in the presence of something they hate is detected or any item created in an air of hate.
5. **Detect Invisible** – As *Detect Mentalism*, except detects all invisible things; all attacks against something so detected are at -50.
6. **Detect Evil** – As *Detect Mentalism*, except detects if a being is evil or an item created by evil or long used by a very evil person.
7. **Detect Traps** – As *Detect Mentalism*, except that it gives a 75% chance of detecting a trap (may be modified by certain traps).
8. **Perceive Power** – As *Detect Mentalism*, except it will give an estimate of the power of the person or item or spell examined.
10. **Power Typing** – As *Detect Mentalism*, except it analyzes general spell type (in item or cast) and what profession cast or created it; or in the case of a person it gives the person’s profession.

SPELL RESISTANCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	caster	1 min/level	self	D
2)	Cancel Mentalism	1 spell	C	self	F
3)					
4)	Cancel Essence	1 spell	C	self	F
5)	Protection II	caster	1 min/level	self	D
6)	Cancel Channeling	1 spell	C	self	F
7)					
8)	Mind Shield	caster	C	self	D
9)					
10)	Essence Shield	caster	C	self	D

<<insert table for Spell Resistance>>

1. **Protection** – Subtracts 5 from elemental attack rolls against the caster and adds 5 to all of the being’s RRs vs. spells.
2. **Cancel Mentalism** – When a spell of the Mentalism realm is cast against the caster, the attack spell must first make a successful RR before the caster is forced to make a RR. For the first RR, the attack level is the level of the caster of the *Cancel Mentalism* spell, and the defender level is the level of the caster of the attack spell. If the first RR is successful, then the attack spell proceeds normally.
4. **Cancel Essence** – As *Cancel Mentalism*, except that it affects spells from the realm of Essence.
5. **Protection II** – As *Protection I*, except bonuses are 10.
6. **Cancel Channeling** – As *Cancel Mentalism*, except that it affects spells from the realm of Channeling.
8. **Mind Shield** – Creates a shimmering shield in front of the caster: it subtracts 10 from all frontal Mentalism attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, they can “parry” one spell attack. Parry consists of subtracting all bonuses that the caster would normally have for their base attack roll from the attack roll made against them.
10. **Essence Shield** – As *Mind Shield*, except is effective only against Essence spells.

CLOSED MENTALISM LISTS

GAS MANIPULATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu'	P	touch	F
2)	Warm Air	1 cu'/lvl	24 hr	touch	F
3)	Fog I	10'R	1 min/lvl	100'	E
4)	Airwall	10'x10'x1'	C	10'	E
5)	Air Stop I	10'R	C	touch	F
6)	Vacuum I	5'R	-	100'	F
7)	Fog V	50'R	1 min/lvl	100'	E
8)	Unfog V	50'R	P	100'	F
9)	Curved Airwall	10'x20'x1'	C	10'	E
10)	Airwall True	10'x10'x1'	C	10'	E

<<insert table for Mind Mastery>>

1. **Condensation** – Condenses 1 cu' of water from the surrounding air.
2. **Warm Air** – Warms 1 cu'/level of air (any inanimate gas) up to 100°F above ambient.
3. **Fog I** – Creates dense fog in a 10'R; normal visibility is 1'.
4. **Airwall** – Creates a 10'x10'x1' wall of dense churning air: cuts all movement and attacks through it by 50% (i.e., -50 to attacks).
5. **Air Stop I** – Stops all generalized air movement (e.g., wind) up to winds of 30 mph and cuts higher winds by 30 mph in a 10'R.
6. **Vacuum I** – Creates a 5'R near vacuum, all in radius take an 'A' Impact critical, as air leaves and rushes back in.
7. **Fog V** – As *Fog I*, except radius is 50'.
8. **Unfog V** – All fog is dissipated in a 50'R.
9. **Curved Airwall** – As *Airwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.
10. **Airwall True** – As *Airwall*, but has a set duration of 1 min/level and doesn't require concentration.

LIQUID MANIPULATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil Water	1 cu'/lvl	P	touch	F
2)	Freeze Water	1 cu'/lvl	P	touch	F
3)	Clear Water	1 cu'/lvl	P	touch	F
4)					
5)	Desalination	1 cu'/lvl	P	touch	F
6)	Waterwall	10'x10'x1'	C	10'	E
7)	Evaporation	1 cu'/lvl	P	touch	F
8)	Water Corridor I	100'x3'x10'	C	10'	F
9)	Water Bolt	1 target	-	100'	Ed
10)	Curved Waterwall	10'x20'x1'	C	10'	E

<<insert table for Mind Mastery>>

1. **Boil Water** – The caster may increase the temperature of any inanimate body of liquid (1 cu'/level) by 150°F per round. Once the liquid begins to boil, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating.
2. **Freeze Water** – The caster may decrease the temperature of any inanimate body of liquid of up to 1 cubic foot per level by up to 100°F per round. Once the liquid begins to freeze it will not continue to cool, and will begin to warm naturally if the caster stops concentrating. (Temp. cannot be lower than -20°F).
3. **Clear Water** – As *Boil Water*, except that it clears liquid of all sediment.
5. **Desalination** – As *Boil Water*, except that it removes all dissolved substances from the liquid.
6. **Waterwall** – Creates a 10'x10'x1' wall of churning water (a water source must be within 10'), cuts all attacks and movement through it by 80%.
7. **Evaporation** – As *Boil Water*, except all the liquid is evaporated (i.e., boiled away and turned into heated gas).
8. **Water Corridor** – Creates a corridor through liquid up to 100' long, 3' wide, and 10' deep (must be open at the top).
9. **Water Bolt** – A bolt of water is shot from the palm of the caster. This does a Small attack on the Bolt attack table, and does Impact criticals.
10. **Curved Waterwall** – As *Waterwall*, except wall is 10'x20'x1' and can be curved up to a semicircle.

MIND MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Storing	1 spell	varies	self	U
2)	Presence ° *	20'R	C	self	Im
3)	Inner Wall I	caster	1 min/lvl	self	D
4)					
5)	Recall	caster	C	self	U
6)	Misfeel Kind °	caster	C	self	Pm
7)	Observation	100'R	1 round (C)	self	U
8)	Inner Wall II	caster	1 min/lvl	self	D
9)	Misfeel Calling °	caster	C	self	Pm
10)	Correlation	caster	C	self	U

<<insert table for Mind Mastery>>

- 1. Storing** – Caster may cast this spell with any spell they wants to store; the stored spell may be cast later with no preparation. The Storing spell costs the same # of PPs as the spell stored. No other spell may be cast while a spell is stored.
- 2. Presence** – Caster is aware of the presence of all sentient/thinking beings within 20'.
- 3. Inner Wall I** – Caster gets 5 bonus to their RRs versus mind attacks.
- 5. Recall** – Caster gets a 25% chance of recalling some key fact or occurrence from their subconscious; this information should relate to the current situation (could be from their background or something they has forgotten); increases the caster's Memory stat bonus by 50 for the duration of one maneuver involving Memory (e.g., the use of a "lore" skill, one hand of a card game, one "star-gazing" attempt, etc.).
- 6. Misfeel Kind** – For the purposes of mental or magical detections, caster appears to be of any race they choose.
- 7. Observation** – Caster gains insight or facts by observing a person or thing with intense concentration (e.g., room, item, etc.); increases caster's Perception skill bonus by +50 for one "observation".
- 8. Inner Wall II** – As *Inner Wall I*, except bonus is +10.
- 9. Misfeel Calling** – As *Misfeel Kind*, except caster's profession may be misrepresented.
- 10. Correlation** – Caster is able to correlate known facts to obtain conclusions; increases the caster's Reasoning stat bonus by 50 for the duration of one maneuver involving Reasoning (e.g., the use of a "lore" skill, picking a lock, one "navigation" attempt, etc.).

MOVEMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	caster	1 rnd	self	U
2)	Landing *	caster	varies	self	U
3)	Levitation I	caster	1 min/lvl	self	U
4)	Wind Drift	caster	1 min/lvl	self	U
5)	Underwater Movement	caster	10 min/lvl	self	U
6)	Fly I	caster	1 min/lvl	self	U
7)	Levitation V	caster	1 min.lvl	self	U
8)	Long Dive *	caster	varies	self	U
9)					
10)	Merging	caster	10 min/lvl	self	U

<<insert table for Movement>>

- 1. Leaping** – Allows caster to leap 50' laterally or 20' vertically.
- 2. Landing** – Allows caster to land safely in a fall up to 20'/level, and to take that distance off the severity of any longer fall.
- 3. Levitation I** – Allows caster to move up and down vertically 10'/round; horizontal movement is possible only through normal means.
- 4. Wind Drift** – Caster becomes weightless, but has no magical movement control; weight gradually returns at the end of the duration.
- 5. Underwater Movement** – Caster can take action underwater as if on land.
- 6. Fly I** – As *Levitation I*, except caster can fly at a rate of 15'/round (i.e., 1 mph).
- 7. Levitation V** – As *Levitation I*, except rate is 50'/round.
- 8. Long Dive** – Caster can safely dive up to 50'/level if water deep enough is present.
- 10. Merging** – Caster can merge into any solid, inanimate material (up to body + 1' in depth); caster is inactive and unaware of surrounding activity; caster cannot cast spells.

SENSE MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sly Ears	caster	10 min/lvl	self	U
2)	Nightvision	caster	10 min/lvl	self	U
3)	Sidevision	caster	10 min/lvl	self	U
4)	Detect Illusion	5'R	-	100'	I
5)	Watervision	caster	10 min/lvl	self	U
6)	Scent	caster	10 min/lvl	self	U
7)	Fogvision	caster	10 min/lvl	self	U
8)	Touch	caster	10 min/lvl	self	U
9)	Darkvision	caster	10 min/lvl	self	U
10)	Mentalist Ear	caster	1 min/lvl (C)	100'/lvl	I

<<insert table for Sense Mastery>>

- Sly Ears** – Caster gains double normal hearing (e.g., +50 to Perception involving only hearing, +25 to Perception involving hearing and other senses).
- Nightvision** – Caster can see 100' on a clear night as if it were day. At least some small amount of Residual light is required for this spell to work.
- Sidevision** – Caster has a 300° field of vision. The flank bonus is reduced to +5, and the rear bonus is reduced to +15.
- Detect Illusion** – Caster can check one object or place (up to a 5'R) and tell if it is an illusion or has an illusion on it.
- Watervision** – As *Nightvision*, except caster can see 100' in even murky water.
- Scent** – Caster gains extremely acute sense of smell (e.g., +50 to Perception involving only smell, +25 to Perception involving smell and other senses).
- Fogvision** – As *Nightvision*, except works in any precipitation or gas.
- Touch** – Caster gains extreme tactile sensitivity. For example, caster might receive +25 to picking locks, disarming traps, opening secret doors, etc. and +50 to Perception involving only touch, +25 to Perception involving touch and other senses).
- Darkvision** – As *Nightvision*, except caster can see even in magically created darkness.
- Mentalist Ear** – Caster can pick a point up to 100'/level away and they will hear as if they were at that point (there can be intervening objects such as walls); they must have visited the point. Note that this means that someone could sneak up on the caster undetected.

SHIFTING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Balance *	caster	varies	self	U
2)	Contraction	caster	C	self	U
3)	Face Shifting	caster	1 hr	self	U
4)					
5)	Waterlungs	caster	1 min/lvl	self	U
6)					
7)	Change To Kind	caster	10 min/lvl	self	U
8)	Gaslungs	caster	1 min/lvl	self	U
9)					
10)	Greater Face Shifting	caster	1 hr/lvl	self	U

<<insert table for Shifting>>

- Balance** – Adds +50 to any rolls for one slow maneuver (e.g., walking a 3" beam).
- Contraction** – Allows caster to disjoint limbs, contract muscles, etc.; in order to escape manacles and ropes and slip through small places (+50 to +100 to contortion related maneuvers).
- Face Shifting** – Allows caster to alter form of their face to resemble someone else.
- Waterlungs** – Caster can breathe water but not air.
- Change To Kind** – Caster can alter their entire body to the form of another humanoid race. The form cannot be a specific form. For example, a human caster could take the form of a Dwarf, but not the Dwarven High Chancellor. Only the physical form is gained (e.g., a target who becomes a Dwarf would not receive the Dwarves' ability to see in the dark).The caster may alter their mass by ±25%.
- Gaslungs** – As *Waterlungs*, except caster can breathe any gas as normal air.
- Greater Face Shifting** – As *Face Shifting*, except lasts 1 hour/level.

SOLID MANIPULATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Warm Stone	1 cu'/lvl	24 hrs	touch	F
2)	Warm Metal	6 cu''/lvl	24 hrs	touch	F
3)	Warm Solid	1 cu'/lvl	24 hrs	touch	F
4)	Heat Stone	1 cu'/lvl	1 min/lvl (C)	touch	F
5)	Heat Metal	6 cu''/lvl	1 min/lvl (C)	touch	F
6)	Heat Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
7)	Cool Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
8)					
9)	Chill Solid	1 cu'/lvl	1 min/lvl (C)	touch	F
10)	Cracks Call	10'x10'x10'	-	100'	F

<<insert table for Mind Mastery>>

- 1. Warm Stone** – Any solid, inanimate, non-metal material (1 cu'/level) can be warmed to 100°F at a rate of 1 cu'/round.
- 2. Warm Metal** – As *Warm Stone*, except 6 cu'' of metal/level can be warmed.
- 3. Warm Solid** – As *Warm Stone*, except can affect any solid, inanimate, non-metal material.
- 4. Heat Stone** – As *Warm Stone* except temperature limit is 500°F and it takes 1 round per 100°F; caster need only touch the target when the spell is cast; caster is immune to this heat. The caster must concentrate to increase the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).
- 5. Heat Metal** – As *Heat Stone*, except 6 cu'' of metal/level can be heated.
- 6. Heat Solid** – As *Heat Stone*, except affects any solid, inanimate, non-metal material.
- 7. Cool Solid** – Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round. The solid will not begin to warm up for 1 min per level of the caster.
- 9. Chill Solid** – As *Cool Solid*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).
- 10. Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.

SPEED

Level	Spell	Area of Effect	Duration	Range	Type
1)	Run *	caster	10 min/lvl	self	U
2)					
3)	Speed I *	caster	1 rnd	self	U
4)					
5)	Speed II *	caster	2 rnds	self	U
6)	Haste I *	caster	1 rnd	self	U
7)	Speed III *	caster	3 rnds	self	U
8)	Sprint *	caster	10 min/lvl	self	U
9)	Haste II *	caster	2 rnds	self	U
10)	Fast Swim *	caster	10 min/lvl	self	U

<<insert table for Speed>>

- 1. Run** – Caster may run (2x walking pace) without tiring (i.e., requires no exhaustion pts), but once they stops or performs another action the spell is canceled.
- 3. Speed I** – Caster may act at twice their normal rate (i.e. all actions cost half of their normal activity), but immediately afterwards must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% normal activity).
- 5. Speed II** – As *Speed I*, except duration is 2 rounds.
- 6. Haste I** – As *Speed I*, except no half-rate rounds are required.
- 7. Speed III** – As *Speed I*, except duration is three rounds.
- 8. Sprint** – As *Run*, except caster may move at 3x walking pace.
- 9. Haste II** – As *Haste I*, except duration is 2 rounds.
- 10. Fast Swim** – As *Run*, except caster swims double normal pace.

BASE MENTALISM LISTS

AIR MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Focused Wind	1 target	C	100'	F
2)	Dust Devil	1 target	-	50'	F
3)	Air Dart	1 target	-	10'/lvl	Ed
4)	Holding Bands	1 target	1 rnd/lvl	50'	F
5)	Dust Devil II	1 target	-	50'	F
6)	Walk on Air	1 target	1 min/lvl	10'	U
7)	Air Dart II	1 target	-	10'/lvl	Ed
8)	Solid Air Wall	10'x10'x6"	C	50'	F
9)	Dust Devil III	1 target	-	50'	F
10)	Cyclonic Blast	20' R	-	100'	E

<<insert table for Air Mastery>>

- Focused Wind** – If the target fails his RR, he is buffeted by strong winds as long as the character concentrates. This gives the target a -20 modifier to all actions.
- Dust Devil** – The caster creates a small dust devil (i.e. cyclone) that races out and strikes a target, delivering an “A” Unbalancing critical to a target who does not resist it.
- Air Dart** – Caster shoots bolt of compressed air from the palm of his hand. This does a Tiny attack on the Bolt attack table and delivers Impact criticals.
- Holding Bands** – Caster envelopes the target with shimmering bands of compressed air that immobilize him. Target may make a Very Hard Strength maneuver each round. Success means that he may act normally. Failure means that he is restricted to only 20% of his normal activity.
- Dust Devil II** – The caster creates a small *Dust Devil* (i.e. cyclone) that races out and strikes a target, delivering a “B” Unbalancing critical to a target who does not resist it.
- Walk on Air** – Target can walk on air as if on solid ground, he may not move any faster than a walk. This only allows for horizontal movement, vertical movement must be achieved through other means.
- Air Dart II** – As *Air Dart*, except that it does a Small attack.
- Solid Air Wall** – Caster creates a shimmering, transparent wall of highly compressed air. All attacks (against DB) through the wall are at -100. Spell attacks are at -50. Attempts to move through the wall require a Very Hard Strength based maneuver and take 1 round to complete. Light based attacks are totally immune to this, and not affected at all by the wall.
- Dust Devil III** – The caster creates a small *Dust Devil* (i.e. cyclone) that races out and strikes a target, delivering a “C” Unbalancing critical to a target who does not resist it.
- Cyclonic Blast** – Caster shoots forth a ball of compressed air that bursts upon reaching its target, attacking everybody within a 20' radius. This is resolved on the Ball attack table using Impact criticals.

BODY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Leaping *	self	1 rnd	self	U
2)	Landing *	self	varies	self	U
3)	Change Size	self	1 min/lvl	self	U
4)	Minor Shifting	self	1 min/lvl	self	U
5)	Waterlungs	self	10 min/lvl	self	U
6)	Underwater Move.	self	10 min/lvl	self	U
7)	Phasing	self	1 min/lvl	self	F
8)	Change Size II	self	1 min/lvl	self	U
9)	Merging	self	10 min/lvl	self	F
10)	No Trace	self	1 min/lvl	self	U

<<insert table for Body>>

- Leaping** – Allows the caster to leap 50' laterally or 20' vertically in the round that the spell was cast.
- Landing** – The caster can land safely from all falls of up to 20' per level of the caster; and to take that distance off longer falls.
- Change Size** – Caster is able to alter his size/mass (usually height and weight), and the size of all worn possessions by up to 25%, either larger or smaller. This does not change the caster's strength in any way, except for movement purposes.
- Minor Shifting** – Caster may alter his body shape by up to 25%, and alter his features completely, though he cannot make himself look like a specific person.
- Waterlungs** – Caster can breathe water but not air.
- Underwater Movement** – Caster may move and take action while underwater as if he were on dry land.
- Phasing** – Caster may move through solid, non-magical material at a rate of 1' per round. The caster is not able to cast spells while moving, and is unable to see where he is going using just this spell.
- Change Size II** – As *Change Size*, except that the size variation may be up to 50% of normal.
- Merging** – Caster can merge into a solid, inanimate material (up to body depth + 1'); caster is inactive and unaware of surrounding activity; caster cannot cast spells.

10. **No Trace** – Caster may move at up to a Walking Pace without leaving any tracks or other signs of his passing.

COMBAT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Fluid Combat*	Self	1 rnd/lvl	Self	F
2)	Staggering Blow	Self	1 rnd/lvl	Self	F
3)	Armored Crit *	Self	1 min/lvl	Self	U
4)	Savage Crit	Self	1 rnd/lvl	Self	F
5)	Fluid Combat II*	Self	1 rnd/lvl	Self	F
6)	Deflect Ranged*	1 attack	-	100'	F
7)	Multi-Strike	Self	1 rnd/lvl	Self	F
8)	Improved Critical	Self	1 rnd/lvl	Self	U
9)	Fluid Combat III*	Self	1 rnd/lvl	Self	F
10)	Deflect Ranged II*	varies	-	100'	F

<<insert table for Combat>>

1. **Fluid Combat** – Caster’s movements and actions become more fluid, granting him a +5 bonus to both OB and DB.
2. **Staggering Blow** – All successful attacks deal an additional +10 hits of damage. A successful attack is any attack that does damage.
3. **Armored Critical** – Caster is treated as if he were wearing a helm and greaves for the purpose of conditional damage received from criticals.
4. **Savage Critical** – Add +5 to all critical rolls made by the caster.
5. **Fluid Combat II** – As *Fluid Combat*, except the bonus is +10.
6. **Deflect Ranged** – Caster can deflect any one incoming missile, thrown weapon, or elemental bolt. The incoming attack receives a -50 modifier and must be within the caster’s field of vision.
7. **Multi-Strike** – The caster can make 2 attacks each round for the duration. Each attack receives a -50 modifier.
8. **Improved Critical** – Caster may select one aspect of critical damage (i.e. stuns, bleeding, maneuver penalties, etc) that is improved by 1 step on any critical containing that aspect that he delivers within the duration. The caster must select the aspect when the spell is cast.
9. **Fluid Combat III** – As *Fluid Combat*, except that the bonus is +15.
10. **Deflect Ranged II** – As *Deflect Ranged*, except that a single attack receives a -75 modifier or 2 incoming attacks receive a -25 modifier.

CONFUSING WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Confusion	1 target	1 rnd/5%	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Fear	1 target	1 min/10%	100'	Fm
5)	Stumble	1 target	-	100'	Fm
6)	Fumble	1 target	-	100'	Fm
7)	Hallucination	1 target	C	100'	Fm
8)	Spin	1 target	-	50'	Fm
9)	Weapon Alteration	1 target	1 rnd/lvl	100'	Fm
10)	Mirages	1 target	C	100'	Fm

<<insert table for Confusing Ways>>

1. **Distraction** – Target is at -30 for all actions.
2. **Confusion** – Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
3. **Blur Vision** – Target has a -100 OB mod for missile attacks; -50 for all other actions.
4. **Fear** – Target fears caster and attempts to flee. Fleeing usually equates to moving at maximum pace away from caster.
5. **Stumble** – Target becomes unbalanced; if they is moving, they trips and falls (Down for 1-5 rounds); if they is performing a maneuver they fails it.
6. **Fumble** – As *Stumble*, except target fumbles any weapon or item in their hands; roll on the appropriate AL Fumble Table.
7. **Hallucination** – Target sees a nonexistent foe; must fight them until the foe is “defeated” (i.e., takes damage that would drop the target); foe has same capabilities as target but does them no damage (i.e., always misses).
8. **Spin** – Target is spun about 180°, taking 1 round/10 point failure to recover.
9. **Weapon Alteration** – Target’s weapon is altered to appear to them that it is some other weapon, with which they must fight; treat as a similar weapon for OB purposes.
10. **Mirages** – Target sees all moving things clearly, but the caster can control the fixed scene that the target “sees”.

CONTROL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Minor Distraction	1 target	varies	100'	Fm
2)	Mind Wall	self	1 min/lvl	self	U
3)	Question	1 target	-	10'	Fm
4)	Misfeel Kind °	self	C	self	U
5)	Question III	1 target	-	10'	Fm
6)	Mind Wall II	self	1 min/lvl	self	U
7)	Suggestion	1 target	varies	10'	Fm
8)	Misfeel Calling °	self	C	self	U
9)	Major Distraction	1 target	varies	100'	Fm
10)	Mind Wall III	self	1 min/lvl	self	U

<<insert table for Control>>

- 1. Minor Distraction** – Target suffers from -20 modifier to all actions. Duration of this spell is 1 round for every 10 points that the RR is failed by.
- 2. Mind Wall** – Caster receives a +10 to his RRs against any mind affecting or mental attack spell.
- 3. Question** – Target must answer one single concept question completely and truthfully.
- 4. Misfeel Kind** – For the purposes of magical or mental detections, caster appears to be of any race he chooses.
- 5. Question III** – As *Question*, except that the caster may ask up to 3 questions at a rate of no more than 1 per round.
- 6. Mind Wall II** – As *Mind Wall*, except that the bonus is +20.
- 7. Suggestion** – Target will follow a single suggested act that was not completely alien to him (i.e. no suicide suggestions, no blinding himself or other maiming suggestions).
- 8. Misfeel Calling** – As *Misfeel Kind*, except that profession may be misrepresented.
- 9. Major Distraction** – As *Minor Distraction*, except that the modifier is -50.
- 10. Mind Wall III** – As *Mind Wall*, except that the bonus is +30.

CONTROLLING SONGS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Calm Song	1 target	C	50'	Fm
2)	Holding Song	1 target	C	50'	Fm
3)	Stun Song	1 target	C	50'	Fm
4)					
5)	Sleep Song	1 target	C	50'	Fm
6)	Charm Song	1 target	C	50'	Fm
7)	Fear's Song	1 target	C	50'	Fm
8)	Calm Song True	1 target	C x2	50'	Fm
9)	Stun Song True	1 target	C x2	50'	Fm
10)	Forgetting Song	1 target	P	50'	Fm

<<insert table for Controlling Songs>>

- 1. Calm Song** – Target is calmed and can't take aggressive (offensive) action, while caster plays/sings (concentrates).
- 2. Holding Song** – As *Calm Song*, except target only has 25% of their normal activity each round.
- 3. Stun Song** – As *Calm Song*, except target is stunned.
- 5. Sleep Song** – As *Calm Song*, except target falls into a light sleep. Target gets another RR if someone attempts to wake them while this spell is still active. When the duration is up, the target can be wakened normally.
- 6. Charm Song** – As *Calm Song*, except target believes caster is a good friend.
- 7. Fear's Song** – As *Calm Song*, except target fears caster and tries to flee from them. Fleeing usually equates to moving at maximum pace away from caster.
- 8. Calm Song True** – As *Calm Song*, except after the caster stops playing/singing the effect will continue for the number of rounds the caster has already played/sung (e.g., if the caster sings for 3 rounds, then after they stops the target will remain calm for 3 more rounds).
- 9. Stun Song True** – As *Calm Song True*, except target is stunned.
- 10. Forgetting Song** – Target will forget what transpired in a certain period of time specified by the caster (within 1 day/level). The length of the "forgetting" time period is equal to the amount of time the caster plays/ sings (concentrates).

CRYSTAL WAYS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Create Crystal	Self	10 min/lvl	Touch	F
2)	Crystal Light	1 crystal	10 min/lvl	Touch	U
3)	Minor Crystal Focus	1 crystal	P	Touch	F
4)	Shard	1 target	--	5'/lvl	Fd
5)	Crystal Ears	10' R	1 min/lvl	100'	U
6)	Lesser Crystal Focus	1 crystal	P	Touch	F
7)	Crystal Eyes	10' R	1 min/lvl	100'	U
8)	Shard II	1 target	--	5'/lvl	Fd
9)	Crystal Rune	1 crystal	P	Touch	F
10)	Sever Crystal Link	Self	P	Self	F

<<insert table for Crystal Ways>>

- 1. Create Crystal** – Caster creates a small crystal that may be used with other spells on this list. At the end of the duration, the crystal will turn black and crumble to dust. The created crystal has a maximum size of about 3" long and about 1/2" in diameter, and is pointed at both ends.
- 2. Crystal Light** – Causes a crystal to glow, illuminating up to a 50' radius. The caster may spend one round in concentration to adjust the illumination.
- 3. Minor Crystal Focus** – Caster enchants ones of his created crystals to use as a focus for casting other spells. This grants him a +5 to all spell casting for the caster, it will not work for anybody else. If the crystal is one that the caster created, its duration is changed to permanent. This is a personal bond to the crystal, and the caster may not have more than 1 *Crystal Focus* in existence at a time.
- 4. Shard** – The caster causes a crystal to shoot forth from his palm. This does a Tiny attack on the Bolt attack table, and delivers Puncture criticals.
- 5. Crystal Ears** – Caster attunes himself so that he can move his point of hearing to any one crystal within the range of this spell. Caster may split his hearing between both his own location and that of the crystal with a -30 modifier to all hearing-based perception rolls.
- 6. Lesser Crystal Focus** – This spell may only be cast upon a *Minor Crystal Focus*. It increases the bonus to casting to +10 and the crystal also becomes a +1 PP Adder.
- 7. Crystal Eyes** – As *Crystal Ears*, except that the cast moves his point of vision to a crystal within range.
- 8. Shard II** – As *Shard*, except that it does a Small attack.
- 9. Crystal Rune** – Caster is able to imbed a spell within a crystal. The spell to be imbedded must be cast within 1 minute of this spell. The imbedded may be later cast as an instantaneous spell. Once used, the crystal will turn black and crumble to dust. Using the crystal is the same as using any normal rune. If the crystal is a one that the caster created, and the crystal's duration runs out and it crumbles before the rune is used, the imbedded spell is lost. *Crystal Rune* may not be cast upon a *Crystal Focus*.
- 10. Sever Crystal Link** – Caster severs his link to his *Crystal Focus*. The crystal will then turn black and crumble to dust.

GAS ALTERATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	F
2)	Airwall	10'x10'x3'	C	10'	E
3)	Fog II	20' R	1 min/lvl	100'	E
4)	Vacuum A	5' R	-	100'	F
5)	Air Stop I	10' R	C	touch	F
6)	Fog X	100' R	1 min/lvl	10'	E
7)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
8)	Heat Bolt I	1 target	-	100'	Ed
9)	Vacuum B	5' R	-	100'	F
10)	Air Stop V	50' R	C	touch	F

<<insert table for Gas Alteration>>

- 1. Condensation** – Condenses 1 cu' of water from the surrounding air into the caster's hands. The caster can then funnel the water into any available container.
- 2. Airwall** – Creates 10'x10'x3' wall of dense air; cuts movement and missile attacks through it by 50% (i.e., -50 to OBs).
- 3. Fog II** – Creates dense fog in a 20' radius.
- 4. Vacuum A** – Creates a near vacuum within the radius. All within must make a RR or take an 'A' Impact critical as the air leaves and rushes back in.
- 5. Air Stop I** – Stops all generalized air movement (e.g., wind) up to 30 mph and cuts higher winds by 30 mph, both in a 10' radius.
- 6. Fog X** – As *Fog II*, except radius is 100'.
- 7. Airwall True** – As *Airwall*, except has a set duration of 1 min/level and does not require concentration.
- 8. Heat Bolt I** – A bolt of super-heated air is shot from the palm of the caster. This does a Large attack on the Bolt attack table, delivering Heat criticals.
- 9. Vacuum B** – As *Vacuum A*, except that those within the radius take a 'B' Impact critical.

10. **Air Stop V** – As *Air Stop I*, except radius is 50’.

HEALING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Heal	self	P	self	Hs
2)	Clotting	self	P	self	Hs
3)	Stun Relief *	self	-	self	Hs
4)	Heal III	self	P	self	Hs
5)	Cut Repair	self	P	self	Hs
6)	Lssr. Fract. Repair	self	P	self	Hs
7)	Mnr. Motive Repair	self	P	self	Hs
8)	Cut Repair III	self	P	self	Hs
9)	Stun Relief III	self	-	self	Hs
10)	Heal V	self	P	self	Hs

<<insert table for Healing>>

- 1. Heal** – Caster heals 1d10 hits of damage.
- 2. Clotting** – The caster can stop the bleeding on a wound that is bleeding at a rate of 1 hit per round. The target may not move for an hour or the bleeding will restart.
- 3. Stun Relief** – The target is relieved of one round of accumulated stun.
- 4. Heal III** – As *Heal*, except that 3d10 hits are healed.
- 5. Cut Repair** – The caster can stop bleeding from one wound that is bleeding at a rate of 1 hit per round.
- 6. Lesser Fracture Repair** – The caster can accelerate the healing of one simple fracture (not compound fractures, shatters, joint damage, etc.). Recovery time is 24 hours.
- 7. Minor Motive Repair** – The caster can repair (not replace or regrow) one damaged muscle or tendon. Recovery time is 24 hours.
- 8. Cut Repair III** – As *Cut Repair*, except that it stops 3 points of bleeding.
- 9. Stun Relief III** – As *Stun Relief*, except it relieves 3 rounds of stun.
- 10. Heal V** – As *Heal*, except that 5d10 hits are healed.

HIDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Blur	caster	1 min/lvl	self	D
2)	Unseen	1 object	24 hrs	touch	P
3)	Shadow	caster	10 min/lvl	self	P
4)	Quiet I	1'R	1 min/lvl	self	F
5)	Invisibility I	1 target	24 hrs	touch	P
6)	Invisibility II	1 target	24 hrs	touch	P
7)	Screens	1,000 sq'	C	100'	P
8)	Displacement I	caster	1 min/lvl	self	P
9)	No Sense	1 target	24 hrs	touch	P
10)	Shadow Mystic	varies	1 min/lvl	100'	P

<<insert table for Hiding>>

- 1. Blur** – Causes caster to appear blurred to attackers, subtracting 10 from all attacks.
- 2. Unseen** – A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i.e., an attack).
- 3. Shadow** – Caster and objects on their person appear to be a shadow; and thus are almost invisible in dark areas (e.g., in many situations this could be handled with a Stalking/Hiding bonus between 25 and 75).
- 4. Quiet I** – Any sounds originating within a radius of 1’ of the caster’s body are completely muffled; +25 to Stalking.
- 5. Invisibility I** – As *Unseen*, except everything within 1’ of the target is invisible as long as it remains within the radius (1’) and none of the Unseen termination conditions occur. Only objects totally contained in the radius at the time of casting become invisible. Any object in the radius is under the restrictions given in Unseen.
- 6. Invisibility II** – As *Invisibility I*, except the caster can vary the radius up to 1’.
- 7. Screens** – Creates a 1,000 sq’ screen on which the caster can place any static scene; seems 3-dimensional and normal.
- 8. Displacement I** – Caster appears to be offset from where they really is, all attacks have no effect 10% of the time (no normal RRs). Each time a foe misses, the chance of “no effect” for that foe goes down by 5%.
- 9. No Sense** – As *Invisibility I*, except caster is also undetectable by smell and sound,
- 10. Shadow Mystic** – Creates a duplicate of the caster; if they concentrates, it will move as they wills; otherwise, it does exactly as they does. With a round of concentration, the caster can merge the shadow mystic with himself and then split apart again.

ITEM LORE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Jewel & Metal Assessment	1 object	-	touch	I
2)	Item Assessment	1 object	-	touch	I
3)	Detect Power	1 object	1 rnd/lvl (C)	touch	I
4)	Item Analysis I	1 object	-	touch	I
5)	Assessment True	1 object	-	touch	I
6)	Significance	1 object	-	touch	I
7)	Item Analysis II	1 object	-	touch	I
8)	Origins	1 object	-	touch	I
9)	Item Vision	1 object	-	touch	I
10)	Item Analysis III	1 object	-	touch	I

<<insert table for Item Lore>>

- Jewel & Metal Assessment** – Caster can assess the value of jewels and metals to within 10%; allows them to calculate different values for the different cultures they is familiar with.
- Item Assessment** – As *Jewel and Metal Assessment*, except crafted items may be assessed; magic capabilities are not included.
- Detect Power** – Detects power in an item, but not the realm or how much.
- Item Analysis I** – Caster has a 10% chance for each ability of determining what enchanted abilities the item has; once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.
- Assessment True** – As *Item Assessment*, except anything can be assessed, such as livestock, houses, boats, etc.
- Significance** – Determines if the item examined has any cultural or historical significance, but not specifically what significance.
- Item Analysis II** – As *Item Analysis I*, except there is a 20% chance for each ability.
- Origins** – Gives the area of origin of the item, the race of the being who made it, and when it was made (within 100 years).
- Item Vision** – Gives a vision of the most significant event in the item’s past The event cannot have occurred more than 1 day per level of the caster in the past.
- Item Analysis III** – As *Item Analysis I*, except there is a 30% chance for each ability.

LIQUID ALTERATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Boil/Freeze Water	1 cu'/lvl	C	2'	F
2)	Clear/Desalinate Water	1 cu'/lvl	C	2'	F
3)	Evaporation	1,000 cu'/lvl	P (C)	2'	F
4)	Waterwall	10'x10'x1'	C	10'	E
5)	Water Bolt I	1 target	-	100'	Ed
6)	Water Corridor I	100'x3'x10'	C	10'	F
7)	Call Rain	100'R	C	self	F
8)	Calm Water	100'R	C	10'	F
9)	Wave	(1'x10')/lvl	-	100'	F
10)	Waterwall True	10'x10'x1'	1 min/lvl	10'	E

<<insert table for Liquid Alteration>>

- Boil/Freeze Water** – The caster may vary the temperature of any inanimate body of liquid (1 cu'/level) by 125°F per round. Once the liquid begins to boil/freeze, it will not continue to heat up, but will begin to cool naturally if the caster stops concentrating. (Temp. cannot be lower then -20°F).
- Clear/Desalinate Water** – As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
- Evaporation** – As *Boil/Freeze Water*, except 1,000 cu'/level of liquid is evaporated at a rate of 100 cu'/round.
- Waterwall** – Creates a 10'x10'x1' wall of churning water (a liquid source must be within 10'), cuts all movement and attacks through it by 80%.
- Water Bolt** – A bolt of water is shot from the palm of the caster. This does a Small attack on the Bolt attack table, delivering Impact criticals.
- Water Corridor I** – Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).
- Call Rain** – Causes it to rain in 100'R about the caster, heaviness is determined by the humidity.
- Calm Water** – All water within a 100'R is calmed: waves are cut by 20' in the center and less towards the perimeter.
- Wave** – Creates a wave moving away from the caster; wave is 1' high/ level in the center and 10'/level wide.
- Waterwall True** – As *Waterwall*, except has a set duration of 1 min/level and doesn't require concentration.

LORES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Recall	caster	C	self	U
2)	Learn Language II	caster	C	self	U
3)	Language Lore	caster	-	self	I
4)	Mind's Lore I	caster	1 rnd/lvl (C)	50'	Im
5)	Study II	caster	C	self	U
6)					
7)	Learn Language III	caster	C	self	U
8)	Mind's Lore III	caster	1 rnd/lvl (C)	50'	Im
9)					
10)	Study III	caster	C	self	U

<<insert table for Lores>>

- 1. Recall** – Caster gets a 25% chance of recalling some key fact or occurrence from their subconscious; this information should relate to the current situation (could be from their background or something they has forgotten); increases the caster’s Memory stat bonus by 50 for the duration of one maneuver involving Memory (e.g., the use of a “lore” skill, one hand of a card game, one “star-gazing” attempt, etc.).
- 2. Learn Language II** – Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent) results in two ranks being learned. It is assumed that this spell is cast and is in effect while the language is being learned – that is, whenever the development points are allocated.
- 3. Language Lore** – Caster learns what language a piece of text is written in, and the author if they was noteworthy or the caster has seen their work.
- 4. Mind’s Lore I** – Caster can scan the target’s mind and receive some of the target’s knowledge (conscious and unconscious) concerning one very specific topic. For each bit of knowledge on the topic, there is a 10% chance that the caster will learn it (roll for each bit once per round).
- 5. Study II** – As *Recall*, except caster can also read at double the normal rate (resulting in 2 pages per minute while this spell is active).
- 7. Learn Language III** – As *Learn Language II*, except rate is 3x (three ranks gained for every one developed).
- 8. Mind’s Lore III** – As *Minds Lore I*, except chance is 30%.
- 10. Study III** – As *Study II*, except caster can read at 3x normal rate.

MIND ATTACK

Level	Spell	Area of Effect	Duration	Range	Type
1)	Jolts I	1 target	1 rnd/10%	100'	Fm
2)	Hesitation	1 target	1 rnd/10%	100'	Fm
3)	Minor Pain	1 target	-	100'	Fm
4)	Shock A	1 target	-	100'	Fm
5)	Jolts III	1 target	3 rnd/10%	100'	Fm
6)					
7)	Paralyze I	1 target	5 rnd/10%	100'	Fm
8)	Shock B	1 target	-	100'	Fm
9)	Major Pain	1 target	-	100'	Fm
10)	Mind Shout I *	10'R	1 rnd/10%	self	Fm

<<insert table for Mind Attack>>

- 1. Jolts I** – Target is stunned.
- 2. Hesitation** – Target hesitates in any non-defensive action; -50 to initiative; must parry with at least half OB.
- 3. Minor Pain** – Target takes 25% of their remaining concussion hits (i.e., those not already taken).
- 4. Shock A** – Target takes an ‘A’ Electricity critical strike.
- 5. Jolts III** – As *Jolts I*, except lasts is 3 round.
- 7. Paralyze I** – Target is paralyzed.
- 8. Shock B** – As *Shock A*, except target takes a ‘B’ Electricity critical strike.
- 9. Major Pain** – As *Minor Pain*, except 50% of remaining concussion hits are taken.
- 10. Mind Shout I** – Everyone within the radius is a target, all failing to resist are stunned.

MIND CONTROL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Question	1 target	-	10'	Fm
2)	Sleep	1 target	-	50'	Fm
3)	Charm Kind	1 target	10 min/lvl	50'	Fm
4)	Calm	1 target	1 min/lvl	100'	Fm
5)	Confusion	1 target	1 rnd/5%	100'	Fm
6)	Fear	1 target	1 min/10%	100'	Fm
7)	Suggestion	1 target	varies	10'	Fm
8)	Hold Kind	1 target	C	50'	Fm
9)	Emotions	1 target	1 min/lvl	100'	Fm
10)	Master of Kind	1 target	10 min/lvl	10'	Fm

<<insert table for Mind Control>>

- 1. Question** – Target must answer a single-concept question truthfully.

2. **Sleep** – Target falls into natural sleep.
3. **Charm Kind** – Humanoid target believes caster is a good friend.
4. **Calm** – Target will take no offensive action, and will fight only in self-defense.
5. **Confusion** – Target is incapable of making decisions or initiating action; may continue to fight current foes or in self-defense.
6. **Fear** – Target fears caster and attempts to flee.
7. **Suggestion** – Target will follow a single suggested act that was not completely alien to them (e.g., no suicide suggestions, no blinding himself suggestions, etc.).
8. **Hold Kind** – Target is held to 25% of normal action.
9. **Emotions** – Causes any desired emotion.
10. **Master of Kind** – Target must obey the caster as specified in Suggestion.

MIND MERGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Empathy	1 target/rnd	1 rnd/lvl (C)	10'	Im
2)					
3)	Emotions	1 target/rnd	1 rnd/lvl (C)	50'	Im
4)	Merge w. Mentalist	1 target + self	C	touch	U
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
6)	Mind Merge I	1 target + self	C	touch	Um
7)					
8)	Mind Merge II	1 target + self	C	100'	Um
9)					
10)	Inner Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im

<<insert table for Mind Merge>>

1. **Empathy** – Caster learns target’s basic feelings; can concentrate on a new target each round.
3. **Emotions** – Caster learns target’s emotions in detail; can concentrate on a new target each round.
4. **Merge With Mentalist** – Allows two Mentalism spell users to communicate mentally and exchange power points.
5. **Thoughts** – Caster receives surface thoughts from target; if target makes their RR by more than 25 they realizes what is happening; can concentrate on one target each round.
6. **Mind Merge I** – Allows caster and target to interchange thoughts; if both are Mentalism spell users they can interchange power points. Caster must touch the target.
8. **Mind Merge II** – As *Mind Merge I*, except range is 100’. They must be able to see each other or the caster must know the exact location of the target.
10. **Inner Thoughts** – As in *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

MIND SPEECH

Level	Spell	Area of Effect	Duration	Range	Type
1)	Mentalist Tongue *	1 target + self	C	100'	Fm
2)					
3)	Mind Tongue I *	1 target + self	C	100'	Fm
4)					
5)					
6)	Mind Tongue II *	1 target + self	C	500'	Fm
7)					
8)					
9)	Mind Speech I *	10'R	C	self	Fm
10)	Mind Tongue III *	1 target + self	C	1,000'	Fm

<<insert table for Mind Speech>>

1. **Mentalist Tongue** – Caster may mentally speak with another spell caster of the Mentalism realm.
3. **Mind Tongue I** – Caster may mentally speak with any one thinking being. They must be able to see each other or the caster must know the exact location of the target.
6. **Mind Tongue II** – As *Mind Tongue I*, except range is 500’.
9. **Mind Speech I** – Caster can broadcast thoughts to minds of all within range. This is a one-way broadcast.
10. **Mind Tongue III** – As *Mind Tongue I*, except range is 1,000’.

MIND VISIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Question I	1 target	-	10'	Fm
2)					
3)	Question III	1 target	3 rnds	10'	Fm
4)					
5)	Thoughts	1 target/rnd	1 rnd/lvl (C)	100'	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Truth I	caster	1 min	10'R	Im
8)	Veracity	1 target	C	100'	Im
9)					
10)	Inner Thoughts	1 target	1 rnd/lvl	100'	Im

<<insert table for Mind Visions>>

- 1. Question I** – Target must answer one single-concept question truthfully. *Question* is asked and answered mentally.
- 3. Question III** – As *Question I*, except target must answer 3 questions (1/round).
- 5. Thoughts** – Caster receives surface thoughts from target. Caster can concentrate on one target each round.
- 6. Mind Typing** – Caster learns race, profession, and level of the target.
- 7. Truth I** – Caster knows when anyone within the radius is lying.
- 8. Veracity** – Caster knows if the target is lying.
- 10. Inner Thoughts** – As *Thoughts*, except caster also learns reasoning and thought patterns behind surface thoughts.

MYSTICAL CHANGE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Study	self	-	300'	I
2)	Face Shifting True	self	1 hour/lvl	self	U
3)	Change to Kind	self	10 min/lvl	self	U
4)	Misfeel Kind °	self	C	self	Pm
5)	Enlarge	self	10 min/lvl	self	U
6)	Shrink	self	10 min/lvl	self	U
7)	Misfeel Calling °	self	C	self	Pm
8)	Changing Lungs	self	10 min/lvl	self	U
9)	Change	self	10 min/lvl	self	U
10)	Mind Tongue	1 target + self	C	20'	Um

<<insert table for Mystical Change>>

- 1. Study** – Caster studies and memorizes the appearance and mannerisms of a being, for later use in a *Face Shift* or *Change* type spell.
- 2. Face Shifting True** – Allows caster to alter the form of their face; if they *Studied* a being they can take on the exact form.
- 3. Change to Kind** – Caster can alter their entire body to the form of another humanoid race (no increase in mass). This cannot be a specific person.
- 4. Misfeel Kind** – Caster appears to be of any race they choose to magical or mental detections.
- 5. Enlarge** – Caster can increase their mass (and usually height) by 10%/level; but there is no proportional increase in strength (other than for movement purposes).
- 6. Shrink** – As *Enlarge*, except caster shrinks by 10%/level (to a maximum of 90%) and there is no proportional decrease in strength.
- 7. Misfeel Calling** – As *Misfeel Kind*, except profession may be misrepresented.
- 8. Changing Lungs** – Caster can breathe water, air, or gas at will.
- 9. Change** – As *Change To Kind*, except caster can assume any organic form within 1/2 and 2x their mass; does not obtain any special abilities.
- 10. Mind Tongue** – [RR Mod: -50] Caster can speak mentally with any sentient being; and to the being it will seem as if the caster was speaking in the being's own language.

PAST VISIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Origins	caster	-	touch	I
2)	Detect Curse	caster	-	touch	I
3)	Vision Behind I	caster	C	touch	I
4)	Power Lore	caster	-	touch	I
5)	Vision Guide	caster	varies	touch	U
6)	Item Vision	caster	-	touch	I
7)	Vision Behind II	caster	C	touch	I
8)					
9)	Vision Behind III	caster	C	touch	I
10)	Delving	caster	-	touch	I

<<insert table for Past Visions>>

- 1. Origins** – Gives a general idea of the place of origin of an item.
- 2. Detect Curse** – Determines if there is a curse is on an item.

3. **Vision Behind I** – Caster gets a vision up to 1 min/level into the past (includes sight and sound). Vision must be associated with a place or item touched at the time the spell is cast. Caster is in a trance as long as they concentrate.
4. **Power Lore** – Gives the origin of an item’s power.
5. **Vision Guide** – When cast just before a *Vision Behind* spell, it gives the caster the ability to scan the past by “feeling the temporal location of significant events.”
6. **Item Vision** – Gives a vision of a significant event in an item’s past.
7. **Vision Behind II** – As *Vision Behind I*, except time limit is 10 min/level.
9. **Vision Behind III** – As *Vision Behind I*, except time limit is 1 hour/level.
10. **Delving** – Gives significant details concerning an item’s construction and purpose (not specific powers).

PRESENCE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence ^{o*}	10'R/lvl	C	self	Im
2)	Feel I *	1 target	-	10'/lvl	Im
3)	Mind Store *	1 target	-	10'/lvl	Im
4)	Transfer Mind Store	1 target	-	touch	U
5)	Feel III *	3 target	-	10'/lvl	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Minor Finding	1 target	C	100'/lvl	Im
8)	Direction I	1 target	-	1,000'/lvl	Im
9)	Presence True *	50'R	C	100'/lvl	Im
10)	Awareness *	10'/lvl	C	self	Im

<<insert table for Presence>>

1. **Presence** – Caster is aware of the presence of all sentient/thinking beings within their range.
2. **Feel I** – Caster gets general idea of the race and level of one being; being must first be located by *Presence* or *Presence True* if they are not within visual range.
3. **Mind Store** – As *Feel I*, except caster stores mental pattern of target; can be later used to locate specific person through *Finding* spells.
4. **Transfer Mind Store** – The caster can transfer a copy of any one *Mind Stored* person to another caster from the Mentalism realm (i.e. both casters now have the person stored). The target of this spell must know the *Mind Store* spell.
5. **Feel III** – As *Feel I*, except analyzes 3 targets at one (all targets must be within range).
6. **Mind Typing** – As *Feel I*, except caster learns race, profession, and level of target.
7. **Minor Finding** – Caster gets direction and distance to any unshielded mind that they have a mental pattern of from *Mind Store*.
8. **Direction I** – Caster gets direction to any unshielded mind which they have a mental pattern of from *Mind Store*.
9. **Presence True** – Can get presences in area with a 50’ radius; caster can concentrate on one such area each round.
10. **Awareness** – As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).

SENSE CONTROL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Distraction	1 target	C	100'	Fm
2)	Numbing	1 target	C	100'	Fm
3)	Blur Vision	1 target	C	100'	Fm
4)	Minor Sense Control	1 target	C	100'	Fm
5)	Audio Attack	1 target	1 rnd/10%	100'	Fm
6)	Audio Control	1 target	C	100'	Fm
7)	Fumble	1 target	-	100'	Fm
8)	Vision Control	1 target	C	100'	Fm
9)	Vision Attack	1 target	1 rnd/10%	100'	Fm
10)	Nerve Stun	1 target	1 rnd/10%	100'	Fm

<<insert table for Sense Control>>

1. **Distraction** – Target is at -30 for all actions.
2. **Numbing** – Random limb of target’s is numb and useless.
3. **Blur Vision** – Target has a -100 OB mod for missile attacks; -50 for all other actions.
4. **Minor Sense Control** – Causes false sensations in any one of: smell, taste, or touch.
5. **Audio Attack** – Loud sound stuns target.
6. **Audio Control** – Causes target to hear any sound(s) desired.
7. **Fumble** – Target fumbles weapon or item in hands; roll on the appropriate Fumble Table.
8. **Vision Control** – Causes target to see whatever the caster desires.
9. **Vision Attack** – Bright light blinds target.
10. **Nerve Stun** – Target is totally numbed; is at -75 for all actions and is stunned.

SENSING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence*	10'/lvl	C	Self	I
2)	Sidevision	Self	10 min/lvl	Self	U
3)	Improved Senses	Self	1 min/lvl	Self	U
4)	Clear Sight	Self	1 min/lvl	Self	U
5)	Darkvision	Self	10 min/lvl	Self	U
6)	Improved Senses II	Self	1 min/lvl	Self	U
7)	Remote Sense	Self	C	Self	U
8)	Awareness*	30' R	C	Self	I
9)	Clear Sight II	Self	1 min/lvl	Self	U
10)	Improved Senses III	Self	1 min/lvl	Self	U

<<insert table for Sensing>>

- 1. Presence** – Caster is aware of the presence of all sentient/thinking being within his range, and their approximate location within that range.
- 2. Sidevision** – Caster has a 300° field of vision.
- 3. Improved Senses** – Caster gains a +10 on any and all perception style maneuver (i.e. Perception, Tracking, etc.).
- 4. Clear Sight** – Caster can clearly see up to 50' through non-solid obstructions such as fog, rain, water, etc.
- 5. Darkvision** – Caster may clearly see up to 20' in total, non-magical darkness. He can see twice as far as normal in situations where there is low or little light, and can see normally in the daylight. For example, if a torch illuminates a 20' radius, this spell allows the caster to see up to 40'.
- 6. Improved Senses II** – As *Improved Senses*, except that the bonus is +20.
- 7. Remote Sense** – Caster may move the focal point of a single sense (such as sight or hearing) at a rate of 5' per round, up to a maximum distance of 5' per level away from his location. He may not send his sensing focal point through barriers (a closed door is a barrier, a pit or open window is not). The caster must select which sense to send at the time of casting, and he loses the use of that sense while this spell is in effect.
- 8. Awareness** – As *Presence*, except for the shorter range and that the caster knows the general actions being taken by those within the range. Caster learns things like person 20' north of you is casting a spell, but not which spell nor who it is aimed at.
- 9. Clear Sight II** – As *Clear Sight*, except that the caster may see up to 100' clearly.
- 10. Improved Senses III** – As *Improved Senses*, except that the bonus is +30.

SOLID ALTERATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Warm Solid	1 cu'/lvl	24 hrs	touch	F
2)	Heat Solid I	1 cu'/lvl	1 min/lvl (C)	touch	F
3)	Cool Solid I	1 cu'/lvl	24 hrs	touch	F
4)	Cracks Call	10'x10'x10'	-	100'	F
5)	Door	1 door	-	touch	F
6)	Woodfires	1'R	-	touch	F
7)					
8)	Heat Solid II	1 cu'/lvl	1 min/lvl (C)	50'	F
9)	Cool Solid II	1 cu'/lvl	1 min/lvl (C)	50'	F
10)	Wall of Ice	10'x10'x2'	varies	10'	E

<<insert table for Solid Alteration>>

- 1. Warm Solid** – Any solid inanimate, non-metal material (1 cu'/lvl) can be warmed to 100°F at a rate of 1 cu'/rnd. The solid will not begin to cool for 1 min per level of the caster.
- 2. Heat Solid I** – As *Warm Solid*, except material can be heated to 500°F at a rate of 100°F/rnd. The caster must concentrate to increase the temperature (without concentration, the material will retain it's current temperature for the duration of the spell). The caster need only touch the solid when initially casting the spell
- 3. Cool Solid I** – Any solid, inanimate, non-metal material can be cooled to -20°F, at a rate of 1 cu'/round.
- 4. Cracks Call** – Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit.
- 5. Door** – Can cause a door to expand or contract due to subtle temperature changes; door can be jammed or loosened (a special modification of +/- 50 to maneuvers to break down the door can be granted).
- 6. Woodfires** – Causes wood and other burnable materials to instantly burst into flames.
- 8. Heat Solid II** – As *Heat Solid I*, except the range is 50' but the heat only increases 50°F each round that the caster concentrates.
- 9. Cool Solid II** – As *Cool Solid I*, except material can be cooled to -200°F, at a rate of (1 cu' and -100°F)/round. The caster must concentrate to decrease the temperature (without concentration, the material will retain it's current temperature for the duration of the spell).
- 10. Wall of Ice** – Creates a 10'x10'x(2' at base, 1' at top) transparent wall of ice, lasting until: melted (100 hits of fire) or chopped through (50 man rounds).

SOUND CONTROL

Level	Spell	Area of Effect	Duration	Range	Type
1)	Quiet I	1'R	1 min/lvl	self	F
2)	Sonic Law I	1'R	C	self	P
3)					
4)	Silence I	10'R	1 min/lvl	self	F
5)	Sonic Law II	10'R	C	self	P
6)	Sudden Sound	1 target	1 rnd/5 fail	100'	F
7)	Silents	10'R	1 min/lvl	self	F
8)	Deafen	1 target	1 rnd/5 fail	100'	F
9)	Cracks	1,000 cu'	-	100'	F
10)	Silence III	50'R	1 min/lvl	self	F

<<insert table for Sound Control>>

- 1. Quiet I** – Any sounds originating within 1' of the caster's body cannot be heard outside the radius; +25 to Stalking.
- 2. Sonic Law I** – Caster may manipulate sound within 1' of their body. They can create any sound they wants; and if they desires, that sound can be heard outside the radius.
- 4. Silence I** – As *Quiet I*, except radius is 10'.
- 5. Sonic Law II** – As *Sonic Law I*, except radius is 10'.
- 6. Sudden Sound** – Causes a very loud, sudden sound next to the target's ears. Target is stunned for the duration if he fails his RR. This sound is audible up to 100' away from the target, but nowhere near as loud as the target hears it.
- 7. Silence** – As *Silence I*, except radius can be altered anywhere between 0' and 10'. (e.g., setting up an area of Silence at a tavern table, excluding everything but the table).
- 8. Deafen** – Target cannot hear sounds occurring more than 6" from his ears.
- 9. Cracks** – Certain sound waves cause any cracks or flaws in solid, inanimate material (up to 1,000 cu') to expand to their limit.
- 10. Silence III** – As *Silence I*, except radius is 50'.

SOUND PROJECTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Long Whisper I	1 point	C	100'	U
2)	Sounding II	caster	C	self	U
3)	Song Sounding II *	1 spell	varies	self	U
4)	Song II *	1 spell	varies	self	U
5)	Long Whisper III	1 point	C	300'	U
6)	Sounding V	caster	C	self	U
7)	Great Song I *	1 spell	varies	self	U
8)	Song Sounding III *	1 spell	varies	self	U
9)	Long Whisper V	1 point	C	500'	U
10)	Song III *	1 spell	varies	self	U

<<insert table for Sound Projection>>

- 1. Long Whisper I** – Caster can whisper and the whisper can be heard at any point they chooses within the range.
- 2. Sounding II** – Caster's voice is amplified 2x.
- 3. Song Sounding** – Doubles the range of a spell from the Mentalism Base list, *Controlling Songs*; must be cast just before that spell.
- 4. Song II** – Allows the caster to affect 2 targets with a spell off the Mentalism Base list, *Controlling Songs*; this spell requires the same PPs as the controlling spell, and is cast simultaneously with that spell.
- 5. Long Whisper III** – As *Long Whisper I*, except range is 300'.
- 6. Sounding V** – As *Sounding II*, except amplification is 5x.
- 7. Great Song I** – As *Song II*, except everyone within a 10'R of the caster is a target of the control song used.
- 8. Song Sounding III** – As *Song Sounding II*, except range is 3x.
- 9. Long Whisper V** – As *Long Whisper I*, except range is 500'.
- 10. Song III** – As *Song II*, except 3 targets may be affected.

TRUE PERCEPTION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Presence ^{o*}	10'R/lvl	C	self	Im
2)	Detect Illusion	5'R	-	100'	I
3)	Mind Store *	1 target	-	10'/lvl	Um
4)	Seer's Analysis *	1 target	-	10'/lvl	Im
5)	Minor Finding	1 target	C	100'/lvl	Im
6)	Mind Typing *	1 target	-	10'/lvl	Im
7)	Awareness III	30'R	C	self	Im
8)	Long Ear	caster	-	10'/lvl	I
9)					
10)	Awareness True	10'/lvl	C	self	Im

<<insert table for True Perception>>

1. **Presence** – Caster is aware of the presence of all sentient/thinking beings within their range.
2. **Detect Illusion** – Caster can check one object or place (up to a 5' radius) and tell if it is an illusion or has an illusion on it.
3. **Mind Store** – Caster stores the mental pattern of target; can be used later to locate specific person through Finding. Target must have previously been detected using *Presence* or *Feel* spells
4. **Seer's Analysis** – Caster can determine one of the following concerning a target: profession, race, or level.
5. **Finding I** – Caster gets direction & distance to an unshielded mind which they have a mental pattern of from *Mind Store*.
6. **Mind Typing** – As *Seer's Analysis*, except caster learns race, profession, and level.
7. **Awareness III** – As *Presence*, plus a general knowledge of the actions of each being (e.g., being is casting a spell, but not what spell is being cast).
8. **Long Ear** – Caster's point of hearing may be moved up to 10'/level away (moves at 10'/round); they must be physically able to go there (e.g., they could not send their point of hearing through walls or closed doors). Note that this means that someone could sneak up on the caster undetected.
10. **Awareness True** – As *Awareness III*, except radius is 10'/level.

TRUE SIGHT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Watersight	caster	C	self	U
2)	Nightsight	caster	C	self	U
3)	Woodsight	caster	C	self	U
4)	Watch I	caster	C	10'	I
5)	Long Eye I	caster	C	10'/lvl	I
6)	See Invisible	caster	C	self	U
7)	Stonesight	caster	C	self	U
8)	Ironsight	caster	C	self	U
9)	Illusionsight	caster	C	self	U
10)	Watch II	caster	C	10'/lvl	I

<<insert table for True Sight>>

1. **Watersight** – Caster can see through 10'/level of water (even murky water) as if it were day.
2. **Nightsight** – As *Watersight*, except caster can see in normal darkness.
3. **Woodsight** – As *Watersight*, except caster can see through 1'/level of wood.
4. **Watch I** – Caster can pick a point up to 10' away and they will have a field of vision from that point; they can rotate but not move (there can be intervening objects such as walls). Note that this means that someone could sneak up on the caster undetected.
5. **Long Eye I** – Caster's point of sight may be moved independently up to 10'/level away (moves at 10'/round); they must be physically able to go there (e.g., they could not send their point of sight through walls or closed doors). Note that this means that someone could sneak up on the caster undetected.
6. **See Invisible** – As *Watersight*, except caster can see invisible objects.
7. **Stonesight** – As *Woodsight*, except caster can see through 6"/level of stone.
8. **Ironsight** – As *Woodsight*, except caster can see through 1"/level of iron or steel.
9. **Illusionsight** – As *Watersight*, except caster can see through all illusions.
10. **Watch II** – As *Watch I*, except point of vision can be up to 10'/level away.

11 – ADVANCING LEVELS

As the characters have their adventures, they will earn Experience Points for accomplishing goals, both personal and for the good of the entire adventure (i.e. Party Goals). As they achieve more and more experience, they will start advancing in level.

ADVANCING LEVELS

Every character begins their career at full adulthood. This being the case, they have already acquired a good amount of experience just from growing up and training. This being the case, all “first level” characters start off with a base of 10,000 experience points.

Characters will then gain experience points as they have adventures and accomplish various goals. When the character reaches the required number of experience points for the next level, he automatically advances to and becomes that level.

This means that several different things will automatically occur, while others may have to wait until the characters reach an appropriate location. The following list indicates which happens automatically and which requires an appropriate venue for acquisition.

Level Bonuses – These are bonuses to specific skills. They will increase automatically upon advancing a level.

Stat Increases – The character will often have a stat increase when he advances a level. This is automatic. See below for more information on how stat increases work. This can have an effect upon the stat bonuses for skills and the stat also impacts how many Power Points a character receives.

Power Points – When a character goes up a level, his total Power Points also increases since they are based on both the character’s level and his realm stat. If the character’s realm stat increased and this caused an increase in the number of Power Points received each level, then the character Power Points should be totally refigured (i.e. Increases in the amount per level also increase those gained in previous levels).

Development Points – When the character advances a level, he automatically gains another 40 Development Points. The player may have to wait until the character is at a location where he can train before the GM allows him to spend them to buy skill ranks and/or Gifts, but the Development Points themselves are gained right away.

The *Experience Level Table* shows how many experience points are required for a character to achieve each level.

Level	Experience Points
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000
17	380,000
18	420,000
19	460,000
20	500,000
21+	+50,000/lvl

<<insert ExperienceLevel table >>

STAT INCREASES

For each level beyond first level, the character is allowed to increase one Temporary stat. The player may not increase the same stat on his character multiple times in a row. The most frequently that any stat may be increased is every other level.

The amount that the stat increases will depend upon the difference between the Temporary stat and the Potential stat. Subtract the Temporary stat from the Potential stat and look up the result on the Stat Increases table to determine how much the Temporary Stat can be increased.

The table indicates that it is possible for a Potential Stat to be increased. This is true, but there are a couple of limitations on this.

- No Potential Stat may be increased so long as any Temporary Stats are below their Potential.
- A character may only increase the Potential Stats for the stats listed as Prime Requisites for his profession.

<<insert Stat Increases table >>

Difference*	Increase
0	+1**
1	+1
2 - 3	+2
4 - 5	+3
6 - 9	+5
10 - 11	+7
12 - 14	+9
15+	+12

* = Potential stat minus the Temporary stat.
 ** = Potential, not Temporary is increased.

AWARDING EXPERIENCE POINTS

While determining the amount of experience points to be awarded to characters is completely up to the Game Master (GM), we are including this at the end of the player’s section of the book because it is also important for the players to understand how the GM is awarding experience points and why he is doing so.

TYPES OF EXPERIENCE POINTS

Experience points are awarded by the GM through a goal oriented experience point system. Characters can gain experience by accomplishing four main types of goals. They are as follows:

Major Party Goal – This includes the completion of the current mission. This could be saving the princess from the dragon (and fighting the dragon in the process), or just stopping a secret peace treaty from reaching enemy hands (perhaps no combat required at all). It all depends on the nature of the adventure, and what the GM considers to be "THE" major goal of the current adventure. There is normally only one Major Party Goal at any given time, unless the GM likes to run multiple major story lines at the same time

Minor Party Goal – This type of goal is an important point that needs to be resolved in order to complete the adventure and the Major Party Goal. It is conceivable that a major party goal may not have any minor party goals to accomplish it.

Example: The party needs to find the monster's lair, yet the only person who knows where it is refuses to even discuss it. As the sole survivor of a previous expedition, he is now too terrified to even think about it. The Minor Party Goal is to get him to show the heroes how to find the lair (so that they can accomplish the major goal of defeating the monster). This is a situation where combat won't work...but it must be to accomplish the major party goal.

Random encounters should always be considered to be a Minor Party Goal.

Major Personal Goal – These are the personal goals of the individual characters. A major personal goal is defined as one which can/will have a life changing effect on the character. For example, a major personal goal could be described as the character's aim to join a specific guild or other group. If Joram wants to join the Knights of the Oak, that is a major personal goal for him.

Minor Personal Goal – These are the various important steps required to complete the major personal goal. As with party goals, some major personal goals may not require minor personal goals. It all depends on the goal itself. Example: In order to join the Knights of the Oak, Joram must first meet and convince an existing member of the Knights to sponsor his application for membership.

Note: Players can easily exploit Personal Goals so it is recommended that the GM only allow each character to have one major goal at a time. The GM will then determine what minor personal goals may be needed to accomplish the major personal goal. As always the GM has the final say on what constitutes a goal (of any type).

Bonus Experience Points - varies The GM is free to award bonus experience points to the characters for good role-playing, good ideas, or any other thing that the GM wishes to award experience points for. No more than 100 – 200 bonus experience point awards should be awarded at any given time.

Keep in mind that not every action the character wants to complete can be treated as a goal. The goal should have a real impact on the life of the character if it is a personal goal and party goals are the hurdles and the climax of the main adventure that the party is currently following. Doing normal everyday tasks do not make a goal for a character.

GOAL DIFFICULTY

Not every goal that the characters will want to accomplish will be as difficult as every other goal--some will even be extremely easy to complete. It is up to the GM to determine how difficult a goal may or may not be. This leaves a lot up to the GM's discretion, but he is the only one who really knows how difficult accomplishing a goal is for the characters.

The following table lists the difficulty levels for the various goals and the experience point award that each character should get for achieving that goal.

<<insert Experience Point Awards table>>

EXPERIENCE POINT AWARDS				
Difficulty	Party Goals		Personal Goals	
	Major	Minor	Major	Minor
Routine	0	0	0	0
Easy	250	150	150	75
Light	500	250	250	125
Medium	1,000	500	500	250
Hard	1,500	7,50	750	375
Very Hard	2,000	1,000	1,000	500
Extremely Hard	3,000	1,500	1,500	750
Sheer Folly	4,000	2,000	2,000	1,000
Absurd	5,000	2,500	2,500	1,250

DETERMINING GOAL DIFFICULTY

Determining the difficulty of a goal is likely to be one of the more difficult tasks for a GM. It will take a little bit of practice to be able to properly gauge what the difficulty of a goal will be. Even when you get proficient with it, the players will always do something to prove your guess wrong. Be it a lucky roll, or some convoluted plan that comes at the goal from an unexpected angle. It is because of this that it is recommended that the GM not determine the final goal difficulty until after the goal has been dealt with or accomplished.

The following list is a set of guidelines that the GM may use for aid in determining the difficulty of a goal, and for adjusting that difficulty when it comes time for awarding experience points.

Combat-related Encounters/Goals

When setting the initial difficulty rating for foes, you should take and compare the average Offensive Bonuses and Defensive Bonuses of the characters against the average of the foes that the party will be fighting. If they are close to being equal, then you should start off with a Difficulty Rating of Hard for the encounter.

If the party is outnumbered, then raise the difficulty rating one or more levels, depending on how many more foes there are. If there are twice as many foes as there are members of the party then the Difficulty Rating for the encounter should be increased by at least two levels.

If the foes are weaker, or less in number than the party, then reduce the Difficulty Rating of the encounter a couple of levels.

If the foe is less in number, but of significantly higher skill, then you may want to increase the Difficulty Rating accordingly.

Remember, a randomly generated encounter with a monster should always be treated as a Minor Party Goal, with the object of the goal being to stay alive.

Non-Combat Encounters/Goals

These will make up the rest of the opportunities for the players to acquire experience points. Again, as the GM, you should try to gauge the general Difficulty Rating. To do so, you will want to determine what things need to be done in order to accomplish the goal. All goals should start off with the base Difficulty Rating of Medium. Then you adjust the Difficulty Rating according to how hard you want it to be for the players to accomplish the goal. Since these types of goals are role-playing oriented, their Difficulty Rating is going to be more subjective. One way of determining the Difficulty Level would be to use the average Difficulty Rating of any maneuvers used in accomplishing the goal as a guideline.

Player Plans and Actions

The plans and actions of the characters in their attempts to accomplish their goals can also help determine the Difficulty Rating of the goal as well. The more complex a plan that the characters come up with, the more things that can possibly go wrong with the plan. If the characters are using a complex, or detailed plan in accomplishing their goal, then you should raise the Difficulty Rating accordingly.

Example 1: The characters have contracted to rescue Princess Fiona from the mighty dragon, Puff, who is holding her for ransom. The characters know were she is being held and set off to rescue her. Being the stalwart type, they find the dragon's cave and rush in to do battle with the dragon, hoping to slay it and save the princess.

In this example, our intrepid heroes are using a straightforward plan of "smack the dragon". Since this is a Major Party Goal, and since our band of heroes is very experienced (all of at least 10th level), the GM determines that rescuing the princess is at least a Sheer Folly goal. He also determines that fighting the dragon would be considered a Sheer Folly Minor Party Goal. If the party succeeds in both, they will each receive 8,000 experience points (4,000 for rescuing the princess & 4,000 for defeating the dragon).

Example 2: The characters have contracted to rescue Princess Fiona from the mighty dragon, Puff, who is holding her for ransom. The characters know were she is being held and set off to rescue her. Being more cautious than our first band of hearty adventurers, our heroes want to trick the dragon out of his cave and distract him while other members of their band sneak in and rescue the princess. To accomplish this, they first do a little scouting work. They look and eventually find a small back entrance to the dragon's cave. They also look for and find another cave close by that those who are distracting the dragon can hide in for protection after they get him out of his cave. This cave also has a back door and is not too far from the dragon's cave. Once all this is done, two of the party begins sneaking into the dragon's cave through the back door and they get into position. The rest of the party starts the distraction. They use various means, including taunts, and hit-n-run tactics to get the dragon to chase them. Once the dragon begins chasing them, they head for their safety tunnel, going in and slipping towards its back door. They wait a while, careful to keep taunting and sniping at the dragon, and then sneak out the back door of their cave, heading for their meeting with the others.

Meanwhile, the others, upon hearing the dragon leave, go in and free the princess. Once free, they hustle her back out of the cave through the same way that they entered. They then sneak away to the pre-planned meeting spot that was arranged before hand.

Again, the overall goal of rescuing the princess is a Sheer Folly goal. The party also had to overcome the Extremely Hard goals of finding the back door to the dragon's cave, and finding another cave for use. They also had the Very Hard goal of sneaking in the back door to the dragon's cave and the Very Hard goal of taunting the dragon enough to chase the rest of the group. This gives our band of heroes 1 Sheer Folly Major Party goal (4,000 XP), and 2 Very Hard Minor Party Goals (1,000 XP each), and 2 Extremely Hard Minor Party goals (1,500 XP each). This gives a grand total of 9,000 experience points for each person in the group.

As GM, you need to keep flexible and be able to assign Difficulty Ratings to goals on the fly. You also need to make sure that you do not limit yourself to thinking that there are only one or two ways of accomplishing a specific goal. Players will always come up with something that you have never considered. In Example 2, our GM turned the party's plan into a series of Minor Party goals. This allowed him to reward them better for their cleverness and effort (they made 1,000 XP more than the party in our first example).

SECTION 2 – GM’S GUIDE

In this, the second half of this book, we will be covering several things. First and foremost, we will be giving the Game Master (GM) the information that he requires in order to run a game in Cyradon using *Rolemaster*.

This includes the general methods of task resolution, as well as the basics of combat and how it works.

Additionally, we will also be providing more detailed information about Cyradon. It is up to you, the GM, to determine how much of this additional information to share with your players.

We also have a small bestiary and some guidelines for generating treasure, And we will top everything off with some adventure ideas that you can use for your game.

GAME MASTERS

This product presumes that you, the Game Master (GM), have had at least some experience in running a role-playing game of some sort. The information provided in this section of the book is meant to aid and teach you how to run **this** game, not how to GM a game in general.

1 – RUNNING ROLEMASTER

One of the most important aspects of any game system is task resolution. This refers to how the GM and the players resolve the actions that the characters attempt to perform.

The idea is that rolls should only be called for when required, or to increase dramatic tension. If the player wishes his character to perform an action, and the character has the required skill, and there is no undue pressure for the completion of the action, then it will succeed eventually, and no roll is required.

However, should the character be in danger or under some sort of pressure (time, adverse weather, etc.), or the GM wishes to heighten the dramatic tension of the scene, then

RESOLVING MANEUVERS

In the chapter that details the various skills available we mentioned that there is a couple of different of different types of maneuvers. In addition to this, there are also other resolution methods that can be employed. Combat resolution (which uses a character's OB & DB) are covered in the next chapter.

This leaves us with the two maneuver types, Moving Maneuvers (MM) and Static Maneuvers (SM), and the Resistance Roll (RR) method of resolution. We will cover each in turn below.

DIFFICULTY RATINGS

Before we delve into the types of maneuvers, we need to do a quick overview of the various difficulty ratings and what they mean. The Difficulty Rating (DR) numbers are given as an additional short-hand method labeling the specific ratings. It is also quite possible that circumstances could result in a Difficulty Rating that is higher than 9. If this happens, each rating number above 9 results in an additional -20 modifier to the maneuver roll.

Routine (DR 1) – A normal person, without any skill, could complete this maneuver given enough time and a little bit of luck.

Easy (DR 2) – An apprentice can complete maneuvers of this rating with little difficulty.

Light (DR 3) – Given enough time and perhaps a tiny bit of luck, an apprentice can complete maneuvers of this rating.

Medium (DR 4) – This is considered to be the average difficulty inherent in any standard adventuring situation. Whatever maneuver seems most common for a given skill is usually of this Difficulty Rating.

Hard (DR 5) – This difficulty level requires a character to be an expert to be able to accomplish the maneuver.

Very Hard (DR 6) – Even an expert needs time to successfully complete these types of maneuvers.

Extremely Hard (DR 7) – Only an extremely skilled expert, or someone with incredible luck would be able to accomplish maneuvers of this difficulty.

Sheer Folly (DR 8) – This difficulty is reserved for efforts that are considered to be on the edge of human capabilities. You could refer to a book of world records for examples of maneuvers that should be considered Sheer Folly.

Absurd (DR 9) – These maneuvers are a step above the normal possibilities of the vast majority of humans. Such maneuvers should only be attempted by heroes.

ADDITIONAL MODIFIERS

For the Moving Maneuvers, the difficulty rating determines which column should be used. For Static Maneuvers, the difficulty rating provides a modifier to the maneuver roll.

However, it should be pointed out that the base difficulty rating is not and likely will not be the only modifier applied to maneuvers. Such things as lighting, or being wounded, or encumbered can also provide modifiers

MOVING MANEUVERS

Moving Maneuvers are actions or activities that require or involve some form of movement in their performance. This includes things like riding, climbing, stalking, or trickery (i.e. picking pockets or doing sleight of hand tricks).

The Moving Maneuvers table is used to resolve these actions when required. It is important to stress that Moving Maneuvers should only require rolls if there is an element of danger, or failure, or to increase dramatic tension. Things such as being under pressure from attacks, trying to perform the maneuver in adverse weather conditions, under a strict time pressure, etc. can also be reasons for requiring a maneuver roll.

Additionally, if the character is attempting to perform a maneuver that is outside the normal limits of performance, a maneuver roll may also be required (i.e. the character wants to jump a 3' pit – no roll required; a character wants to jump a 10' wide pit – the GM requires a roll).

<<insert Moving Maneuvers table>>

ASSIGNING A DEGREE OF DIFFICULTY

Once the player has declared his character’s actions, and the GM has determined that it will require a maneuver roll, the GM must then set the difficulty of the maneuver. This determines which column of the Moving Maneuver table will be used to resolve the maneuver.

The GM should select the difficulty based upon the conditions of the maneuver. For example, jumping a 10’ wide pit might be considered a Medium maneuver. But if the far edge is 2’ above the closer edge, or the pit is in a tunnel with a low ceiling (preventing a high arcing jump), the difficulty could be raise 1 or 2 levels accordingly. If both conditions occur, the jump would easily be considered Extremely Hard, or possibly even a Sheer Folly maneuver.

The important thing to remember when setting a Difficulty Rating is that the rating should be set according to how difficult it would be for an average character. The Difficulty Rating should then always be the same for everybody who attempts the maneuver. A maneuver that has been rated as a Hard maneuver for a Fighter will be a Hard maneuver for a Mage or a Champion or Ranger as well.

MOVING MANEUVERS									
Open-Ended Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
(-151) down	F	F	F	F	F	F	F	F	F
(-150)-(-101)	10	F	F	F	F	F	F	F	F
(-100)-(-51)	30	10	F	F	F	F	F	F	F
(-50)-(-26)	50	30	10	F	F	F	F	F	F
(-25)-0	70	50	30	5	F	F	F	F	F
01-20	80	60	50	10	5	F	F	F	F
21-40	90	70	60	20	10	5	F	F	F
41-55	100	80	70	30	20	10	5	F	F
56-65	100	90	80	40	30	20	10	F	F
66- 75	100	100	90	50	40	30	20	5	F
76-85	100	100	100	60	50	40	30	10	F
86-95	100	100	100	70	60	50	40	20	5
96-105	110	100	100	80	70	60	50	25	10
106-115	110	110	100	90	80	70	60	30	20
116-125	120	110	110	100	90	80	70	40	30
126-135	120	120	110	100	100	90	80	50	40
136-145	130	120	120	110	100	100	90	60	50
146-155	130	130	120	110	110	100	100	70	60
156-165	140	130	130	120	110	110	100	80	70
166-185	140	140	130	120	120	110	110	90	80
186-225	150	140	140	130	120	120	110	100	90
226-275	150	150	140	130	130	120	120	100	100
276 +	160	150	150	140	130	130	120	110	100

Results:
 F — Failure, roll on Moving Maneuver Failure Table .
 # — A number result is ...
 1) the percentage of the attempted moving maneuver that is accomplished. A result over 100 indicates that the maneuver was accomplished AND the character performing the maneuver has (# - 100) % of his normal activity left for the round, or
 2) reduces activity by (100-#) or
 3) the chance of complete success.

Modifications:
 + appropriate skill bonus: -50 stunned, -70 down, -30 one limb out.

MANEUVER ROLLS

After the difficulty has been assigned, the play may then decide for his character to not attempt the maneuver. In this case, if the maneuver is taking place during a combat round (see page **xx**), the player may cancel the character’s action and perform some other action, as described in the section on “Canceling an Action” on page **xx**.

As mentioned above, is it possible that other modifiers are applied to the maneuver roll. The GM should total all of the modifiers and inform the player that there are other modifiers. It is up to the GM to decide whether or not to tell the player what the modifiers are for and what their values are. In some situations telling the player will not matter because the modifiers are relatively obvious, but in others, there may be modifier from sources that the character does not know about, and that the player should not know about until afterwards. In either case, the GM should always be able to account for the source of all modifiers used.

Once the player has decided to have his character proceed, he will then make an open-ended roll and add in any appropriate skill bonus along with any modifiers that are applied to the maneuver.

The resulting total is then cross-indexed with the difficulty rating on the Moving Maneuvers table to obtain the maneuver results.

MANEUVER RESULTS

Once the total result of the maneuver roll have been cross-indexed with the difficulty rating on the Moving Maneuvers table, the will be either a number of an “F”, which stands for Failure.

If the result is a Failure, then a roll is made on the Moving Maneuver Fumble table on page **xx**. The GM should adjust the wording of the results of the failure roll to suit the specifics of the maneuver that was being attempted.

There are several different ways that results that are numbers can be read. It will depend upon the type of maneuver and what makes the most sense for what is being attempted. Here are a few suggestions regarding how to read the Moving Maneuver table.

All or Nothing

Some actions will either succeed or they will fail. For these types of actions, if the resulting number is equal to 100 or is higher, then the maneuver succeeded. If the maneuver roll resulted in a number that is lower than 100, then the maneuver failed.

Percentage Result

For some maneuvers, the number could be interpreted as a percentage result. For example, a result of “80” would mean that the maneuver was 80% completed, or that the character received 80% of his intended goal.

Example: George decided to have his character attempt to leap a 10’ wide chasm. George decides to give himself a little safety margin and wants his character to attempt a jump of 15’. Upon making the maneuver roll, George receives a result of 80. The GM determines that this means that George’s character jumped 12’ (80% of 15’ = 12’), which means that the character successfully cleared the chasm. If the result had been 130, then George’s character would have jumped just over 19’ (130% of 15’ = 19’ 6”).

The percentage result could also be read as a percentage of the amount of activity required, especially for results that are above 100. The GM could interpret a result of 120 as either leaving the character with 20% of his activity left for the round, or a reduction of the required amount of activity.

Chance of Completion

The third primary method of reading the maneuver table is to read the result of a chance of completion. In such cases, the GM will require that a second roll be made. This second roll will have no modifiers, and is not open-ended. The player is required to roll equal to or less than the number generated from the Moving Maneuver table. Doing so equal success while not doing so means that the maneuver failed.

This method is especially good for when the character is attempting all or nothing maneuvers for which there is no actual skill to be used.

Other Methods

The 3 primary methods listed above should cover the vast majority of possibilities that could come up for resolving Moving Maneuvers. There are other ways that the table could be read, and most of those ways are specific to specific types of actions/maneuvers. Since the other methods already described could usually cover those as well, we won’t detail any more here.

PACE

Most Moving Maneuvers already have the character moving at least at a walking pace, though some are at a higher pace. In all instances, attempting to perform a Moving Maneuver at a pace higher than is normal for the maneuver will increase the difficulty rating of the maneuver by one degree. No maneuver may be performed at a pace more than 3 steps higher than is normal for the maneuver.

STATIC MANEUVERS

Static Maneuvers include such things as tracking, picking locks, disarming traps, reading runes, perception, influencing others, etc. It also includes any other complex or unusual activity that does not involve significant movement.

<<insert Static Maneuver table>>

If a player selects a Static Maneuver as their action for a round, the GM must assign a Difficulty Rating (as described in the section for Moving Maneuvers) as well as any other modifiers that might apply to the maneuver. Once the GM informs them of the Difficulty, then the player has the option of canceling the action, as described in the section of the same name on page xx.

The GM may require more than one round for maneuvers that they decide are very difficult or complex. For example, many GMs consider that picking a lock will take 1 round plus 1 additional round for each Difficulty Rating that it is above Medium (i.e. a Hard lock takes 2 rounds, a Very Hard lock takes 3, etc.).

The GM may also decrease the Difficulty Rating of a maneuver if the character takes extra time (i.e. rounds) to complete the action. This usually results in a +5 modifier for each extra round taken. However, taking extra time can never give more than a +30 modifier to the maneuver.

Once the player has decided that his character will go ahead and perform the maneuver, he makes an open-ended roll and adds in any appropriate skill bonus along with any modifiers that apply. The result is then cross-indexed on the Static Maneuver table and the result is applied to the maneuver. The GM will likely have to adjust the results according to the maneuver being performed, but that should be relatively easy with a little practice.

STATIC MANEUVERS	
-26 down	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.
-25 - 04	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions tried during the next 10 min (60 rnds) will result in failure (see 05-75 below).
05 - 75	FAILURE: You have failed. You may not try again the same static action in the same place for 1 day.
76 - 90	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.
91 - 110	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rnds of contemplation.
111 - 175	SUCCESS: Your static action is successful.
176 up	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 modifier to all static actions for the next 10 min (60 rnds).
Modifications Due to Difficulty Rating:	
+30 - Routine	-20 - Very Hard
+20 - Easy	-30 - Extremely Hard
+10 - Light	-50 - Sheer Folly
+0 - Medium	-70 - Absurd
-10 - Hard	

RESISTANCE ROLLS

Certain effects and attacks may be resisted, the target of such an attack must make a Resistance Roll (RR). This roll represents the target's innate resistance to the effects of the effect and may be modified by a number of factors. This roll is open-ended and thus always represents the chance that a weak target may not be affected by a very powerful effect, as well as the chance that a strong target may fail to resist a very weak effect.

Resistance Rolls bonuses calculated on page **xx**. Any other item, spell, or special attack spell modifiers that the GM finds applicable are added to the roll as well. Certain targets may submit themselves as willing participants in a spell, in such a case, the target's RR should be modified by -50, and the level of the target should be considered as being 1 for the purposes of the RR. It is always the player who determines whether or not a character is a willing target.

To use the Resistance Rolls table, located on page **xx**, cross-index the attack level (usually the level of the caster) with the level of the target. If the Modified RR is greater than or equal to the result obtained by the cross-indexing, the target has resisted the spell. Otherwise, the target has not resisted the spell and suffers the results given in the description of that spell.

Note: Resistance Rolls are automatic. A character will always automatically attempt to resist anything that requires a RR, unless otherwise specified, regardless of their condition or state of consciousness.

CRITICAL HIT TABLES

There are certain effects that require a roll on one of the Critical Hit tables (page **xx**) without going through one of the Attack Tables. These effects could be caused by a target failing a RR against certain spells (i.e. Stun Cloud), or from the character performing certain actions such as running through a burning building (i.e. receives an "A" Heat Critical each round) or being caught in a cave-in (i.e. takes a "D" Impact Critical if they fail a medium Moving Maneuver or an "A" if they succeed).

Normally the critical is rolled separately for each target within the area of the effect, and rolled each round that they remain within the effect. However, in some situations, such as when there are a large number of targets, the GM may decide to make a "group" critical roll in order to speed up play.

INJURIES, HEALING & DEATH

The challenge of adventure brings with it a great risk of injury or death. This heightens the sense of danger and makes the rewards of successful adventuring all the more meaningful. A taste of fright gets the adrenaline flowing.

Because of these risks, we provide detailed guidelines on injuries, healing, and death. These rules are based on certain basic principles and assumptions.

BODY & SOUL

In Cyradon, life arises from the union of body and soul. The body is a physical (or, in rare cases, enchanted) vessel that accommodates and houses the intangible soul or spirit. In turn the soul gives the body life. Without a body, the soul soon dissipates and can no longer interact in normal affairs. Absent a soul, a body is little more than an organic sculpture destined to rot away.

INJURIES

Generally, injuries in Cyradon only occur as a result of damage from attacks, especially critical strikes. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects, and adds flavor to the game. It also requires a more specific healing system, such as with spells and herbs, to cover every possible plight.

GENERAL DEGREES OF INJURIES

It is still helpful to categorize injuries in broad, manageable groupings. These enable the GM to apply certain general rules regarding recovery and other effects. All of the damage effects should be considered in determining the degree of severity of the injury. The results from a single attack or cause of damage, even if it includes multiple critical results, are considered to be a single injury.

Light Injuries — If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds that yield 1-5 hits per round as a result of bleeding, and sprains.

Medium Injuries — Specific injuries that result in a penalty of -21 to -50 are considered of "medium" severity. Medium injuries also include wounds that yield between 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries, as are injuries that render a limb or organ (e.g., eye, kidney, etc.) inoperable for a day or less.

Severe Injuries — Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound that destroys a limb or organ or renders a limb or organ inoperable for more than 1 day (but fails to kill the character outright) is also considered severe.

TYPES OF INJURIES

In addition to the degrees of severity, injuries are also classified by the type of injury that they are. Each of the different types has its own specifics.

The actual type of injury is determined by the most severe portion of the injury.

Example: If an injury breaks a leg, and causes bleeding at 2 hits per round, the injury will likely be classified as a Bone injury since that is more serious than simple bleeding.

Bone – This covers any injuries which involve breaking, fracturing, or shattering of bones.

Burn – In addition to actual burn damage, this type also covers frostbite damage.

Head – This type is for criticals that cause damage to the head, causes comas, or other severe trauma. This type also includes nerve damage as well.

Muscle – This type includes muscles, tendons, cartilage, and other connective tissues.

Organ – This type includes all internal organs, as well as the eyes, ears, and nose.

Tissue – This refers mostly to bleeding and unspecific injuries. It is a sort of catch-all for anything that does not fall into one of the other types.

TREATMENT

Even after an injury is treated, however, recovery is rarely instantaneous. The GM must still consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (i.e. a lowering of stats)? What effect does the wound have on the character while they are recovering?

The form of treatment for a given injury is normally prescribed by:

The description of the wound

or

By the explanation of the spell, medical technique, or herb employed.

Some injuries, for instance, are healed by spells with descriptions that require the victim to remain immobilized during treatment. Certain herbs must be administered with an external compress that cannot be jarred. Whatever the treatment, the procedures should be followed, lest the treatment fail.

FIRST AID

First aid can be employed by virtually anyone, but it has limited effectiveness. Essentially, the player must make a successful Static Action in order for his character to aid the victim. This roll is modified by the character’s First Aid skill bonus. Anyone having a “0” First Aid skill rank operates with a skill rank bonus of -25.

First aid skills enable a character to heal any light injury, so long as they utilize the necessary equipment (e.g., a compress and bandage for light bleeding, splints or slings for light sprains or fractures, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries. For example, you can reduce any bleeding rate by up to 5 hits/round, or more if you use a tourniquet; you can set a medium fracture and stop any associated deterioration. First aid is generally ineffective when dealing with medium or severe nerve or organ damage.

Once first aid has been applied, the victim cannot engage in any activity that might strain the wounded area without losing the benefits of the first aid. For instance, the victim probably cannot fight or move at a pace faster than a walk without re-injuring himself.

NATURAL RECOVERY TIMES

Once a character has been treated with first aid, he will continue to heal naturally. How long that healing will require is based upon how severe that injury was, and what type of injury it was.

<<insert Healing/Recovery Time table>>

The Healing & Recovery Time table shows the recovery times for Light injuries of each type. Medium injuries would require 5 times the listed amount of time for healing while Severe injuries would require 10 times the listed amount of time.

To use the Healing & Recovery Time table, the player rolls percentile dice and adds in his character’s total Constitution bonus. He then cross-indexes his total with the type of injury. This gives the number of days that it will take the character to heal from a Light injury.

If the injury is either a Medium or a Severe injury, then this number is multiplied by the numbers given above.

Once the overall healing time has been determined, then the number of days is multiplied by the character’s racial Recovery Multiplier (see page xx) to get the final amount of time that is required for the character to heal.

HEALING & RECOVERY TIMES						
Roll	TYPE OF DAMAGE (in days)					
	Bone	Burn	Head	Muscle	Organ	Tissue
01-15	5	3	10	7	9	3
16-35	3	3	7	4	6	2
36-65	2	2	5	3	4	1
66-90	1	1	3	2	3	1
91+	1	1	2	1	2	1

ADDITIONAL NOTES

As a general rule, the healing time for multiple injuries is equal to the healing time for the most severe of the injuries plus half of the healing time for each of the other wounds.

While recovering, a character's penalty gradually declines. To determine the rate at which the character returns to normal health, divide any penalties by the recovery time (in days). The result is the daily reduction in character's penalty. Round off any fractions and apply any leftover penalty to the amount recovered the first day. If the recovery time is less than or equal to two days, the GM may wish to determine recovery on an hourly basis.

HEALING HITS

Concussion Hits are not healed using the Healing & Recovery Time table. Instead, they heal at their own specific rate. If the character is resting, then he heals 1 hit per hour of rest. If the character is active, he heals 1 hit for every 3 hours.

MAGICAL HEALING

The chapter on Magic (page **xx**), contains a number of spell lists which have healing spells. Some of the spells will heal specific injuries, while most do not. This, however, does not stop us from allowing some of them to be used on injuries.

Spells that heal specific injuries will do so over the course of minutes if a specific time frame for the healing is not mentioned. Use the Healing & Recovery Time table to determine how many minutes it takes for the healing to occur. Spells that stop bleeding are the exception, in that the bleeding stops almost instantaneously.

In addition, wounds of a specific severity may be healed through the application of spells that heal hits. Multiple uses of these spells can have number of hits that they heal be applied against healing an injury instead of the hits. Each severity requires a specific number of healed hits in order for the injury to be healed, as shown below:

Hits	Injury Repaired
25	Light Injury
50	Moderate Injury
100	Severe Injury

Once enough "healed hits" have been used/cast to trigger the healing of an injury, half of the damage from the injury is healed over the course of the next 10 minutes, and the Healing & Recovery Time table should be used to determine how long it will take for remainder of the injury to heal. However, the times from the table should be treated as the number of hours it will take, not the number of days.

Note: When a spell that heals hits is used, the caster must designate whether or not the spell is being used to heal Hits or if it is being used to heal an injury (i.e. a critical). The "hits healed" cannot be applied to both!

HERBAL HEALING

The chapter on Equipment (page **xx**) gives a number of specific herbs that may be used to heal various injuries and wounds. Unless the herb gives a specific reference to the amount of time it will take to heal something, those herbs should be considered speed healing by a factor of 5 (i.e. use Healing & Recovery Time table, divide total result by 5).

In addition to those specific, named herbs, we also include (on page **xx**) guidelines for general Herbalism. These guidelines can be used with the Craft skill, Herbcraft (which is included in some Training Packages), as another method of healing.

DEATH

Death occurs when the body can no longer function (i.e., it cannot convey the soul) or the soul is destroyed. Typically, the body ceases to operate when it either:

Receives a specific wound or series of wounds (i.e., critical strikes)

Or

Shuts down due to pain or system shock (i.e., hits).

Once the body quits working, the soul will eventually depart. When the soul separates from the body any prospects for recovery are remote. Death comes in more than one form, although it inevitably leads to the sundering of body and soul. These unfortunately fatal situations require elaboration.

DEATH DUE TO CONCUSSION HITS (MASSIVE SHOCK)

Depending on body development, a character is allotted a certain number of concussion hits (or simply "hits"). These hits reflect the amount of pain and bleeding the character can withstand before succumbing to shock or unconsciousness. Once a character receives a sum of hits equal to or greater than their concussion hit allotment, they pass out due to shock.

If a character receives more concussion hits than the sum of their total hit points plus 50 plus their Constitution stat bonus they begin dying, and will be dead in 6 rounds (1 minute). This process of dying can be halted by lowering the number of hits on the character below the critical point via healing or first aid. However, once the character dies, the normal death rules apply.

DEATH DUE TO CRITICAL STRIKES (MAJOR WOUNDS)

A character can also die due to a major wound or wounds. Occasionally a mortal blow or combination of blows will fell a character who has not yet received the number of hits necessary to send them into unconsciousness. In these cases, an attack or accident results in a critical strike, which specifies damage to a particular part of the character’s body. Should the critical strike description specify that the effects are fatal, the character dies in the prescribed manner and at the appointed time unless someone or something intervenes.

SOUL DEPARTURE

Once a character is dead, his soul will depart his body for its afterlife. The amount of rounds between death and when this happens depends upon the race of the character, and is given in the Racial Stats table (page xx).

Certain herbs and spells can prevent the soul from leaving the body (i.e. Life Preservation). In such cases, the character is in a coma until the duration expires. If the body is not healed of the damage that caused the death of the character by that time, the soul will then continue on its journey.

Once the soul of the character has left its body, then only extremely strong magic or rare and potent herbs can bring the character back to life. (i.e. Life Giving). The races of Cyradon do not have any spells that perform Life Giving, though there are some herbs that will do this. It is possible that the Cyrads have spells of Life Giving, but nobody knows for sure.

LANGUAGE TABLE		
Rank	Spoken Ability	Writing/Reading Ability
1	Recognition of the language when spoken.	Recognition of the written language.
2	Can understand and speak very basic concepts.	Can read or write very simple phrases/words.
3	User can communicate moderately basic concepts in the form of phrases.	Can get an overview of simple writings (i.e. at a third grade level)
4	User can understand everyday conversation when spoken slowly.	Can understand moderately simple writings (i.e. 5th grade level).
5	Can converse freely in everyday conversations of an average nature.	Reading of most everyday writings and normal books (i.e. 7th grade level).
6	Normal speaking level of native population.	Reading level of average man (i.e. 9th grade level).
7	True fluency. Archaic or unusual concepts will still prove troublesome.	Reading ability is that of average member of nobility (i.e. 11th grade level).
8	Fluency + recognize the origin of local dialects.	College writing level.
9+	As above, but greater fluency in related dialects.	As above, but also includes fluency in related dialects.

LANGUAGES

On page xx, we list the languages available to characters from Anias and from Cyradon. We also state that that certain languages may be used to understand other languages to some degree.

What is need here is a short explanation as to what each rank in a language actually means. The Language Table is meant to give you a general idea of what is meant by the ranks a character has in a given language.

<<insert Language Table here>>

HERBALISM

As mentioned previously, the Craft skill, Herbcraft, may be used by characters to for the purpose of working with and using herbs. Herbcraft appears in several of the Training Packages available, and it makes for a good addition as an alternative to magical healing because proper usage of the skill can greatly decrease the amount of time required for healing.

The Herbcraft skill has a number of specific uses and purposes. They are listed below:

- Knowing what herb to use for a particular reason
- Finding herbs in the wild – knowing where to search for which herbs
- Identifying herbs – such as those found in a shop
- Preparing herbs for use – without needing instructions from others.
- Using an herb or a combination of herbs to produce a specific effect
- Preserving an herb – preserved for 1 week per 5% on the Herb Preparation column of the Herbalism Usage Table

CLASSES OF HERBS

Herbs are divided into 5 main classes. Each class determines the overall potency and effectiveness of the Herbs, including such things as how long it takes the herb to work. One of the benefits of using a class system for herbs is that no actual names are required, unless the Game Master (GM) wishes to include them. The GM can create his own names for herbs or leave them less detailed, the choice is his.

Class A: This class is primarily comprised of the herbs from the Equipment chapter (page xx), plus whatever additional herbs that the GM wishes to include. The herb is very potent, and may even be magical in nature. Effects begin or occur on the very next round after the herb is properly applied, unless the herb specifically says otherwise. Non-magical herbs of this classification will increase natural healing speeds by a factor of 5.

It is recommended that magical herbs only be found in magical locations and places of a magical or unusual power. Examples of such include battlefields where a lot of magic was used, enchanted springs, near the run-offs from enchanted springs, etc.

Class B: These herbs are some of the most potent of the non-magical variety. With proper usage, herbs of this class can increase healing, up to 4 times the normal speed. Effects of these herbs are usually felt within 1-10 minutes of use or application. These herbs will also prevent death of whatever they are acting against, even if that death was supposed to occur prior to the herb actually taking effect. In such cases the character goes into a coma until the herb's effects manifest.

Class C: These are potent herbs, able to aide in a swift recovery. Healing times when using this class of herb are 3 times normal and cessation of ongoing damage can be seen almost immediately though it would normally take about 10-100 minutes for the full effects to be realized and finalized.

Class D: This class of herb has a pretty fair effect. They cannot restore any damage done before being administered, but they will significantly slow such losses and then eventually stop such damage (such as stat loss) from continuing after 3-30 hours.

Class E: These herbs are some of the least effective that can be found. Healing rates are increase by only 1.5 times normal and it can take multiple doses, administered at least once a day for 1-10 days for the effects of the herbs to be felt.

HERBALISM USAGE TABLE			
Result	Roll	Herb Finding	Herb Preparation
Failure or below	75 or less	None	No Bonus
Partial Success	76 - 90	1-5 Class E doses OR 1 Class D dose	+5%
Near Success	91 - 110	1-5 Class D doses OR 1 Class C dose	+10%
Success	111 - 175	1-5 Class C doses OR 1 Class B dose	+15%
Absolute Success	176+	1-5 Class B doses OR 1 Class A dose	+20%

SEARCHING FOR HERBS

HERB FORAGING TABLE						
Desired Use	Terrain Types					
	Forest	Heath/Scrub	Fields/Plains	Coastal	Swamp	Mountain
Heal Injuries						
Major Injury	9	8	8	7	8	8
Broken Bone	8	7	7	6	8	7
Bleeding	6	8	6	6	7	8
Minor Injury	2	4	2	2	3	4
Burns	6	4	3	5	5	5
Drugs						
Unconsciousness	5	7	6	6	7	7
Sleep	3	4	5	6	6	6
Daze (stun/impair)	5	5	4	4	5	5
Poisons						
Death, Instant	8	7	8	9	7	8
Death, Painful	8	8	7	7	5	7
Death, Slow	7	7	6	6	5	8
Wasting (stat loss)	6	8	8	7	6	6
Destroy Flesh	6	9	9	8	7	9
Insanity	9	7	8	8	5	8
Cure Diseases						
Blood	5	5	4	3	5	6
Bowels	4	7	4	5	6	6
Chest, lungs	3	4	4	3	5	3
Eyes	6	7	7	7	7	6
Fever	3	4	3	4	3	5
Mouth	6	7	6	6	6	7
Skin	4	5	4	4	5	5
Throat	4	5	5	5	6	4
Vitals	7	8	6	7	8	8
Special Uses						
Against Poisons*	7	6	5	5	7	6
Stimulate Dreams**	6	9	8	8	9	7
Awakening	7	8	7	7	7	6
Other unusual uses	8	7	9	6	8	7

* = Subtract 2 if the poison came from the same general terrain type
 ** = Also includes hallucinogens

different terrain types. These are very general in nature to allow for a GM to properly adapt what the characters find to the location. This means that Forest includes all types of large plant growth, such as pine forests and jungles, and that Coastal includes sea coasts, lake shores, and river banks. It is left wide so that if a GM wants, he can have herbs be found in almost any terrain.

Using these rules, a character would make either an Herbcraft maneuver roll or a Foraging maneuver roll to search for herbs. The results would then be compared to the Herbal Usage Table to determine how many doses are found, and what classification those doses belong to.

The Herb Foraging Table is used to determine the difficulty of the search maneuver based upon the general terrain type and the basic effect of the herbs being sought. The Difficulty and other modifiers for the search can be found on the Herbal Modifiers table.

Example: Joras the Herbalist is searching a forest for herbs that will stop Bleeding. Looking at the Herb Foraging Table, we cross-reference Bleeding with Forest and that gives us a "6". Looking at the Herbal Modifiers table, we see that a "6" equates to a difficulty of Very Hard which modifies the search by -20 to the maneuver.

It will take approximately 8 hours to properly search an area. The base area that can be searched is 1 square mile for every 10 ranks that the character has in the Herbcraft or Foraging skill. This is increased by another square mile for each additional searcher involved. Add another square mile to the total for each Herbalist (see Training Packages, page xx) or Ranger in the search group.

The Herb Foraging Table lists several

SEARCHING FOR MULTIPLE HERBS

In most cases, a character will likely be searching for either a single specific herb or for whatever herbs can be found. Each square mile searched will yield a maximum of 5 doses of herbs. Therefore, if searching for multiple herbs, it is likely that the characters will find fewer doses of a given herb than they would if they were searching for a single specific herb.

<<insert Herb Usage table>>

<<insert Herb Foraging table>>

<<insert Herbal Modifiers table>>

PREPARING HERBS

Once an herb has been found, it must be properly prepared before use. There are a variety of different methods for preparing herbs. Each herb is prepared differently. Below is a list of a few methods that could be use. It is included so that a GM can add more flavor to the use of healing herbs if he likes.

- Brew the herb into a potion and drink it.
- Boil the herb in alcohol or water, and inhale the vapors released.
- Chew the herb whole.
- Suck the juice from the herb
- Crush the herb and rub on the skin
- Make a compress of the chopped herb and press on skin
- Grind the herb into a powder and sniff or mix with food or drink
- Make a paste by mixing the herb with fats and smear it on
- Dry and crush the herb, then sprinkle the dust on the skin
- Wrap the herb in parchment or use a pipe and smoke it
- Bake the herb into bread or cakes and then consume it.

Not every part of an herb is used. In some cases only the root is used, in others the leaves, or the stalks or the seeds or fruit of the plant. It varies from herb to herb.

HERBAL MODIFIERS	
Modifier	Modifier
<i>Difficulty</i>	
Routine (1)	+30
Easy (2)	+20
Light (3)	+10
Medium (4)	+0
Hard (5)	-10
Very Hard (6)	-20
Eaxtremely Hard (7)	-30
Sheer Folly (8)	-50
Absurd (9)	-70
<i>Other Modifiers</i>	
Searched in past 6 months	-50
Searched in past 3 months	-75
Searched in past month	-100
Each Animist in group	+10
Each Ranger in group	+5
Each additional searcher	+2
Per each unsuccessful day	+5
Searching using Foraging	-30

2 – TACTICAL ACTIVITY

Characters in Cyradon are likely to see combat at some point or other as it is not a safe world. There are dangers all around them and a character never knows when he is going to have to fight.

In the previous chapter we covered the basics of resolving maneuvers. In this one, we will cover the basics of combat and tactical activity.

DEFENSIVE CAPABILITIES

Characters have 2 main factors that impact their attempts to avoid being hit and to avoid taking damage. These are their Armor Type (AT) and their Defensive Bonus (DB).

ARMOR TYPE

There are 6 main Armor Type (AT) ratings: No Armor, Soft Leather, Reinforced Leather, Chain, Scale, and Plate. The type of armor worn determines what column of the attack table is used when attacks are made against the character. The heavier the armor the more it protects overall.

Here is a short description of the various armor types:

No Armor (No) – This is normal clothing and robes. Certain smaller or thin skinned animals also use this Armor Type.

Soft Leather Armor (SL) – This type of armor includes armor made of sturdy but flexible leather, as well as armors made from heavy, specially quilted cloth, and from furs.

Reinforced Leather Armor (RL) – This includes a wide range of armor designs. From soft leather with specific rigid leather or metal inserts or studs to solid leather armor that is boiled and treated so that it hard and rigid. It even includes armors that mix the two styles (i.e. leather scale). This type of armor has the widest range of designs and construction methods.

Chain Armor (CH) – This is armor made of small interlocking rings. While this allows a good range of movement, it also weighs a good bit as well.

Scale Armor (SC) – This is armor made of small overlapping metal plates on a chain or leather backing. The plates provide coverage and protection while still allowing mobility.

Plate Armor – This is armor made from interlocking plates. Move is possible through the use of hinged joints and flexible material at the joins. The plates are larger and thicker than those used in Scale Armor.

ARMOR PENALTIES

Due to the weight and constrictive nature of armor, there are penalties associated with the wearing of armor. These penalties apply to all skills that are classified as Moving Maneuvers (MM), including such skills as Riding, Climbing, Swimming and Stalking.

<<insert Armor Maneuver Mods table>>

The following will help you to read the Armor Maneuver Modifiers table:

ARMOR MANEUVER MODIFICATIONS					
Armor Type	MxMP	MnMP	MiAP	QMod	Max. Pace
No Armor	0	0	0	0	Dash
Soft Leather	-20	0	-5	0	Dash
Reinforced Leather	-50	-15	-15	-15	FSpt
Chain	-120	-25	-20	-20	Spt
Scale	-140	-30	-30	-30	Spt
Plate	-165	-45	-40	-40	Spt

MxMP – This is the *Maximum Maneuver Penalty*. This modifier is what is applied to all Moving Maneuvers if you do not have any skill at Maneuvering in Armor. This modifier is offset by the character’s skill bonus in the skill, Maneuvering in Armor.

MnMP – This is the *Minimum Maneuver Penalty*. No matter how high a character’s Maneuvering in Armor skill bonus may be, this minimum penalty will always be applied to the appropriate skills,

Note: MxMP and MnMP are the same modifier. One is the maximum value of that modifier while the other is the minimum value of the modifier. It doesn’t matter how high the skill bonus is, the modifier wearing armor can never be higher than the minimum value.

MiAP – This is the *Missile Attack Penalty*. This modifier is applied to any and all missile and thrown attacks that the character makes. This is due to the way that the armor restricts some of the character’s movement.

QMod – This is the *Quickness Modifier* of the armor, sometimes referred to as the *Quickness Penalty*. This modifier affects how much of the character’s Quickness bonus may be applied to his DB. This modifier will never reduce the Quickness bonus portion of a character’s DB below zero. A character’s Strength stat bonus may negate some or all of this modifier. However, this partly depends upon whether or not the character is encumbered, and how much of his Strength bonus is left over after reducing encumbrance penalties. A character’s QMod may not be reduced so long as he has any modifiers from encumbrance.

Max. Pace – This column indicates the *Maximum Movement Pace* which the character may move at. Dash is moving at 5x the normal Base Movement Rate (BMR), FSpt stands for Fast Sprint which is 4x BMR, Spt is for Sprint, which is 3x BMR. Don't forget that encumbrance can also reduce this maximum pace even further.

As mentioned above, the Maneuvering in Armor skill (page **xx**) is used to reduce the maximum maneuver penalties of armor down to the minimum maneuver penalty value.

DEFENSIVE BONUS

This is a numerical value that is subtracted from any attacks made against you. It is comprised of several different values that all work together to aid in reducing the chance that the character will be hit by an attack that does damage. The Defensive Bonus (DB) that you will record on your character sheet is comprised of the following:

Defensive Bonus

- = Quickness Bonus (minus any QMod from the armor worn)
- + Bonuses from ancillary armor (bracers, greaves, etc.)
- + Any Quality or Magical Armor Bonuses
- + Shield Bonus (if character has/uses a shield)
- + Bonuses from any magic items that aid DB

The above modifiers should be totaled and recorded on the character sheet.

A character's DB may also be further modified by positional/situational modifiers, cover, spells, dodging, and/or parrying. These types of modifiers would be applied on a case by case basis at the time of the combat in which the character is involved. See the Combat Modifiers table (page **xx**) for modifiers associated with cover.

Note: The bonus from a shield may only be applied to the character's DB against the attacks from one foe per round unless he has the Gift, Shield Training.

PARRYING

Parrying is more than just blocking an incoming attack with your weapon. It is an entirely more defensive way of fighting, and it includes such things as small dodges, blocks, etc. Mechanics-wise, parrying is accomplished by moving some of the character's Offensive Bonus (OB) to their DB.

The idea of sacrificing offensive capabilities in order to increase defensive capabilities is core to these rules. Players are **expected** to have their characters parrying to some extent during every round of combat.

Note: GMs should make sure that players understand that if they do not engage in parrying, then their characters have a much greater chance of dying in combat.

Before the start of a round, the character has to declare what portion of their OB they are moving to DB for the round. This declaration should be made every round. This is often referred to as the "OB/DB split".

There are some rules and guidelines that cover parrying. First off, the character must be aware that they will be the subject of an attack in able to use parrying to increase their DB. Additionally, the benefits of parrying are modified by the type of weapon being used when parrying and the type of weapon being used by the incoming attack. These modifiers are as follows:

One-handed Weapons – For every point subtracted from the character's OB, one point is added to their DB for the round.

Two-handed Weapons – When parrying foes who are using one-handed weapons, 1 point is added to DB for every 2 points that OB is reduced. Against other two-handed weapons, the modifier to DB is 1 point for every 1 point that OB is reduced.

Pole Arms – When parrying anything but other pole arms, the character's OB is reduced by 2 for every +1 to DB. Spears and Javelins always count as Pole Arms for the purposes of parrying, regardless of how you use them.

Missile Weapons – If using a missile weapon to parry a melee attack, you are limited to using a maximum of 50% of your OB (i.e. -2 OB = +1 DB). The GM should also check to determine whether or not this unusual use breaks the weapon.

Unarmed/Natural Weapons – Creatures and animals who do not have the capability or intelligence to use weapons may not parry. Those who have the intelligence or capability may parry using their natural weapons (or martial arts skills), but each point added to DB requires that 2 points be subtracted from their OB unless they are holding an object (i.e. a pot, pan, branch, kata weapon, etc.) or wearing something (i.e. bracers) to aid in protecting themselves from the incoming attack that they are attempting to parry.

DODGING

While parrying (i.e. fighting more defensively) includes such things as small ducks and dodges, a character may also go all out in attempting to avoid being hit. This is specifically referred to as Dodging, and it can be performed when a character is without a weapon. Dodging also applies against all attacks directed at you during the round.

To perform a Dodge, the player rolls and adds the character's skill bonus for Acrobatics, or the average of his Quickness and Agility stat bonuses if the character does not have any skill ranks in Acrobatics. This roll is considered

to be a Moving Maneuver, and thus all modifiers that apply to Moving Maneuvers will apply to this, including any penalties for maneuvering in armor.

The total roll is then cross-indexed on the Moving Maneuver table, using the Extremely Hard column of the table and the result is added to the character's DB for the round.

A Dodge requires 100% activity (see The Tactical Combat Sequence, page xx). If this exceeds the character's available percentage of activity for the current round, then the Dodge action will carry over into the next round. So a character that Dodges with only 40% of their activity available for the round remaining will begin the next round with the first 60% of his activity already accounted for by the remainder of the Dodge. The character will still get the modifier to his DB during the time that the Dodge is continuing. Once the 100% activity is gone, so is the modifier to DB.

OFFENSIVE CAPABILITIES

While avoiding being hit is always a good thing, there are times when your character is going to want or need to hit their opponent. In order to be able to attack foes, your character is going to need to know what their Offensive Bonus (OB) is.

In short, a character's Offensive Bonus is the bonus that they use in making attacks. Just like DB, a character's OB is devised of several factors as follows:

Offensive Bonus

- = Weapon Skill Bonus (total skill bonus, including stats and professional level bonuses)
- + Weapon Modifiers (against all armor types) from the Weapon Statistics table (page xx)
- + Any Quality or Magical bonuses of the weapon
- + Missile Attack Penalty (for thrown & missile weapons only)

In addition to the static modifiers described above, a character's OB may be adjust by other modifiers according to the situation. These include conditional modifiers against armor types, range modifiers for thrown and missile weapons, and other possible miscellaneous modifiers. Refer to the Combat Modifiers table (page xx) for more information about some of the conditional modifiers to your OB.

Note: Unless stated otherwise, all bonuses are cumulative. For example, a surprise rear attack on a stunned foe would get a total bonus of +75 in addition to any OB that the character might have: +20 for surprise, +35 for rear attack and +20 for a stunned foe. A non-surprise rear attack on a stunned foe would get a total bonus of +55.

THE TACTICAL COMBAT SEQUENCE

The tactical combat sequence is based on a 10 second long combat round, more usually just referred to as a round.

Normally, a character is only allowed one attack roll per round. This attack roll could be a spell, a missile or thrown weapon attack, or a melee attack.

For melee attacks, characters are presumed to be trading blows for the entire round, and the one attack roll represents either the one swing or shot that is considered to be effective enough to get through and cause damage, or the cumulative effects of multiple blows getting through. The rest of the traded blows are essentially considered to have missed or been blocked by a shield or through some other agency, such as luck or fate.

However, there are skills or spells that allow for multiple attack rolls per round. These should not be considered as more actual attacks, but more opportunities for effective blows to be landed.

ACTIVITY PERCENTAGES

The basic principle of the system is that each action a character wishes to perform will take a percentage of that character's activity for the round. Thus a character may normally use up to 100% activity each round. Certain skills, spells (i.e. Haste), or herbs may grant characters extra activity that can be used in the round.

Should a character use less than 100% activity in the round, they are considered to be idle and/or waiting until the next round. Any activity percentage that is not used in a given round is **never** carried over into later rounds.

There are some actions, such as reloading a crossbow, which will require more than 100% activity. These actions will take multiple rounds to accomplish. Each round spent attempting to complete the action allows the character to subtract 100% activity from the total.

Example: *Loading a heavy crossbow requires 230% activity. After one round of reloading the heavy crossbow, 100% activity is subtracted from the total, leaving 130% activity left. After the second round, another 100% activity is subtracted, leaving 30% being required in a third round.*

Some actions require a specific set activity percentage to complete. Other actions have a range from which the player must select what amount of activity percentage is going to be used to complete the action. However, if less than the maximum activity percentage is selected, a -1 modifier is applied to any rolls for each point below the maximum percentage that is used.

Example: A melee attack requires between 50% and 100% activity. If a character decides to make an attack using 80% of their activity, that means that they receive a modifier of -20 to their attack since they are using 20 points less than the maximum activity percentage for the action.

INITIATIVE

Initiative is one of the main factors in determining the order in which actions are resolved. There are several specific places where it is used within the tactical combat sequence, and this section covers how to determine the initiative scores for both character and their foes.

Determining initiative is relatively simple and easy to do. It can be expressed as follows:

2d10 + Quickness Bonus + Modifiers

The various initiative modifiers can be found on the Initiative Modifiers table. All applicable modifiers are totaled and added together with the character’s Quickness Bonus and the result of rolling and adding two 10-sided dice.

INITIATIVE DETERMINATION	
Effect	Category and Notes
+/(variable)	Quickness Bonus
+20	Weapon ready (only on first round of combat)
+0	One-handed weapon
-5	Two-handed weapon
+20	Pole Arm, on 1st round of combat between 2 opponents
-10	Pole Arm, after 1st round of combat between 2 opponents
+5	Longer weapon when neither opponent is charging
+15	Longer weapon when one or both opponents are charging
-5	Two weapon combination
-5	Shield
-25	Surprised
-20	Encumbered (has an encumbrance modifier)
-25	Wounded more than 50% (concussion hits).
Note: Total all applicable modifications; the melee combatant with the highest total attacks first.	

<<insert Initiative Determination table>>

Initiative for Monsters: The GM determines initiative for monsters in much the same way. However, instead of a Quickness Bonus, the GM will use the AQ rating from the monster’s Speed (MS/AQ) to get a number from the Initiative and Monsters table on page xx.

It is recommended that a character’s initiative be re-rolled and refigured each round because various actions and/or changes within the situation can cause changes in the character’s initiative score.

As will be explained in the next section, at certain points during the course of the round, the GM will stop to resolve actions. When he does so, the GM will start at the highest number, or Initiative Point (IP), and work his way down to the lowest, resolving actions in that order. If two or more characters have the same IP, the GM should compare their Quickness Bonuses and use them to determine the order, from highest to lowest.

ROUND RESOLUTION

We have divided the round into four specific steps. The purpose of these steps is to provide

the GM with a method of providing structure to the round, to make it easier to resolve the actions of the various characters.

Step 1: Declare Initial Action(s)

During this step, each player must declare the initial action or actions of their character, and what percentage of their activity for the round that they are devoting to the activity. It is left up to the GM to determine in what order the players will declare their actions. He may use any method he prefers.

In declaring their actions for the round, the player is expected to first describe what the overall intentions of his character are for the round, and then he declares his specific initial action(s) and the amount of his activity percentage that this will cost/use. The player is also expected to declare his OB/DB split for parrying and to indicate who the character will be parrying against.

It is possible that the player will declare multiple actions and want to do them at the same time. This is sometimes allowed, at the discretion of the GM. Refer below to the section on *Simultaneous Actions* for more information as allowing such. Simultaneous Actions can affect the amount of activity percentage that is required to be used, and thus is up to the GM to determine if the proposed Simultaneous Actions are permissible and if so, what percentage of activity is used. The Gm is also the one who determines what percentage of activity is required for actions not listed on the Activity Percentage table.

Once the players have declared their actions, the GM will also declare the actions for any NPCs, creature, or monsters also involved in the combat.

ACTIVITY PERCENTAGES	
Cast Spell	75%
Cast from Item*	90%/75%
Concentration	50%
Cast Instantaneous Spell (No prep needed)	20%
Recover from Instantaneous Spell	55%
Spell Preparation (for each round)	90%
Melee Attack	50%-100%
Missile Attack	50%
Multiple Attacks in 1 round	90%-100%
Reloading/Loading Sling	50%
Reloading/Loading Short Bow	60%
Reloading/Loading Composite Bow	70%
Reloading/Loading Long Bow	80%
Reloading/Loading Crossbow	230%
Quick Perception/Orientation Roll (-20)	10%
Full Perception Roll	30%
Moving	Minimum 10%
Static Action/Skill Use (most skills)	Minimum 100%
Riding	Minimum 15%
Dodge	50% or 100%
Draw Weapon	20%
Simple Actions (GM’s Discretion)	10%-30%
Complex Actions (GM’s Discretion)	20%-100%
* = Spells from items take same amount of prep and casting time as equivalent spell.	

The Activity Percentage table shows the most common actions declared during combat and the activity percentages required. As you can see, most of the listed actions require a majority of the activity percentage that the character has available each round.

<<insert Activity Percentages table>>

Note: When a player declares his character's OB/DB split, he is declaring his "combat posture", a basic measure of how defensively he is fighting. This combat posture remains in effect until the player specifically changes his character's OB/DB split declaration, the character is stunned, changes weapons, or otherwise falls out of his combat posture (at GM's discretion based on the actions of the character).

Step 2: Roll Initiative

Once all players have declared their initial actions, they must now determine the order in which the actions are resolved. Refer to the previous section about Initiative for information on how to determine initiative.

Step 3: Resolve Actions

Once the order of resolution has been determined, it is time to actually start resolving actions. There are two criteria that are used to determine when actions are resolved. The first is activity percentage, and the second is the character's initiative.

A full round normally consists of 100% for each character. The GM should establish a number of break points at which he checks for actions that need resolving.

The default for Cyradon is 4 break points. One at 25% activity, one at 50%, one at 75% and the final one at 100%. The GM is free to change the number of break points he uses, but it is recommended 10 break points be the maximum used. The GM should always use the same number of break points in every combat situation.

The GM will then start counting through the Activity Percentage of the round, and when he reaches one of the break points, he will go down the list of characters, NPCs, and monsters, in initiative order, from highest to lowest, to see if anybody has an action that needs to be resolved.

Action declarations whose activity percentages are less than the current break point, but higher than the previous break point are what need to be resolved. It does not matter which action has the smaller amount of activity percentage, they are resolved in initiative order.

Example: Joe's character does a Full Perception maneuver (30% activity) and has an init score of 25. Fred's character is doing a moving 40% of his BMR and has an init score of 30. When the GM reaches the 50% activity break point, Fred's character will resolve his action first because he has the higher init score even though Joe's character's action requires less activity to perform. In order for Joe's character to go first, the GM would have to be using more break points (i.e. such as every 10% activity).

Once a character's action has been resolved, the player must declare the character's next action. Once all actions have been resolved, the GM will down the initiative order again to see if any of the new declarations need to be resolved at this break point.

If so, then they are resolved, and the process is repeated until no characters have any actions left within this break point.

Example: Joe declares that his character is going to move 30% of his BMR. This is a 30% activity percentage action. The GM stops at the 50% activity break point and goes down the list and resolves the action of Joe's character. Joe then declares that his character's next action will be a fast Perception maneuver, which requires 10% activity. The GM then goes down the initiative order again, and since the fast Perception only uses 10% activity, Joe's character will have only used 40% activity in total, which is less than the 50% activity break point, therefore the Perception maneuver is resolved and Joe declares the next action of his character (another move, requiring 30% activity). Once this second round of resolution is finished, the GM checks to see if there are any other actions (or activity totals) under 50% that need resolving. There are not, so the GM moves to the next break point of 75% activity, and starts resolving actions again.

The GM stops at every break point, repeating this same process until all actions have been resolved or until all characters have used up all of their activity percentage for the round.

While some actions may have their activity percentages carry over into the next round (such as reloading missile weapons), attacks are never allowed to carry over into another round. Spells require a specific amount of activity percentage during each round when they are being cast, and the activity that is required for each of those round must be completed in that round, and may not be carried over into another round.

Step 4: Upkeep

Once all of the actions of the round have been completed, the GM needs to resolve any ongoing effects. This can include apply hits of damage from bleeding, removing stuns from the total amount a character has, etc. Refer to the Critical Damage Resolution in the Special Situations in the following section for more information.

SPECIAL SITUATIONS

As with all systems, there are a few special situations or conditions that merit an extra note or a more detailed explanation. This section provides it.

Canceling an Action: There may be times when a player, after declaring their action, may decide that they need to cancel their declared action and declare a different action. There are several guidelines to be followed when canceling actions.

- Actions may only be canceled only during the player's turn. This means only at the character's initiative point (IP) during a break point in Step 3 of the Round Resolution process.
- Only actions that have not been resolved may be canceled.
- When an action is cancelled, the character will have already expended some portion of their activity. The amount expended will depend upon how far along in resolving actions the GM is (i.e. if the GM hits a break point and is resolving actions (one character resolving a 40% activity action and another resolving a 30% activity action, while the character who wants to cancel is in the middle of a 80% activity action), the character will be considered to have used the smallest amount of activity on the action when he decided to cancel it. Thus in this example, the character will have lost 30% of their activity before canceling the action).
- The character loses 10% of their remaining activity for canceling an action. (i.e. if the character canceled at the 30% mark, then it will be the 40% mark before he is allowed to declare a new action).
- The character may declare a new action, so long as they have enough percentage of activity to complete the new action.

Charging: Charging is the act of moving into combat and attacking at the end of that move. As noted in the Initiative Modifiers table, a Charge can impact the combatant's initiative. It can also impact the combatant's OB and DB. The combatant must use a Pace of at least Run to close with their foe. They may make turns while running, but only the distance in Final Approach is used to determine the bonus to OB.

Final Approach is the distance between the combatant's last turn and their foe. The bonus to OB is equal to the number of feet of the final approach; it cannot be greater than +50. The charging combatant also receives a penalty to their DB equal to the OB bonus.

Combat Perception: As a general rule, a combatant is going to be aware of everything going on within a 10' radius hemisphere that is directly to their sides and in front of them (i.e. they are not automatically aware of what is to their rear flanks or rear). The two Perception actions listed in Activity Percentages table specifically to allow the character to discover more than what is going on directly around them.

Concentration: In most instances, Concentration will refer to concentrating on maintaining a spell, but it can occasionally refer to skill use as well. On the Activity Percentage table, Concentration is listed as requiring 50% activity. This is not quite accurate. Concentration does not actually require any actual activity, but while a combatant is Concentrating, all other actions will require double their normal activity percentages to reflect that they are using only a portion of their attention on what they are attempting to accomplish. Thus they effectively have only 50% activity during rounds in which they are Concentrating.

Critical Damage Resolution: When an attack or a spell is resolved it may cause the target damage of some type. For specific information on the meanings of the types of damage involved, refer to page **xx**. The following list related to how and when damage is resolved.

Hits – Hits are immediately applied to the character who received the damage.

Penalties – Penalties are also applied immediately, and they will affect any relevant maneuvers or actions that the target may already have in progress.

Bleeding – Any criticals that call for a number of hits per round or other specific instances of bleeding take place in Step 4: Upkeep. Thus, if a character receives 2 hits per round from bleeding, those first 2 points of damage from the bleeding will not be subtracted from the foe's hits until the Upkeep step of the round in which the damage was received.

Stuns – If the target receives the stun before they have accomplished 50% of the activity for the round, then they are considered stunned for the rest of the round, losing whatever activity they had been attempting to accomplish and the current round counts as one stun round. If the stun occurs after 50% activity has been expended, then the character is able to finish their action with a -25 modifier and this round does NOT count as one of their rounds of stun.

All other sorts of damage or specific conditions that last for one or more rounds will be marked off or applied during Upkeep as required.

Dodging: As explained earlier, Dodging increases your DB against all foes. Characters that are in the process of Dodging are unable to perform other maneuvers. Unlike most other maneuvers, the roll for the Dodge is performed at the time of its declaration, not when the maneuver is complete.

Normally, if a character wishes to Dodge while performing another maneuver, he will have to cancel that other action first, and then Dodge once he is able (i.e. after the 10% waiting period).

However, a character can always perform a Sudden Dodge. To do this, the character aborts their previous action directly into the dodge. The Dodge itself is resolved in the same manner as the regular Dodge, but it only last for 50% of the character's activity for the round, and once complete, the character must spend 20% of their activity recovering from the Sudden Dodge.

Additionally, both the Dodge and the Sudden Dodge require that the character actually move out of the way of an incoming attack. Characters performing these maneuvers will move anywhere from 10 to 20 percent (i.e.

1d10 + 10) of their BMR, in a random direction (GM's discretion – but not towards the attack) while performing the Dodge.

Haste & Speed: Normally a character has only 100% to use in a given round. However, spells, skills, and even some herbs can grant characters more than 100% activity in a given round. Haste and Speed spells tend to give 200% activity, while skills and herbs can increase the amount of available activity, but not always to that level.

When you have characters that are hasted, you will likely have to repeat the process of Step 3 more often until all of the activity is completely taken care of.

Movement Guidelines: There are some special considerations to keep in mind when adjudicating Moving maneuvers. For example, it is recommended that movement not be allowed exceed the Pace of Run while attempting to perform other actions (such as melee attacks).

However, some actions are better performed with a running start, such as jumping, leaping, or certain acrobatic/tumbling maneuvers. For these skills it is recommended that movement Paces of up to Dash be allowed. It is up to the GM to decide what the maximum pace for a given maneuver is.

For basic movement, a character is required to spend 10% activity for each 10% of their BMR rate (times their Pace Multiplier) that they move.

Unlike other actions, where you lose the amount of activity that has already passed without receiving any return, if you cancel while moving, you will have actually moved the proper amount of distance as if that shorter activity percentage was the extent of the movement (i.e. you are moving 60% of your BMR (a 60% activity action) to reach your foe, when you and your foe meet half way, thus you cancel at the 30% activity mark, after having moved 30% of your BMR).

In such cases, however, when movement is interrupted, the character will need to expend 10% activity re-orienting themselves from the canceled movement, just as is required for other canceled actions.

Unlike other actions, it is possible for Movement to be interrupted before it is completed, and the character will have moved the . This interruption could be either voluntary or not depending upon the circumstances. If movement is interrupted, the combatant will have expended a percentage of activity equal to the movement completed. The character will also need to expend an additional 10% activity to re-orient themselves from the canceled movement. They may then declare and take action normally from that point forward.

Multiple Attacks in 1 Round: There are some combat skills or situations that will allow characters to make multiple attack rolls in a single round. When this happens, the primary attack roll is made at the 60% activity mark, and the second attack roll (the off-hand attack for a two weapon combo) is made at the end of the declared percentage of activity (i.e. between 90% and 100%). In making multiple attacks, as part of a style using two weapons, once the first of the two attacks is made, the second must be made, the attack can no longer be canceled.

Orientation Roll: Sometimes characters will perform actions in which their situation or location suddenly changes, such as with a Long Door spell or an Acrobatics or Tumbling maneuver. In such cases, the character is required to make an Orientation Roll to get their bearings prior to being allowed to act. An Orientation Roll is nothing more than a Quick Perception maneuver. Should the character fail the Quick Perception maneuver, they can expend another 10% activity and be fully oriented without having to roll a second time.

Parrying: When a character declares a melee attack, they must also declare how much of their OB will be applied to their DB. Rolemaster Cyradon assumes that most combatants will be shifting at least some of their OB to their DB.

Calculating a character's OB/DB split is done after the modifiers for activity percentage and character's condition have been applied. Situational Modifiers, such as for foe's position, are applied after the OB/DB split has been made. The DB modifier from Parrying applies only to one foe, which is designated at the time that the Parry is declared.

In all cases, the bonus to DB from the Parrying applies for the entire round. The character may be the last one to go in initiative order, but their bonus to DB from Parry still applies against all attacks from the designated foe.

Resetting Initiative: Although the default is to roll initiative each round, there are some GMs who will only want players to roll initiative once per combat. While the resetting of initiative works best in that situation, it can also be used in the default roll each round. However, it will work slightly differently in each type of initiative rolling situation.

Once Per Combat: When initiative is rolled only once per round, the goal of doing this is to allow the character to change his initiative score for the entire combat. To do this, the character must spend 80% activity on resetting his initiative. This must be the last 80% of activity that he uses in the round. Beginning on the following round, the character's initiative will be **20 + Quickness Bonus + all appropriate modifiers**.

Every Round: When initiative is rolled every round, the goal here is to change one's initiative so that the player does not have to roll the character's initiative on the following round. To do this, the character must spend the final 20% activity of the round preparing for the next round. If he does this, then his initiative for the following round will be **20 + Quickness Bonus + all appropriate modifiers**. The character may do this every round if he wishes, since it specifically reduces his potential OB on those rounds.

Simple & Complex Actions: While the Activity Percentage table provides a number of example actions, there is no way that it covers all of possibilities. When a player declares an action that is not on the Activity Percentage table, the GM will have to decide if it is a Simple or a Complex Action. A Simple Action is just that, very simple. It involves only a single activity or goal and often requires only a simple, single movement to complete (i.e. drawing a weapon, picking something up off the floor, etc.) Simple Actions also rarely, if ever, require a maneuver roll of any sort. Simple Actions will take from 10% activity to 30% activity normally.

Complex Actions, on the other hand, usually require somewhere between 20% and 100% activity for the round, and will often require a maneuver roll to successfully complete. Some examples include changing weapons, applying first aid, using a prepared herb, starting a fire, or other actions that involve multiple or complex motions to complete.

In both cases, it is up to the GM to determine which category the declared action belongs to, and what percentage of activity is required to complete it.

Simultaneous Actions: There are times when players will want to attempt to perform multiple actions at the same time. Usually, this is a combination of wanting to perform an action while moving. Simultaneous Actions often combine two or more normal actions that do not usually require any sort of maneuver roll on their own, such as moving across a room and picking up an item from the floor.

By combining the actions into a Simultaneous Action, these normal actions may end up requiring a maneuver roll to make sure all are completed properly.

When the player declares what he wants to do, the GM needs to first decide if the actions can or cannot be performed at the same time. He must then decide what activity percentages are required, and whether or not a maneuver roll of some sort is required.

The following example shows how one GM works this out.

Example: *John, Mark, and Andy are playing Fighters. John and Mark are in a 20' x 20' room. In the center of the room is an opening down to the next level. Andy has recently fallen through it. To one side of the opening, our intrepid heroes have begun to attach a rope to a spike driven into the floor to rescue Andy. Unfortunately, the hammering has attracted the attention of a small group of Orcs. Hearing them coming, John's character has already scrambled to the door to attempt to hold them off while Mark continues to finish attaching the rope. Mark is 10' from the door, and the coil of rope is halfway between where Mark is attaching it to the spike and the doorway. The GM has determined that is now time to begin using the Tactical Combat Sequence, and he calls for the actions of the players. John and Andy have already declared their actions.*

Mark: *"I want to run to the door, kicking the rope into the hole for Andy along the way, and drawing my sword at the same time and then melee attack the Orcs with whatever percentage I have left."*

The GM's thought process: *"Well, drawing your sword is 20%, and running to the door (10' away - and presuming Mark has BMR of 50') is a 20% action. Since neither interferes with the other (i.e. feet and hands), I will let him do both at the same time as a 25% action and not require a maneuver roll. Kicking the rope into the hole on his way across the room will slow him down a bit more, but not much, so we add in the base activity cost for a Simple Action of 10% to bring the total move across the room to 35% activity. However, I am going to require him to make a Light Agility Based Maneuver roll to accomplish this as kicking the rope could throw him off balance and mess up his later attack. Any results of less than 100 on the Movement & Maneuver Table will subtract from the 65% activity he have left. However, if this causes his activity percentage for the attack to drop below 50%, he will still be allowed to attack at the lower percentage since he is sort of charging."*

What the GM says: *"Okay, you can run to the door, kicking the rope into the opening as a 35% action, however, you will need to make a Light Agility-based Maneuver Roll. You can then make your attack at 65% activity, giving you a -35 modifier to your OB. If your total result from the table is less than 100, then the difference between 100 and your result is the extra activity required by the maneuver because of slight stumbling. Now, if this extra activity on the first maneuver causes the amount of activity for the attack to drop below the minimum of 50%, I will still allow you to attack at the lower OB."*

As we can see from the example, the GM determined that drawing a sword and moving at the same time could be done at the same time, and only slows each other down slightly without requiring a maneuver roll. Kicking the rope into the opening as he is moving is what requires the maneuver roll, according to the GM's reasoning. Moving and performing an action with his feet could upset his balance, thus the need for the maneuver roll. At least the GM thinks it is only a Light Maneuver.

Situational Modifiers: Sometimes situations can occur that interrupt the normal flow of activity. For example, if one combatant is holding a dagger to the throat of another, from behind, and threatens to slice their throat if that combatant or their friends make any moves, then it is quite likely that the combatant holding the dagger will be able to complete his act before those others could do anything. This can likely be reflected in a large initiative bonus and by ruling that the slicing of the throat would not be a normal attack, but a Simple or Complex Action requiring only a small portion of activity to accomplish, especially since the action is already poised to occur.

The possibilities for situations like this are too numerous to properly codify, but the GM needs to be aware that they can occur. If they do, then the GM will have to use his discretion and judgment in determining

modifiers. Since modifiers larger than 100 imply situations beyond normal ability, the GM should generally keep such modifiers below that range unless they have a very good reason to do so.

Surprise: When two or more groups meet up with one another and one or neither is explicitly aware of the other, both groups are required to make a single perception roll, using the character with the highest skill bonus. The results are determined as follows:

- Groups A & B both succeed: Neither group surprised.
- Group A succeeds, Group B doesn't: Group A surprises Group B.
- Group B succeeds, Group A doesn't: Group B surprises Group A.
- Groups A & B both fail Perception roll: Both groups are surprised.

The rule above applies to two groups stumbling onto each other. If one group is aware of the other more than a round before combat starts, they can set up to ambush the other group. Depending on the success of the surprise attack, they may just get surprise bonuses to initiative and OB, or an entire free round of activity and attacks before the surprised group can respond. (This is up to the judgment of the GM, based on how much time the attacking group has to set up the ambush, how good their plan is, and how badly the surprised group failed their perception.)

If both groups are surprised and stumble into combat, then everyone gets surprise penalties and bonuses applied to their initiatives and OB.

RESOLVING ATTACKS

In this section, we will cover how to resolve attacks using the combat tables. In earlier sections we discussed determining what a character's Offensive Bonus (OB) and what his Defensive Bonus (DB) were. This is where we discuss how they are used.

Before beginning the process of making an attack, the player will need some information about the weapon that his character is using. To find this information, he needs to look up the weapon on the Weapon Statistic tables (or the Animal & Natural Attack Types table) to get the information needed. These tables can be found starting on page **xx**.

While the *Weapon Statistics – Part II* table explains what the various columns on the tables mean and what they are used for, we will give them a quick run down here as well.

Length: This is how long the weapon is. This information is useful for determining if there is room to swing certain weapons in enclosed spaces or such.

FR: This stands for Fumble Range. It is the high end of the fumble range of the weapon.

Attack Size: This column gives the size of the attack of the weapon. Each size may only do a certain maximum of damage (i.e. a Damage Cap). Should an attack roll exceed the maximum for this Damage Cap, then the result on the Attack Table will be reduced to the maximum allowed for the Attack Size, and critical roll for the attack will be adjusted by +1 for every 5 points above the Damage Cap, to a maximum adjustment of +20 to the critical roll. These critical adjustments ignore the normal maximums that exist based on the critical severity.

Attack Table: This indicates which Attack Table should be used for the given weapon. Both the Attack Size and the Attack Table work together to determine the maximum amount of damage that can be done by the weapon. The table, *Weapon Statistics – Part II*, contains the key which tells which Attack Table is used.

Primary Critical: This is the type of critical that is done by the weapon. If the critical type is accompanied by a letter in parenthesis, then this indicates the maximum critical severity that may be achieved by this weapon. If an attack delivers a critical of a higher severity, it is reduced down to this.

Secondary Critical: If a primary critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is at least one step less severe than is indicated by the attack result. The same dice roll is used for both criticals. A letter in parentheses indicates the maximum critical that can be obtained (if none is listed it is "D"). (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B" secondary critical, etc.).

Notes: This column gives additional notes about the weapon. This can include such things as an Alternate Critical (i.e. the player chooses), or OB adjustments against certain armor types, etc.

THE ATTACK ROLL

When a player declares that his character is making an attack, the GM will ask for him to make an attack roll. To do this, the player makes an open-ended percentile roll (open-ended only on the high end), and then adds in the character's OB. The foe's DB is then subtracted from this and finally, any other modifiers (range, cover, etc.) are applied accordingly (i.e. added or subtracted).

Once this "net attack roll" has been determined, it is cross-indexed against the foe's armor type (AT) on the correct Attack Table. There are 3 possible types of results that can be acquired from the Attack Tables. They are as follows:

Fumble: The Weapon Statistics table gives a number for the Fumble Range of the weapon. If the net attack roll falls between 01 and that number, then the character has fumbled the attack, and the player must make a

roll on the appropriate column of the Fumble table (page xx). Regardless of what the net attack roll was, if the actual dice roll of the attack was an unmodified 01 or 02, then this is an automatic Fumble, and the player makes a Fumble roll accordingly.

A Number: When the result is a number by itself, this indicates an amount of damage that was dealt to the target of the attack. If the number is a zero, this means that the attack either missed or that it struck the target, but wasn't strong enough to actually damage the foe. It is left of to the GM to determine which, but as a general guideline, if adjustments to DB from armor/shield were enough to prevent damage, then the attack likely hit but did no damage. While this normally won't matter, there are some creatures whose attacks have other effects based on touching their foe.

Number & Letter: When the result is a number and a letter, which means that the character has dealt an amount of damage to the foe equal to the number, and that he has also dealt extra damage by achieving a critical strike against the foe. The player will then make another roll, this time not open-ended, on the critical table for his weapon. This critical roll is modified by the severity of the critical (see the modifiers at the bottom of the critical tables) and it may also be modified by exceptional attacks (i.e. those that exceeded the damage cap of the weapon).

LARGE & SUPER LARGE CREATURES

Certain creatures are larger or more powerful than normal creatures. These are indicated the Size/Crit column of the Monster Statistics table (page xx). Such creatures do not receive criticals like other creatures. Instead, when a critical of the required severity is indicated, the Large Creature Physical Criticals or the Large Creature Spell Criticals tables are used, depending upon whether the attack was a physical or magical one.

SPECIAL CRITICALS

In addition to the critical against Large and Super Large creatures, there are also a number of special types of criticals that may occur, based upon the weapon. These include Acid criticals, Magical criticals, Holy criticals, and Slaying criticals. While the Acid critical can be used for any corrosive substance, and the Magical critical can be used for such things as magical explosions and such, there may also be weapons that do extra criticals, either in general or against specific types of foes.

If a combatant is struck by an attack that does one of these other criticals, the attack will do its damage normally, including its normal critical, and then it will do another critical of equal severity (using the same critical roll as for the primary critical).

CRITICAL INTERPRETATIONS

Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstances.

Example: *A target behind a low stone wall is hit by an arrow and receives a critical calling for damage to his ankle. Instead the GM should rule that he is hit in the wrist. Note that he already receives a defensive bonus for being behind the stone wall and was hit in spite of it. If a critical strike calls for an unspecified limb to be broken, the GM should determine the limb affected, based on the circumstances, or randomly. Other creature's will not suffer criticals as severely due to the lack of component parts or redundancy of key organs; an arrow through the heart of a skeleton is unlikely to have the sort of effect that it would on a human.*

OVERALL GUIDELINES

All damage (including concussion hits), unless otherwise noted, is only applicable to the target combatant. Often bleeding, bruises, burns, frostbite, etc. indicated on the critical strike tables are reflected in the form of additional concussion hits, either as bonus hits or through a number of hits per round (referred to as Bleeding). This is meant to show the gradual weakening brought about by shock, bleeding, and pain.

Next swing/roll can refer to a missile attack, maneuver, and spell attack as well as to a melee attack.

It was explained earlier about when certain types of damage take effect. In short, everything but the various types of stuns is applied immediately. Stun results depend upon how much of the round has elapsed.

If an item is indicated as being destroyed by a critical result, it is automatically destroyed unless it is made of an extraordinary material (e.g. Mithril) or it is incredibly magical (i.e. an Artifact). In this case, if the GM allows it, the item may make a RR to avoid being destroyed.

CRITICAL & FUMBLE RESULTS

Below we provide guidelines for specific critical/fumble results.

+# Hits—(e.g. "+5 hits") This many hits (#) are taken in addition to the normal hit result derived from the attack table used. Normally, these hits are not increased (i.e. "multiplied") by strength factors (e.g. certain creatures do "3x" normal damage, a Strength spell on a character lets them deliver "2x" normal damage, etc.).

Hits per round—(e.g. “+3 hits per round”) Each upkeep phase after the critical is taken, the target takes this many (#) additional hits due to pain and bleeding. This is referred to as Bleeding. These hits will continue until the character is dead or until the Bleeding is stopped using First Aid, herbs, or magic.

... At -#—(e.g. “Foe fights at -30”) All of the target’s bonuses (except DB and RRs) are modified by this number (#). These penalties are cumulative. Certain of these penalties apply only to specific skills (e.g. fighting, running, etc.).

Must parry # rounds—(e.g. “must parry 2 rounds”) For this number (#) of rounds, the target may not attack; they may only parry with a maximum of half of their OB, and the only other actions allowed are movement and maneuvers, both modified by -25. When forced to parry in this manner, the target’s foe is still subject to a +0 OB attack, just in case he trips and falls on the target’s weapon.

Stunned # rounds—(e.g. “stunned 4 rounds”) For this number (#) of rounds, the target may not attack, they may only parry with a maximum of half of their Offensive Bonus (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -50.

Stunned and unable to parry # rounds (Stunned-No Parry)—(e.g. “stunned no parry 3 rounds”) For this number (#) of rounds, the target may not attack, and they may not parry (Normal DB due to Quickness, shield, etc. is not affected), and the only other actions allowed are movement and maneuvers, both modified by -75.

Down for # rounds—(e.g. “down 2 rounds”) The target falls to the floor, and for this number (#) of rounds, the target may not attack or parry, the only actions allowed are movements or maneuvers, both modified by -100. If the result does not specify a number of rounds, then the target is down for one round.

Out for # rounds—(e.g. “out 12 rounds”) The target falls to the floor, unconscious. They cannot act, and they lose all parry, movement and/or quickness related DB. They only gain DB from items or magical effects. They are considered “Helpless” (i.e. prone for determining OB mod) for combat purposes.

If the critical does not specify a number of rounds, then the combatant is unconscious until someone performs a successful Very Hard First Aid maneuver on them, or casts a spell (Like “Awakening,” see page **xx**) on them, or the GM decides sufficient time has passed. If combat is still proceeding, the combatant will be at “Stunned No Parry” until the GM decides they recover their wits.

A combatant prematurely awakened using first aid from an out result with an “X rounds” duration will be “Stunned No Parry” until those rounds wear off.

Knocked (back/left/right/etc) # feet—Target is knocked in the direction indicated by the critical (random if not indicated), and ends up at the destination on their feet or down, as indicated by the critical. (If not indicated, assume they are still standing, if they are still capable.)

EFFECTS OF BLEEDING

Bleeding and pain damage is expressed as #/round, meaning the target loses # concussion hits per round from bleeding, pain or other forms of continuing damage. Hits per round can normally be stopped with a compress and bandage if the patient does not move at more than a walking pace for the next 8 hours (up to 1, 2, or 3 hits per round depending upon a maneuver roll). A tourniquet on a limb can stop 4 to 10 hits per round on a limb wound, but until the wound heals the tourniquet must be loosened once every 24 rounds and 3 hits per round taken for 5 rounds.

Bleeding damage is taken each round on Upkeep Phase. Some creatures, like certain constructs or undead, are immune to the effects of bleeding.

EFFECTS OF MUST PARRY

Being knocked off balance or out of position, either physically, or mentally, results in the target being unable to execute an attack. They can parry with a maximum of half their OB, or perform a movement/maneuver at -25.

Note: “Must Parry” results are not stun rounds, and thus they are applied immediately to a target.

EFFECTS OF STUN ROUNDS

During play a combatant may be “stunned” for a number of rounds due to critical strikes (From least to worst, this includes four critical results; “Stunned,” “Stunned No Parry,” “Down” or “Out” rounds). All of these “stuns” due to multiple critical strikes accumulate. Normally the total number of rounds of “stuns” decreases by one each round, on upkeep phase with the most severe type of “stun” taking effect first, and wearing off first. Any stun rounds inflicted on an already stunned target add into the total. These additional rounds take effect and wear off in order of severity, not in the order in which they were inflicted. Only the worst penalty applies at any one time, the penalties do not stack.

If a target takes a stun result that lasts for a certain number of rounds and they have performed less than 50% activity for the current round, the current round counts as one of the rounds affected by the result, and one round wears off during the upkeep phase of the same round. Otherwise, the effects begin to wear off during the upkeep phase of the round after the critical is received. Spells and herbs that reduce stun do so when they are cast/applied, and do not count as the reduction of stun during the Upkeep portion of the round.

Example: *A character is stunned for 5 rounds. As his action for the round, he takes an herb that immediately relieves him of 2 rounds of stun. This means that he is still stunned for 3 rounds. During the Upkeep portion of the round, this is then reduced by 1 round, leaving him stunned for 2 more rounds.*

Some creatures, like certain constructs or the undead, are immune to the effects of stun, ignoring it completely.

ATTACKS ON HELPLESS, UNCONSCIOUS OR SLEEPING TARGETS

There is no need to make an attack roll on a helpless foe— simply make a maneuver roll. The difficulty is based on the situation. For example, killing a sleeping knight wearing Plate with your bare hands might be an Absurd maneuver, while killing an unconscious, unarmored, tied prisoner with a dagger would be a Very Easy Maneuver. Failure only matters if the target might awaken and respond, (Like the sleeping knight.), or if you fumble and injure yourself, otherwise you can just repeat the maneuver next round.

If a target has a conscious and mobile defender or is amidst an ongoing melee where you cannot casually strike them, so you must attack them as normally (with bonuses for the target being “prone”). They also have 0 DB from quickness or parry, only gaining DB from items, cover or magic. A defender can choose to spend OB to parry to protect them.

DAMAGE TO STRUCTURES

Rolemaster Cyradon does not have a fixed method for handling damage to structures. Most buildings are not susceptible to hand held weapons in the time frames possible in combat rounds. (So, if a player wants to tear down a brick building with just their war hammer, it is best wait until non-combat time, then just role-play it out). For structures more on a human scale, it’s best just to jury-rig something when you need it. For instance, we assign doors an armor type of Plate (stone, metal, or reinforced metal) or Reinforced Leather (wood) and a certain number of hits (50-1000) and have characters “attack” them normally.

<<insert Weapon Statistics – Part I table >>

<<insert Weapon Statistics – Part II table >>

<<insert Animal/Natural Attack Types table >>

<<insert Tooth & Claw Attacks table >>

<<insert Grappling & Unbalancing Attacks table >>

<<insert Combat Modifiers table >>-- note may have to find place for this if it does not fit with attack tables

<<insert 1-Handed Concussion Attacks table >>

<<insert 1-Handed Edged Attacks table >>

<<insert Combat Modifiers table >>-- note may have to find place for this if it does not fit with attack tables

<<insert 2-Handed Weapon Attacks table >>

<<insert Missile Attacks table >>

<<insert Combat Modifiers table >> -- note may have to find place for this if it does not fit with attack tables

<<insert Bolt Attack table >>

<<insert Ball Attack table >>

<<insert Spell Statistics table >>

<<insert Base Spell Attack table >>

<<insert Resistance Rolls table >>

<<insert Combat Criticals table >>

<<insert Elemental Criticals table >>

<<insert Additional Criticals table >>

<<insert Miscellaneous Criticals table >>

<<insert Fumbles & Failures table RMX p61>>

WEAPON STATISTICS - PART I								
Weapon	Length	FR	Attack		Crits		Base	Special Modifications
			Size	Table	Pri.	Sec.	Range #	
Arula	7'	4	M	2H	SL	—	—	Alt Crits: Cr or (PU at -10 OB)
Ball & Chain	3'	5	M	1HC	CR	GR(B)	—	See Description
Bastard Sword (1H)	4'	3	L	1HE	SL	—	—	
	(2H) 4'	4	M	2H	SL	UB	—	
Battle Axe	3.5'	4	L	2H	SL	CR(B)	—	+5 OB (chain/scale/plate), - 5 (other)
Broadsword	3'	3	L	1HE	SL	—	—	
Club	3'	2	M	1HC	CR(D)	—	2	-10 OB.
Composite Bow *	4.5'	3	M	Mi	PU	—	75	RLF(90%) at -20 OB.
Cutlass	2'	3	M	1HE	SL	—	—	
Dagger	1'	2	S	1HE	PU(C)	—	15	-15 OB (vs. chain/scale/plate); RLF (50%) at -20 to draw/throw
Dart	0.5'	3	T	Mi	PU(T)	—	10	
Falchion	2.5'	3	L	1HE	SL	CR(B)	—	
Foil	3'	3	S	1HE	PU	—	—	
Gnorish	1.5'	2	M	1HC	CR	—	—	
Handaxe	2'	2	M	1HE	SL	—	15	+5 OB (vs. chain/scale/plate)
Hatchet	1.5'	2	S	1HE	SL	—	15	
Heavy Crossbow	4'	2	L	Mi	PU	—	90	RLF (250%) at -30, +30 PB at up to 25'.
Javelin	4'	4	M	2H	PU	—	30	-10 OB, melee - can melee from 5' away, +5 OB at up to 15' when thrown.
Jo (1H)	4.5'	4	M	1HC	CR	—	—	
	(2H) 4.5'	4	L	1HC	CR	—	—	
Light Crossbow	3'	2	S	Mi	PU	—	—	RLF(185%) at -35 OB, +20 OB at up to 50'.
Long Bow *	6'	3	M	Mi	PU	—	100	RLF(90%) at -25 OB.
Long Knife	1'	2	S	1HE	SL(C)	—	15	Alt Crit: PU(C) at -5 OB
Long Sword	3'	3	L	1HE	SL	—	—	
Mace	2'	2	M	1HC	CR	—	—	
Main Gauche	1'	2	S	1HE	SL	—	—	+15 vs melee if not used to attack
Masuri	3'	3	L	1HE	SL	—	—	
Masiri	2'	2	S	1HE	SL	—	—	
Morning Star	2.5'	5	M	1HC	CR	PU(A)	—	+10 OB, take "B" crit if fumbled.
Nunchaku	2.5'	5	M	1HC	CR	—	—	
Pole Arms	9'	4	L	2H	SL	PU	—	-5 OB
Pole Axe	8'	4	L	2H	SL	—	—	Alt crit: PU/-5 OB
Quarterstaff	6'	4	L	2H	CR	—	—	-10 OB.
Rapier	4'	3	M	1HE	PU	—	—	
Saber	2.5'	3	M	1HE	SL	—	—	
Sai	1.5'	3	S	1HE	PU	—	—	+15 vs melee if not used to attack
Scimitar	3'	3	L	1HE	SL	—	—	-5 OB (vs. chain/scale/plate), + 5 OB (vs. other)
Short Bow *	3'	3	S	Mi	PU	—	60	RLF(90%) at -15 OB.
Short Spear (1H)	5'	4	L	1HE	PU	—	20	-5 OB, +15 OB at up to 15' when thrown.
Short Sword	2'	2	M	1HE	SL	—	—	-10 OB (vs. chain/scale/plate), + 10 OB (vs. other)
Shuriken	0.2'	3	T	Mi	PU(T)	—	5	
Sling	4'	4	S	Mi	CR(D)	—	50	RLF(90%) at -10 OB, may use with shield.
Spear (1H)	8'	4	L	1HE	PU	—	20	-5 OB, can melee from 5' away, +15 OB at up to 15' when thrown.
	(2H) 8'	4	M	2H	PU	SL(A)	20	
Talon Tips	0'	2	M	1HE	SL	—	—	worn on Gryphon talons; not found in any weapon group
Tiger Claw	1'	2	M	1HE	SL	—	—	not found in any weapon group
Tomahawk	1.5'	2	S	1HE	SL	—	—	
Two-Handed Sword	5.5'	4	L	2H	SL	CR	—	
War Fork	7'	4	L	2H	SL	—	—	Alt Crits: Cr or PU
War Hammer	3'	2	M	1HC	CR	—	10	+5 OB.
Woodsman's Axe	3.5'	4	L	2H	SL	CR(B)	—	-5 OB (chain/scale/plate), +5 (other)

WEAPON STATISTICS - PART II						
1 HC - 1 Handed Concussion Attacks; 1HE - 1 Handed Edged Attacks; 2H - 2 Handed Weapons; Mi - Missile Attacks; Bolt - Bolt Attacks						
CR - Crush critical; GR — Grapple critical; PU — Puncture critical; SL - Slash critical; UB - Unbalance critical						
* - May not move with these weapons loaded and ready to fire. They may be carried in hand and fired as if reloading (penalty applies).						
# - All non-Missile weapons with a range are treated as "thrown weapons" (for skill purposes) when used as missiles.						
Fumble Range (FR): if unmodified attack roll is less than or equal this number the attack fails and a roll must be made on the Fumble Table.						
Attack Size — The maximum amount of damage that may be done by an attack. Should an attack roll exceed the maximum for this Damage Cap, then the critical roll will be adjusted by +1 for every 5 points above the Damage Cap, to a maximum adjustment of +20 to the critical roll. These critical adjustments ignore the normal maximums that exist based on the critical severity.						
Attack Table — This is the attack table to use for this attack. See the top line for Attack Table abbreviations.						
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the maximum critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.						
Secondary Crit — If a critical higher than an "A" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is at least one step less severe than is indicated by the attack result. The same dice roll is used for both criticals. A letter in parentheses indicates the maximum critical that can be obtained (if none is listed it is "D").(e.g., an "E" result delivers a "D" secondary critical, a "C" delivers a "B" secondary critical, etc.).						
Base Range: This is used to determine the range of the weapon. Short Range receives no OB mod. Medium Ranges are at -25 OB. Long Ranges are at -50 OB, and attacks made within the Maximum Ranges are made at -75 OB.						
RLF(#%): This stands for "Rapid Load & Fire" and represents a quick reloading and firing of a missile weapon as a single action. The notes for the missile weapon gives the activity percentage required for this action and the modifier to the character's OB.	Base Range	Short Range	Medium Range	Long Range	Maximum Range	Point Blank (PB): Is equal to 1/2 of the Short Range. The character receives a +10 modifier to targets within the PB range. Certain weapons may have additional PB range modifiers listed. These are added to the normal +10.
	2	1'-2'	3'-4'	5'-6'	7'-8'	
	3	1'-3'	4'-6'	7'-9'	10'-12'	
	5	1'-5'	6'-10'	11'-15'	16'-20'	
	10	1'-10'	11'-20'	21'-30'	31'-40'	
	15	1'-15'	16'-30'	31'-45'	46'-60'	
	20	1'-20'	21'-40'	41'-60'	61'-80'	
	30	1'-30'	31'-60'	61'-90'	91'-120'	
	40	1'-40'	41'-80'	81'-120'	121'-160'	
	50	1'-50'	51'-100'	101'-150'	151'-200'	
	60	1'-60'	61'-120'	121'-180'	181'-240'	
75	1'-75'	76'-150'	151'-225'	226'-300'		
90	1'-90'	91'-180'	181'-270'	271'-360'		
100	1'-100'	101'-200'	201'-300'	301'-400'		

ANIMAL & NATURAL ATTACK TYPES				
Attack Type	(Abbreviation)	Attack Table	Primary Crit	Secondary Crit
Pincher/Beak	(Pi)	Tooth & Claw	SL	CR*
Bite	(Bi)	Tooth & Claw	PU	SL(C)
Claw/Talon	(Cl)	Tooth & Claw	SL	PU(B)*
Horn/Tusk	(Ho)	Tooth & Claw	PU	CR(C)*
Grapple/Grasp/Envelop/Swallow	(Gr)	Grappling & Unbalancing	GR	UB(C)
Ram/Butt/Bash/Knock Down/Slug	(Ba)	Grappling & Unbalancing	UB	CR(C)*
Stinger	(St)	Tooth & Claw	Pu	CR(B)*
Tiny animals	(Ti)	Tooth & Claw	SL(T)	---
Trample/Stomp	(Ts)	Tooth & Claw	CR	CR*
Crush/Fall**	(Cr)	Tooth & Claw	CR	CR*
Martial Arts Strikes	(MaSt)	Tooth & Claw	ST	---
Martial Arts Sweeps & Throws	(MaSw)	Grappling & Unbalancing	UB	---
Martial Arts Wrestling & Grappling	(MaGr)	Grappling & Unbalancing	GR	---
Fist/Kick***	(Fi)	Tooth & Claw	UB(A)	---
Wrestling/Tackles***	(Wr)	Grappling & Unbalancing	GR(A)	---
CR - Crush critical; GR - Grapple critical; PU - Puncture critical; SL - Slash critical; ST - Strikes critical; UB - Unbalance critical				
* — For these attacks only "large" and "huge" attacks get the secondary critical listed above.				
** — If a character falls, this attack is rolled with the number of feet fallen added to the roll and the character's agility (only) subtracted. The size of the attack is based upon distance fallen: 1'-10' (Small), 11-50' (Medium), 51-100' (Large), over 100' (Huge).				
*** — These attack types are for hand-to-hand attacks. The attacker's OB is his strength bonus plus his agility bonus.				
Primary & Secondary Crit — See the definitions given on the table, Weapon Statistics - Part II				

TOOTH & CLAW ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	24E	26E	27E	32E	36E	40E
141-145	22D	24D	25D	29E	33E	38E
136-140	20C	22C	23D	26D	30E	36E
	----- Max Results - Large Attacks -----					
131-135	18C	19C	20C	22D	25D	30E
126-130	16B	17B	18C	20C	23D	28E
121-125	14B	14B	15B	18C	20C	26D
	----- Max Results - Medium Attacks -----					
116-120	10B	10B	11B	14C	17C	20D
111-115	9A	10A	11B	13B	16C	19C
106-110	8A	9A	10A	12B	15B	17C
	----- Max Results - Small Attacks -----					
101-105	7A	8A	9A	11A	13B	15B
96-100	7T	7A	8A	10A	12A	14B
91-95	6T	7T	7T	9A	11A	13B
	----- Max Results - Tiny Attacks -----					
86-90	6T	6T	6T	8T	10A	12A
81-85	4	4T	5T	7T	9T	10A
76-80	3	3	4	5T	7T	9A
71-75	2	2	3	3	5T	8T
66-70	1	1	2	2	4	6T
61-65	0	0	1	1	2	5T
56-60	0	0	0	0	1	4
51-55	0	0	0	0	0	2
46-50	0	0	0	0	0	1
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-02	----- Attack Failure -----					

GRAPPLING & UNBALANCING ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	18E	22E	23E	27E	30E	33D
141-145	16E	19E	21E	25D	28D	30C
136-140	14E	17E	19D	22C	26D	28C
	----- Max Results - Large Attacks -----					
131-135	12D	14D	15D	18C	20D	22C
126-130	11D	12D	13D	16C	18C	20B
121-125	10D	11D	11C	14B	16C	18B
	----- Max Results - Medium Attacks -----					
116-120	8C	9C	10C	12B	14C	16B
111-115	7C	8C	9C	11B	13B	15A
106-110	6C	7B	8B	10A	12B	14A
	----- Max Results - Small Attacks -----					
101-105	5B	6B	7A	8A	10A	11A
96-100	5B	6A	6A	7A	9A	10T
91-95	4A	5A	5A	6T	8A	8T
	----- Max Result - Tiny Attack -----					
86-90	4A	4A	4A	5T	7T	7T
81-85	3A	4A	4A	4T	6T	5T
76-80	3A	3A	3T	2T	4T	4
71-75	2A	2T	2T	2	3	2
66-70	2T	2T	2	1	1	1
61-65	2T	2	1	1	0	0
56-60	2	1	1	0	0	0
51-55	1	1	0	0	0	0
46-50	1	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	----- Attack Failure -----					

COMBAT MODIFIERS		
Criticals: T --- Critical roll is modified by -50 A --- Critical roll is modified by -20 B --- Critical roll is modified by -10 C --- Critical roll is modified by 0 D --- Critical roll is modified by + 10 E --- Critical roll is modified by + 20 The type of critical is determined by the specific weapon or animal attack being used.	Offensive Modifiers: + 15 --- Flank attack * + 35 --- Rear attack * + 20 --- Surprise Foe + 20 --- Foe stunned ** +30 --- Foe down ** +50 --- Foe prone ** -10 --- Per 25% of hits taken -20 --- Using off-hand -var. --- Armor missile attack penalty §	Defensive Modifiers: +100 --- Full "hard" cover ‡ +50 --- Half "hard" cover ‡ +40 --- Full "soft" cover ‡ +20 --- Half "soft" cover ‡
		* = only one mod at a given time. ** = only one mod at a given time. ‡ = not versus spells

1-HANDED CONCUSSION ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	16E	20E	22E	20E	20E	23E
141-145	16D	19D	21E	19E	19E	22E
136-140	15D	18D	20D	18D	18E	21E
	----- Max Results - Large Attacks -----					
131-135	14C	17D	19D	17D	17D	19E
126-130	13C	16C	18C	16C	16D	18E
121-125	13B	15C	17C	15C	15C	17D
	----- Max Results - Medium Attacks -----					
116-120	12B	14B	16C	13C	14C	15D
111-115	11A	13B	15B	12C	13C	14D
106-110	10A	12A	14B	11B	12B	13C
	----- Max Results - Small Attacks -----					
101-105	10T	11A	13A	10B	11B	12C
96-100	9T	11T	12A	9B	10B	10B
91-95	8T	10T	11T	8A	9A	9B
	----- Max Results - Tiny Attacks -----					
86-90	8T	9T	10T	7A	8A	8B
81-85	7	8T	9T	6T	7A	6A
76-80	6	7	8	5T	6T	4A
71-75	5	6	7	4	5	3
66-70	5	5	6	3	3	2
61-65	4	4	5	2	1	0
56-60	3	3	4	1	0	0
51-55	3	3	3	0	0	0
46-50	2	2	1	0	0	0
41-45	1	1	0	0	0	0
36-40	1	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

1-HANDED EDGED ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
	----- Max Result - Huge Attack -----					
146-150	12E	16E	18E	22E	25E	30E
141-145	12D	15D	17D	21E	24E	28E
136-140	11C	14D	16D	20D	23E	27E
	----- Max Result - Large Attack -----					
131-135	11B	13C	15C	18D	22D	25E
126-130	10B	12C	14C	17D	20D	23E
121-125	9A	11B	13C	16C	19D	21E
	----- Max Result - Medium Attack -----					
116-120	9A	10B	13B	15C	18D	20D
111-115	8A	9A	12B	13C	17C	19D
106-110	8T	9A	11A	12B	15C	17D
	----- Max Result - Small Attack -----					
101-105	7T	8T	10A	11B	14C	15C
96-100	6T	8T	9T	10B	13B	14C
91-95	6T	7T	8T	9A	12B	13C
	----- Max Result - Tiny Attack -----					
86-90	5T	6T	7T	7T	10B	11B
81-85	5	5T	6T	6T	9A	10B
76-80	4	4	5	5T	7T	9A
71-75	3	3	4	3	5	5
66-70	3	3	3	2	3	2
61-65	2	2	2	1	1	0
56-60	2	1	1	0	0	0
51-55	1	1	0	0	0	0
46-50	1	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

COMBAT MODIFIERS		
Criticals: T --- Critical roll is modified by -50 A --- Critical roll is modified by -20 B --- Critical roll is modified by -10 C --- Critical roll is modified by 0 D --- Critical roll is modified by + 10 E --- Critical roll is modified by + 20 The type of critical is determined by the specific weapon or animal attack being used.	Offensive Modifiers: + 15 --- Flank attack * + 35 --- Rear attack * + 20 --- Surprise Foe + 20 --- Foe stunned ** +30 --- Foe down ** +50 --- Foe prone ** -10 --- Per 25% of hits taken -20 --- Using off-hand -var. --- Armor missile attack penalty §	Defensive Modifiers: +100 --- Full "hard" cover ‡ +50 --- Half "hard" cover ‡ +40 --- Full "soft" cover ‡ +20 --- Half "soft" cover ‡ * = only one mod at a given time. ** = only one mod at a given time. ‡ = not versus spells

2-HANDED WEAPONS ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
	----- Max Result - Huge Attack -----					
146-150	22E	28E	33E	40E	43E	48E
141-145	21E	26E	31E	37E	40E	45E
136-140	20D	24E	29E	34E	38E	42E
	----- Max Result - Large Attack -----					
131-135	19D	23D	28D	32E	36E	39E
126-130	17C	22D	26D	29D	33E	36E
121-125	16C	21C	24C	27D	31D	33E
	----- Max Result - Medium Attack -----					
116-120	15B	20C	22C	24D	29D	31E
111-115	14B	18B	20C	22C	27D	28E
106-110	13A	16B	18B	19C	24C	25D
	----- Max Result - Small Attack -----					
101-105	12A	15B	16B	17C	22C	22D
96-100	11T	13A	14B	14C	20C	19D
91-95	9T	11A	12A	12B	17C	16C
	----- Max Result - Tiny Attack -----					
86-90	8T	10T	11A	9B	15B	13B
81-85	7	9T	10T	7A	13B	10B
76-80	6	8	9T	5A	10A	8B
71-75	5	7	8	4T	8A	6A
66-70	4	6	7	3	6	3A
61-65	3	5	5	2	3	2
56-60	2	3	3	1	2	0
51-55	1	2	1	0	0	0
46-50	1	1	0	0	0	0
41-45	1	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

MISSILE ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
	----- Max Results - Huge Attacks -----					
146-150	15E	23E	25E	26E	26E	27E
141-145	14D	20E	23E	25E	25E	25E
136-140	13C	18D	22D	23D	23E	23E
	----- Max Results - Large Attacks -----					
131-135	12C	16D	20D	21D	22D	22E
126-130	11B	15C	19C	19D	20D	20D
121-125	11B	14C	17C	17C	19D	18D
	----- Max Results - Medium Attacks -----					
116-120	10A	14B	16B	15C	17C	16D
111-115	9A	12B	14B	13B	16C	15C
106-110	8A	10A	13B	12B	14B	13C
	----- Max Results - Small Attacks -----					
101-105	7T	8A	10A	10B	13B	11C
96-100	6T	7T	8A	9A	12B	10B
91-95	5T	5T	7T	7A	10A	8A
	----- Max Results - Tiny Attacks -----					
86-90	3T	4T	6T	5T	8T	7A
81-85	2	2	4T	3T	6T	6A
76-80	1	1	2	2	4T	4T
71-75	0	0	0	0	2	3T
66-70	0	0	0	0	0	1
61-65	0	0	0	0	0	0
56-60	0	0	0	0	0	0
51-55	0	0	0	0	0	0
46-50	0	0	0	0	0	0
41-45	0	0	0	0	0	0
36-40	0	0	0	0	0	0
09-35	0	0	0	0	0	0
UM 01-08	----- Possible Fumble -----					

COMBAT MODIFIERS		
Criticals: T --- Critical roll is modified by -50 A --- Critical roll is modified by -20 B --- Critical roll is modified by -10 C --- Critical roll is modified by 0 D --- Critical roll is modified by + 10 E --- Critical roll is modified by + 20 The type of critical is determined by the specific weapon or animal attack being used.	Offensive Modifiers: + 15 --- Flank attack * + 35 --- Rear attack * + 20 --- Surprise Foe + 20 --- Foe stunned ** +30 --- Foe down ** +50 --- Foe prone ** -10 --- Per 25% of hits taken -20 --- Using off-hand -var. --- Armor missile attack penalty §	Defensive Modifiers: +100 --- Full "hard" cover ‡ +50 --- Half "hard" cover ‡ +40 --- Full "soft" cover ‡ +20 --- Half "soft" cover ‡ * = only one mod at a given time. ** = only one mod at a given time. ‡ = not versus spells

BALL ATTACK						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
UM 100	24E	26E	28E	30E	32E	34E
UM 97-99	24D	25D	27D	29E	31E	33E
93-96	23C	24D	26D	28D	29D	31E
89-92	22C	23C	25D	26D	28D	29D
85-88	20C	22C	23C	25D	26D	27D
81-84	19C	21C	22C	23C	24C	25D
77-80	18B	20C	20C	21C	22C	23D
73-76	17B	18B	19C	20C	20C	21C
69-72	16B	17B	18B	18C	18C	19C
65-68	15B	16B	16B	17B	17B	16C
61-64	14A	15B	15B	15B	15B	14C
57-60	12A	13A	13B	13B	13B	12B
53-56	11A	12A	12A	12B	11B	10B
49-52	10A	11A	11A	10A	9A	8B
45-48	9	10A	7A	8A	7A	6B
41-44	8	8	8A	7A	6A	4A
37-40	7	7	6	5A	4A	2A
33-36	5	6	5	4	2	1A
29-32	4	5	3	2	1	0
25-28	3	3	2	1	0	0
21-24	2	2	1	0	0	0
17-20	1	1	0	0	0	0
13-16	0	0	0	0	0	0
09-12	0	0	0	0	0	0
05-08	F	F	F	F	F	F
UM 01-04	F	F	F	F	F	F

BOLT SPELL ATTACKS						
Roll	Leather					
	Plate	Scale	Chain	Reinf.	Soft	None
----- Max Result - Huge Attack -----						
146-150	18E	20E	22E	22E	31E	36E
141-145	17D	18D	20E	20E	30E	34E
136-140	16D	17D	18D	19E	28E	32E
----- Max Result - Large Attack -----						
131-135	15C	16C	17D	18E	26E	30E
126-130	14C	15C	16D	17D	24E	28E
121-125	13C	14C	15C	16D	22D	26E
----- Max Result - Medium Attack -----						
116-120	12C	13C	14C	15C	20D	240
111-115	12B	13B	13C	14C	18C	22D
106-110	11B	12B	12C	13C	16C	20C
----- Max Result - Small Attack -----						
101-105	10B	10B	11B	12C	14C	18C
96-100	10A	10A	10B	11B	12C	16C
91-95	9A	9A	9B	10B	10B	15C
----- Max Result - Tiny Attack -----						
86-90	9A	9A	8A	9B	8B	14B
81-85	8A	8A	7A	8A	7B	13B
76-80	8A	8A	6A	7A	6B	12B
71-75	7A	7A	5A	6A	5A	11B
66-70	7	7	4A	5A	4A	10A
61-65	6	6	3	4	3	8A
56-60	5	5	2	2	2	6
51-55	4	4	2	1	1	4
46-50	3	3	1	0	1	0
41-45	2	2	1	0	0	0
36-40	1	1	0	0	0	0
03-35	0	0	0	0	0	0
UM 01-02	F	F	F	F	F	F

COMBAT MODIFIERS		
<p>Criticals:</p> <p>T --- Critical roll is modified by -50</p> <p>A --- Critical roll is modified by -20</p> <p>B --- Critical roll is modified by -10</p> <p>C --- Critical roll is modified by 0</p> <p>D --- Critical roll is modified by + 10</p> <p>E --- Critical roll is modified by + 20</p> <p>The type of critical is determined by the specific weapon or animal attack being used.</p>	<p>Offensive Modifiers:</p> <p>+ 15 --- Flank attack *</p> <p>+ 35 --- Rear attack *</p> <p>+ 20 --- Surprise Foe</p> <p>+ 20 --- Foe stunned **</p> <p>+30 --- Foe down **</p> <p>+50 --- Foe prone **</p> <p>-10 --- Per 25% of hits taken</p> <p>-20 --- Using off-hand</p> <p>-var. --- Armor missile attack penalty §</p>	<p>Defensive Modifiers:</p> <p>+100 --- Full "hard" cover ‡</p> <p>+50 --- Half "hard" cover ‡</p> <p>+40 --- Full "soft" cover ‡</p> <p>+20 --- Half "soft" cover ‡</p>
		<p>* = only one mod at a given time.</p> <p>** = only one mod at a given time.</p> <p>‡ = not versus spells</p>

SPELL STATISTICS			
Spells	Primary Crit	Secondary Crit	Special Modifications
Fire Bolt	HE	—	—
Ice Bolt	IM	CO	-10 vs. plate & reinforced leather
Lightning Bolt	EL	IM	+10 against chain/scale/plate.
Shock Bolt	EL	—	+10 against chain/scale/plate.
Water Bolt	IM	—	-5 vs. plate & reinforced leather
Cold Ball	CO	—	—
Fire Ball	HE	—	—
CO — Cold critical; EL — Electricity critical; HE — Heat critical; IM — Impact critical			
Primary Crit — The type of critical delivered by the attack; a letter in parentheses indicates the max. critical that can be obtained (if none is given it is "E"). Higher criticals are treated as the maximum.			
Secondary Crit — If a critical higher than an "B" is obtained then a second critical of this type is delivered in addition to the primary critical. This secondary critical is one step less severe than is indicated by the attack result. (e.g., an "E" result delivers a "D" secondary critical, a "C" delivers an "B", etc.). Each critical is rolled separately.			
Criticals		Modifications:	
A --- Critical roll is modified by -20		+ Attacker's Offensive Bonus - Defender's Defensive Bonus	
B --- Critical roll is modified by -10		+ Caster's Level (only for Base Attack Spells)	
C --- Critical roll is modified by 0		+20 --- If target is at the center point (ball attacks only).	
D --- Critical roll is modified by +10		-5 --- Defender has shield (bolt attacks only)	
E --- Critical roll is modified by +20		-x --- Full Cover: -60 vs. EAR, -20 vs. BAR	
		-x --- Partial Cover: -30 vs. EAR, -10 vs. BAR	
		+/- --- GM decision or special item/skill/ability	
Note - Defender's DB against directed spells is their normal DB + any special modifiers (includes shield). Defender's DB against Ball attacks does not include shield.			
EAR - includes Directed Spells (i.e. bolt spells) and Elemental Area Attack Spells.			
Range Modifications	Bolts	Balls	Base Spells
Touch	+50	---	+30
0'-10'	+35	+35	+10
11'-50'	+0	+0	+0
51'-100'	-20	-20	-10
101'-200'	-40	-40	-20
201'-300'	-55	-55	-20
301' and up	-75	-75	-30

BASE SPELL ATTACK			
Roll	Metal	Leather	No
	Armor	Armor	Armor
UM 100	-90	-90	-90
UM 97-99	-65	-65	-65
93-96	-50	-45	-55
89-92	-45	-40	-50
85-88	-40	-35	-45
81-84	-35	-30	-40
77-80	-30	-25	-35
73-76	-25	-20	-30
69-72	-10	-15	-25
65-68	-5	-10	-20
61-64	-5	-5	-15
57-60	0	-5	-10
53-56	0	0	-5
49-52	+ 5	0	0
45-48	+ 10	+ 5	0
41-44	+ 15	+ 10	+ 5
37-40	+ 20	+ 15	+ 15
33-36	+ 25	+ 20	+ 20
29-32	+ 30	+ 25	+ 30
25-28	+ 35	+ 30	+ 35
21-24	+ 40	+ 35	+ 45
17-20	+ 45	+ 40	+ 50
13-16	F	+ 45	+ 60
09-12	F	F	+ 65
05-08	F	F	+ 70
03-04	F	F	F
UM 01-02	F	F	F

Note: The number results from this table are modifications for a Resistance Roll that must be by the target. An F indicates spell failure and requires a spell failure roll by the caster.

For Channeling Spells: If target is wearing leather armor, use the "no armor" column; if target is wearing plate, scale or chain, modify the attack roll by -10.

For Mentalism Spells: The column used is based on the target's head covering/helm.

RESISTANCE ROLLS											
Target Level	Attack Level *										
	1	2	3	4	5	6	7	8	9	10	11+
1	50	55	60	65	70	73	76	79	82	85	**
2	45	50	55	60	65	68	71	74	77	80	**
3	40	45	50	55	60	63	66	69	72	75	**
4	35	40	45	50	55	58	61	64	67	70	**
5	30	35	40	45	50	53	56	59	62	65	**
6	27	32	37	42	47	50	53	56	59	62	**
7	24	29	34	39	44	47	50	53	56	59	**
8	21	26	31	36	41	44	47	50	53	56	**
9	18	23	28	33	38	41	44	47	50	53	**
10	15	20	25	30	35	38	41	44	47	50	**
11+	***	***	***	***	***	***	***	***	***	***	

Modifications to the Resistance Roll:

- + Target's appropriate RR bonus.
- (-90) - (+70) -- Modification resulting from the base attack roll.
- 50 -- Willing Target

* For spells the attack level is the caster's level.
 ** For attacks from level 11-15, add 2/lvl and for attacks above level 15, add 1/lvl.
 *** For defenders level 11-15, subtract 2/lvl and for defenders above level 15, subtract 1/lvl.
 To resist the target's RR must be greater than or equal to the number given above

COMBAT CRITICALS				
	Crush Criticals	Slash Criticals	Puncture Criticals	Strike Criticals
-49-05	Weak grip. No extra damage. +0	Weak strike yields no extra damage. +0.	Glancing blow. No extra damage. +0	Um... Did you actually touch him? +0 hits. Zip.
06-20	Minor fracture of ribs. +5 Hits. -5 to activity.	Minor calf wound. 1 hit per rnd.	Glancing blow to side. +3 hits.	Arm strike. +2 hits. -5 to activity for 2 rnds.
21-35	Blow to side. +4 hits. -40 to activity for 1 rnd.	Blow to upper leg, +5 hits. If no leg armor: 2 hits per rnd.	Thigh strike, +3 hits. If no leg armor: 3 hits per rnd.	Leg strike. +4 hits. If no leg armor: +7 hits & stunned 1 rnd.
36-50	Blow to forearm. +5 Hits. Stunned 1 rnd.	Minor chest wound. +3 hits. 1 hit per rnd. -5 to all actions.	Minor forearm wound. +2 hits. Stunned 1 rnd.	Chest strike. +5 hits. -10 to actions for 2 rnds.
51-65	Blow to shield shoulder breaks shield. If no shield: shoulder broken, arm useless.	Minor forearm wound. +4 hits. 2 hits per rnd. Stunned 1 rnd.	Strike along side of chest. 1 hit per rnd. Stunned 1 rnd.	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rnds.
66-79	Blow breaks bone in leg. +12 hits. -40 to actions. Stunned 2 rnds.	Medium thigh wound. +6 hits. 1 hit per round. -10 to activity. Stunned 2 rnds.	Strike to lower leg. Tendons torn. +3 hits. -25 to actions. Stunned 1 rnd.	Elbow strike. Forearm numb. +8 hits. Foe drops weapon. -10 to actions for 10 rnds.
80	Strike to forehead. +30 hits. Stunned 24 rnds. If no helm: a 1 month coma results.	Neck strike severs carotid artery. Neck broken. Dies in 1 round of intense agony.	Strike to neck. Nerves and blood vessels severed. Dies of a massive heart failure.	Brutal hip strike. Knocked down. Tendons torn and joint crushed. Leg useless. -80 to activity.
81-86	Blow breaks weapon arm. Arm useless. Tendon damage. +8 hits. Stunned 2 rnds.	Slash muscle and tendons in weapon arm. Arm useless. +10 hits. 1 hit per rnd.	Strike to weapon arm. Bone broken. +10 hits. Stunned 3 rnds.	Hard strike! Foe drops anything carried in hands. Stunned 3 rnds. +10 Hits
87-89	Shatter knee. +9 hits. -60 to activity. Knocked down and stunned for 3 rnds.	Destroys one eye. +10 hits. Stunned for 30 rnds.	Strike through lower leg. Sever muscle. -50 to activity. Stunned 3 rnds.	Side strike knocks foe prone. Foe takes +10 Hits and is stunned 6 rnds.
90	Blow to back of neck paralyzes from the shoulders down. +25 hits. Foe stunned 4 rnds.	Disemboweled, dies instantly. 25% chance your weapon is stuck in opponent for 2 rnds.	Strike through both lungs. Drops and passes out. Dies in 6 rnds.	Inspired back strike. Foe knocked 10 feet and onto face. Paralyzed from waist down.
91-96	Unconscious for 4 hours due to blow to side of head. If no helm: skull crushed. +20 hits.	Knocked out for 6 hours with a strike to side of head. +15 hits. If no helm: dies instantly.	Strike to side of head. Knocked out for 6 hours. +10 hits. If no helm: dies instantly.	Hard head strike. Knocked back 10' and stunned 6 rnds. If no helm: out cold for 24 hours.
97-99	Blast to chest sends ribcage through lungs. Drops and dies in 6 rounds. Vicious.	Sever lower leg. 20 hits per round. Drops and lapses into unconsciousness.	Strike through neck breaks backbone and severs spine. Paralyzed from the neck down.	Totally awesome strike! Knocked to knees. If using weapon: it is back 10'. Stunned 15 rnds.
100	Blow to jaw. Drives bone into brain. Dies instantly.	Slash side. Down, out and dies in 3 rnds due to massive internal organ damage.	Strike through eye. Dies instantly. A lovely sight to see.	Upper chest strike. Knocked 10'. Fall and break both arms. A 2 month coma results.
101-106	Blow breaks hip. +15 hits. -75 to activity. Knocked down and stunned 3 rnds.	Major abdominal wound. +10 hits. 8 hits per rnd. -10 to actions. Stunned 4 rnds.	Major abdominal wound. +10 hits. 6 Hits per rnd. -20 to actions. Stunned 4 rnds.	Blow breaks leg. +12 hits. -50 to actions. Stunned 1 rnd.
107-109	Neck strike crushes throat. Cannot breath and stunned for 12 rnds. Poor fool then expires.	Sever weapon arm. 15 hits per round. Down and unconscious immediately.	Nailed in lower back. Down and out. Dies from internal bleeding and shock in 6 rnds.	Strike to head. +12 hits. Stunned 6 rnds. If no helm: a 4 week coma results.
110	Crushes hip. +35 hits. Stunned for 2 rnds. Active for 4 rnds, but then dies of nerve failure.	Impaled in heart. Dies instantly. Heart destroyed. 25% chance your weapon is stuck in foe 3 rnds.	Shot through heart. Reels 10' to a spot suitable for dying. Weapon stuck in spinning victim for at least 3 rnds.	Savage blow to head. Knocked down. Dies in 12 rounds due to internal hemorrhaging .
111-116	Shatter elbow in weapon arm. Arm useless. Stunned 5 rnds.	Sever hand. 12 hits per round. Knocked down and stunned for 6 rnds.	Strike through leg. Artery severed. Down and out. 12 hits per rnd.	Awesome side shot. Lower leg broken. Stunned 7 rnds. -40 to actions.
117-119	Blow to side crushes chest cavity. Foe drops immediately and dies in 3 rnds.	Sever spine. Collapses like puppet with strings cut. +20 Hits. Paralyzed from neck down,	Strike to kidneys. +9 hits. Down and dies after 6 rnds of very intense agony. Sad.	Blow to shield shoulder. Stunned 9 rnds. -20 to actions. If no shield: out cold & arm shattered.
120	Blast to chest area. Destroy heart. Dies immediately. +25 hits. Fine work.	Strike to head destroys brain & makes life difficult for the fool. Expires in a heap, immediately.	Shot through both ears. Hearing impaired, dies instantly. Awesome shot.	Frightening strike to temple. Foe's head spins completely around. Dies instantly.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

ELEMENTAL CRITICALS				
	Heat Criticals	Cold Criticals	Electricity Criticals	Impact Criticals
-49-05	Hot air. +0 hits.	Cool breeze. +0 hits.	Hair stands up. +0 hits.	Not even a scratch. +0 hits.
06-20	Strong heat, little effect. +3 hits.	Cold blast. +3 hits. If no cloak or armor: stunned 1 rnd.	Light charge. +3 hits. If metal armor: stunned 1 rnd.	Grazing shot. +5 hits.
21-35	Minor burns. +8 hits. 1 hit per rnd.	Frosty "burn". +7 hits. 1 hit per rnd.	Explosion of light. Stunned 1 rnd.	Staggered by strike to side. +10 hits. Stunned 1 rnd.
36-50	Blinded by hot smoke. +12 hits. Stunned 1 rnd.	Mild frostbite. +5 hits. 2 hits per rnd and -10 to actions.	Medium charge. +6 hits. -5 to actions. If metal armor: stunned 2 rnds.	Strike to shoulder. Spun about. Reel backwards 10'. +12 hits. If no armor: stunned 2 rnds.
51-65	Clothing catches on fire. +12 hits. Takes 2 rnds to extinguish the fire. 8 hits each rnd alight.	Cold strike to back. +9 hits. 2 hits per rnd. Stunned 2 rnds. All wood on back is useless & brittle.	Heavy charge. +9 hits. -10 to actions. Stunned 1 rnd. If metal armor: stunned 3 rnds.	Strike to leg. Knocked down. +8 hits. If no leg armor: stunned 2 rnds.
66-79	Knocked down by fiery blast. Any organic foot and calf covering destroyed. +10 hits.	Low blast. Stunned 1 rnd. Foot covering destroyed. If no foot covering: frostbite, -30 to actions.	Strike to shield arm. +12 hits. -20 to actions. If metal armor and no shield: out for 1 day.	Blast to shield arm. +10 hits. Shield is destroyed. If no shield: arm broken, stunned 3 rnds.
80	Blast to head. Face horribly scarred. Knocked out. +15 hits. 5 hits per rnd. If no helm: 1 month coma results.	Icy blast to head. A month long coma (and head cold) results. Loses nose as a result of severe frostbite and shock.	Strike to side devastates nervous system. Severe shock results. Victim is a living vegetable for 1 month.	Strike to head. +12 hits. Helm is shattered. Knocked down and out for 1 day. If no helm: skull fractured, dies in 3 rnds.
81-86	Fire engulfs back. Knocked down. All organic material on back destroyed. 2 hits per rnd. Stunned 1 rnd.	Strike to leg. Knocked down. Stunned for 3 rnds. If no leg armor: frostbite, lower leg useless and -40 to actions.	Strike to weapon arm. Muscle and cartilage mangled. Ana useless. 2 hits per rnd. Stunned 6 rnds.	Blow to upper leg. Muscles torn. +15 hits. -10 to actions. If no leg armor: -20 to actions and stunned 3 rnds.
87-89	Strike to head. Blinded for 6 rnds. Any organic head covering destroyed. If no helm: head hair destroyed.	Strike to neck and collar area. Knocked out. Lose outer ear. If no neck armor: neck is frozen and dies in 9 inactive rnds.	Permeated by electricity. Entire nervous system rearranged. Drops and lies in shock for 12 rnds before dying.	Blast to collar area. +12 hits. Stunned 5 rnds. Cannot speak for 1 week. If no neck armor: voice loss is permanent.
90	Head becomes a charred stump. Sadly, foe dies instantly due to this unacceptable condition.	Blast freeze-dries head. Dies in 2 rnds. Skull and brain are brittle and lifeless.	Brain is fried. If leather helm: it is destroyed and a 2 week coma results. If not: dies instantly.	Strike to neck. Paralyzed from the shoulders down. +20 hits. Foe is in a melancholy mood.
91-96	Shield arm fried. Any shield is destroyed along with hand. Stunned 5 rnds. If no shield: loses arm and knocked out.	Thigh iced. Broken bone and frostbite. 5 hits per rnd. -30 to actions. Stunned for 4 rnds.	Chest strike. If metal armor: it becomes fused and immobile. If not: knocked out for 6 hours.	Blow to knee. Knee dislocated. Cartilage and tendons ripped. +15 hits. -50 to actions. Stunned 9 rnds.
97-99	Upper leg burn. Use of leg lost due to tissue damage. 3 hits per rnd. -60 to actions. Stunned for 6 rnds.	Side strike freezes and shatters pelvis. Dies in 12 rnds due to shock and nerve damage.	Electrifying experience. Massive shock and surface burns to brain. Passes out and dies in 6 rnds.	Strike abdomen. +18 hits. Stunned 12 rnds. If no abdomen armor: dies in 6 rnds due to destroyed organs.
100	Blast to neck fuses vertebrae and unites skin with clothing. Paralyzed permanently. +25 hits.	Head strike. Eyes are frozen. A 3 week coma results. Paralyzed from the neck down.	Sparks fly wildly. Instant death provides all with a fine light show.	Blast to head fractures skull. A 3-week coma results. If no helm: dies immediately.
101-106	Blast to leg. 2 hits per rnd. -20 to actions. If no leg armor: massive tissue damage, -70 to actions.	Blast freezes both hands. Loses use of both arms for 1 hour. 6 hits per rnd. Stunned 5 rnds.	Strike face. Loses nose. Stunned 8 rnds. Blinded 2 weeks. If no helm: knocked down as well.	Jaw broken. Cannot speak or eat solid food until healed. +15 hits. -10 to actions. Stunned 7 rnds.
107-109	Head strike. If helm: blinded for 2 weeks. If not: dies in 6 rnds due to shock & brain damage.	Heart and lungs suddenly frozen. Dies in 6 inactive rnds of shock and suffocation.	Chest strike destroys heart/lungs. If metal armor: it is fused, & dies in 6 rnds. If not: dies instantly.	Blow to side. Bone is driven into kidneys, dies in 6 rnds.
110	Midsection vaporized. Cut in half and dies. Clothing, armor, and all items destroyed.	Massive strike shatters chest and freezes precious bodily fluids. Dies in 3 rnds.	Head is no longer available for use. Smoke and ozone surround the lifeless body.	Disrupt chest. Lungs and heart explode from impact. Dies instantly. Very messy.
111-116	Blast to chest. Any chest armor destroyed. +12 hits. Stunned 3 rnds. If no chest armor: knocked down, 6 hits per rnd.	Icy blast to upper chest. Knocked down and out. If no chest armor: dies in 10 rnds due to a cold, cold heart.	Abdomen strike. Stunned 7 rnds. 6 hits per rnd. If no armor over abdomen: dies of shock and bleeding in 12 rnds.	Spun by blow. Knocked down. Breaks both arms. -60 to actions. Stunned 3 rnds.
117-119	Fire engulfs foe. Dies of shock & nerve damage in 6 rnds. +25 hits.	Frozen into a lifeless statue - well preserved, but quite dead.	Chest strike cuts foe in half. Charge extends 10' giving an "A" critical to anyone in the way.	Blast shatters skull into thousands of particles. Dies instantly. Nice shot!!
120	All that remains are charred bits of teeth and bone.	Frozen solid, then shatters into thousands of pieces after being slammed into the ground.	Charge disrupts cell structure. Entire body turned to dust.	Blast annihilates entire skeleton. Reduced to a gelatinous pulp. Try a spatula.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

ADDITIONAL CRITICALS				
	Acid Criticals	Magic Criticals	Holy Criticals	Slaying Criticals
-49-05	Was that water? +1 hit.	Oh! Pretty sparkles. +1 hit.	Perhaps a bit more prayer would work. +1 hit.	Not even enough to call a scratch. +4 hits.
06-20	It doesn't burn, it tickles! +3 hits.	Foe washed in pretty colors. +4 hits.	You aren't having a crisis of faith are you? +4 hits.	Foe realizes that you are a threat. +7 hits and at -5.
21-35	Looks like foe has a rash. Got any ointment? +5 hits and at -5.	Foe's side is struck by the raw magical energy. +8 hits, bleeding 1 hit/rnd, and at -10.	You revel in the glory of your deity as you strike. +7 hits and at -5.	See? Practice does help! +21 hits, stunned 3 rnds, bleeding 2 hits/rnd and at -20.
36-50	Foe is covered in nasty red splotches. +7 hits, and at -10.	Solid strike pushes foe back 10'. +9 hits, stunned 1 rnd, bleeding 1 hit/rnd, and at -10.	Foe refuses to repent his wicked ways. +8 hits, stunned 1 rnd, and at -10.	Solid strike has unsettled foe. +25 hits, stunned 4 rnds, bleeding 3 hits/rnd and at -25.
51-65	Foe's nerves are jangled. +9 hits, and is at -15. 1 hit/rnd if metal armor, else 2 hits/rnd.	Strike leg with blast of color. +10 hits, stunned 1 rnd, bleeding 2 hits/rnd and at -15.	Foe is afraid of your righteous attack. +10 hits, stunned 1 rnd, bleeding 1 hit/rnd and at -10.	Foe is really in pain now. +29 hits, stunned 5 rnds, bleeding 3 hits/rnd and at -25.
66-79	Hit by a wave of pain, any organic leg coverings destroyed. +10 hits, bleeding 2 hits/rnd and is at -15.	Kaleidoscopic burst pummels shield arm. +8 hits and at -10. If no shield: +12 hits, stunned 1 rnd, bleeding 2 hits/rnd and at -15.	You bring him to his knees. Stunned 1 rnd. If leg armor: +7 hits and at -10. No leg armor: +11 hits, bleeding 2 hits/rnd and at -15.	In-between his cries of pain, foe is shouting curses at you. +32 hits, stunned 6 rnds, bleeding 4 hits/rnd and at -30.
80	Foe is unconscious with gobs of flesh falling off his body. +30 hits. If helm, coma for 1 month. If no helm: dead in 9 rnds.	With nothing more than a flash of color and a whimper, foe collapses and dies in 10 rnds as the magic plays havoc with his insides.	Foe is enveloped in ripples of divine power. He is paralyzed for the 9 rnds that this take to kill him.	Foe collapses to the ground, convulses for 3 rounds, and then dies.
81-86	Ouch! That hurts! All organic material on back is destroyed. +11 hits, stunned 1 rnd, bleeding 3 hits/rnd, and is at -20	Rainbow attack smacks foe hard. +13 hits, stunned 2 rnds, bleeding 3 hits/rnd and at -20.	You call upon the divine wrath of your deity with this attack. +12 hits, stunned 2 rnds, bleeding 2 hits/rnd and at -20.	Foe is beginning to worry about his ultimate fate. +36 hits, stunned 6 rnds, bleeding 5 hits/rnd and is at -30.
87-89	Splash to the head! If helm: +12 hits, stunned 2 rnds, bleeding 3 hits/rnd. If no helm: foe is blinded.	Foe hammered by colorful burst. +14 hits, stunned 2 rnds, and at -20. Foe loses his voice for a week.	You smite your foe and leave him gasping for breath. +13 hits, stunned 2 rnds, bleeding 3 hits/rnd and at -20.	Your weapon hisses as it connects with foe's skin. +39 hits, stunned 7 rnds, bleeding 5 hits/rnd and is at -40.
90	Foe inadvertently inhales a large dose of acid. He dies after 6 helpless rnds of coughing up gouts of blood.	Foe collapses writhing in pain as the tendrils of magical energy foe of all vitality and life over 6 rnds.	Writhing tendrils of divine power drains foe of life. He can only whimper until death claims him in 7 rnds.	Foe screams in pain as his body is wreathed in an other-wordly light for the 2 rounds that it takes for him to die.
91-96	Shield arm strike! +13 hits, stunned 3 rnds, bleeding 4 hits/rnd, and is at -25. If no shield: lose arm and knocked out.	Foe screams as he is pierced by shaft of sparkling color. +15 hits, stunned 2 rnds, bleeding 4 hits/rnd, and at -25.	Solid strike! +14 hits, stunned 3 rnds, bleeding 3 hits/rnd and at -25.	You see real fear in foe's eyes now. +43 hits, stunned 8 rnds, bleeding 7 hits/rnd and is at -40.
97-99	Liquid scorching on leg. +14 hits, stunned 3 rnds, bleeding 5 hits/rnd, and at -30.	A way to make new friends, this is not. +17 hits, stunned 3 rnds, bleeding 4 hits/rnd and at -25.	You deftly bypass foe's guard to make this strike. +15 hits, stunned 3 rnds, bleeding 4 hits/rnd and at -25.	Solid hit sends foe reeling. +46 hits, stunned 9 rnds, bleeding 7 hits/rnd and is at -45.
100	Foe screams in helpless agony as he melts and dies in 3 rounds.	Foe screams helplessly as the magical energy corruscates back and forth for the 4 rnds it takes him to die.	Foe bursts into a pillar of righteous flame that consumes him over the course of 5 inactive rnds.	Ashes! Ashes! We all fall down! Well, at least the foe does. He is quite dead.
101-106	Acid destroys chest armor. +17 hits, stunned 5 rnds, bleeding 6 hits/rnd, and is at -30.	Sparkling bolt breaks jaw. +19 hits, stunned 4 rnds, bleeding 5 hits/rnd, and at -30.	Your deity must be guiding your aim. +18 hits, stunned 4 rnds, bleeding 5 hits/rnd and at -30.	Smooth strike & perfect follow through. +54 hits, stunned 10 rnds, bleeding 8 hits/rnd and is at -50.
107-109	Searing splash takes a tool on foe's health and dignity. +19 hits, stunned 5 rnds, bleeding 7 hits/rnd, and is at -40	A dangerous assault pounds foe. +22 hits, stunned 4 rnds, bleeding 6 hits/rnd and at -35.	Foe is beginning to see the light, the one at the end of the tunnel. +20 hits, stunned 5 rnds, bleeding 6 hits/rnd and at -40.	Your weapon seems to know just where to strike. +61 hits, stunned 11 rnds, bleeding 9 hits/rnd and is at -55.
110	Ugh! What a mess! Foe is helpless for the 1 rnd it takes for his flesh to melt and he dies.	Foe is consumed, over the course of 2 inactive rnds, by a scintillating pillar of magical energy.	With faith as your weapon, foe cannot stand against you. He dies writhing in agony after 3 rnds.	Foe is caressed by the hand of death. He drops to the ground, stone dead.
111-116	A huge chunk of flesh just falls off. +21 hits, stunned 7 rnds, bleeding 8 hits/rnd, and is at -45.	Foe is staggered by your magical assault. +25 hits, stunned 5 rnds, bleeding 7 hits/rnd and at -40.	An inspiring strike. +23 hits, stunned 6 rnds, bleeding 7 hits/rnd and at -45.	Good shot! Now finish him off. +68 hits, stunned 12 rnds, bleeding 11 hits/rnd and is at -60.
117-119	Every nerve in foe's body feels like it is on fire. +23 hits, stunned 9 rnds, bleeding 9 hits/rnd, and is at -50	Foe is mangled by the assault. +27 hits, stunned 6 rnds, bleeding 8 hits/rnd and at -45.	Your eyes blaze with holy power as you strike. +25 hits, stunned 7 rnds, bleeding 8 hits/rnd and at -50.	Excellent Strike! +75 hits, stunned 15 rounds, bleeding 12 hits/rnd and is at -75.
120	Got a sponge? Foe is dead and puddled.	Foe explodes in a shower of iridescent sparks. How pretty! Instant Death.	Foe's face alights in rapture just before his husk turns to ash and crumbles to the ground.	Foe gives a sudden gasp as he goes to meet his maker. Instant Death.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

MISCELLANEOUS CRITICALS				
Roll	Unbalancing Criticals	Grappling Criticals	Large Physical Criticals	Large Spell Criticals
-49-05	Fairly weak. +0 hits. Zip.	An oppportunity lost.	+10 hits. Your weapon breaks in half. You are upset.	Size of creature awes you. +0 hits.
06-20	Arm strike. +2 hits. -5 to activity for 2 rnds.	Passing strike. +2 hits.	+6 hits.	+5 hits.
21-35	Leg strike. +4 hits. If no leg armor: +7 hits & stunned 1 rnd.	Attack fended off. + 3 hits. If arm armor: stunned 1 rnd.	+12 hits.	+8 hits.
36-50	Chest strike. Knocked back 3'. +5 hits. -10 to actions for 2 rnds.	Attack to upper leg. Spun about, but breaks loose. Stunned 1 rnd.	+18 hits.	+10 hits.
51-65	Blow to shield arm. +5 hits. Shield torn away. If no shield: +8 hits and stunned 2 rnds.	Shield arm entangled. If shield: -50 to all actions until dropped. If no shield: -50 to all actions.	Staggered by strong blast. +20 hits. -10 to activity. Stunned 2 rnds.	+12 hits.
66-79	Elbow strike. Forearm numb. +8 hits. Drop weapon. -10 to actions for 10 rnds.	Weapon arm grasped. Disarmed & wrist sprained. Stunned 2 rnds. -25 to actions.	Fine leg strike. +18 hits. 5 hits per rnd. -20 to activity. Stunned 3 rnds.	+15 hits.
80	Brutal hip strike. Knocked down. Tendons torn and joint crushed. Leg useless. -80 to activity.	Both legs entangled. Down and knocked out. +9 hits.	Well placed strike to neck severs the jugular. +15 hits. Dies in 6 rnds, but may act at -60 t until then.	Unbalanced by blast. +15 hits. Stunned 2 rnds.
81-86	Shot to side. Knocked 5' to the side. Drop anything carried in hands. Stunned 3 rnds.	Weapon arm grappled. Ligaments torn & muscle pulled. Disarmed and stunned 3 rnds. -40 to activity.	Hard blow. +25 hits. 3 hits per rnd due to light wound. -10 to actions. Stunned 2 rnds.	Staggered by strong blast. +20 hits. Stunned 1 rnd.
87-89	Side strike. Stumble clumsily to an embarrassingly prone position. Stunned 6 rnds.	Fully entangled & immobilized. Knocked down, but still conscious. No actions possible.	Strike severs artery in leg. May act at -30 to actions for 4 rnds, then drops and dies after 6 rnds.	Strike to leg. +15 hits. -20 to actions. Stunned 2 rnds.
90	Inspired back strike. Knocked flying 10 feet and onto face. Paralyzed from waist down.	Vicious hold around neck. Knocked out. Sprained neck: -60 to actions.	Sever a vein in forelimb. +20 hits. Stunned for 6 rnds, then falls dead.	Blast into mouth. Knocked down. A month-long coma results. +30 hits.
91-96	Hard head strike. Knocked back 10' and stunned 6 rnds. If no helm: out cold for 24 hours.	Head grappled. Stunned 9 rnds. If no helm: coma results from a fractured skull.	Strike to leg. +15 hits. -20 to activity. 2 hits per round. Stunned 3 rounds.	Spun about by blast. Off balance. +18 hits. -10 to actions. Stunned 1 rnd.
97-99	Totally awesome strike! Knocked to knees. If using weapon: it is back 10'. Stunned 15 rnds.	Both arms entangled and pinned to chest. Arms may not be moved until removed. -75 to actions.	Strike to head. Skull fracture. +30 hits. Knocked out. Fine shot.	Side strike. +25 hits. -20 to actions due to broken ribs. Stunned 3 rnds.
100	Upper chest strike. Knocked 10'. Fall and break both arms. A 2 month coma results.	Neck grappled. If neck armor: -60 to actions due to neck sprain and stunned 3 rnds. If not: dies from broken neck.	Instant death heart strike. Weapon stuck and trapped under body. Chance that weapon breaks is 60% - weapon's bonus.	Strike to midsection. Bladder destroyed. Dies in 4 rnds, but is fully active until then.
101-106	Blow breaks leg. +12 hits. -50 to actions. Stunned 1 rnd.	Chest grasped. Ribs broken. Stunned 5 rounds. -10 to actions.	Shatter weapon arm shoulder. +15 hits. Stunned 3 rnds. Arm is quite useless.	Head strike. Momentarily confused. +20 hits. Stunned 2 rnds.
107-109	Strike to head. Knocked 10' back. +9 hits. Stunned 6 rnds. If no helm: a 4 week coma results.	Legs entangled & completely immobilized. Fall and break weapon arm. Disarmed and knocked out. +20 hits.	Vicious crossing strike. Blinded and upset. Stunned 2 rnds, but then the poor brute can blunder around.	Blast buckles leg. Severe thigh wound. +25 hits. Dies in 5 rnds due to nerve damage, but is fully active until then.
110	Savage blow to head. Knocked down. Dies in 12 rounds due to a severed vein.	Neck grappled. If neck armor: disarmed & stunned 5 rnds. If not: dies in 6 rnds.	Cheeky Strike kills immediately. But the weapon is stuck in the bone for 2 rnds.	Vicious blast. Neck crunched and spine severed. Drops and dies in 3 rnds.
111-116	Awesome side shot. Knocked 5'. Lower leg broken. Stunned 7 rnds. -40 to actions.	Foot entangled. Stumble, fall, break weapon, so sad. Stunned 2 rounds. If no chest armor: take a "D" crush crit.	Strike to chin. Jaw shattered. Knocked out. +60 hits. A one-month coma results.	Strike to eyes. Blinded for 2 rounds. +15 hits. -20 to actions.
117-119	Blow to shield shoulder. Stunned 9 rnds. -20 to actions. If no shield: out cold & arm shattered.	Both legs wrapped up. Tumbles to ground & knocked out. -80 to actions due to a broken arm and ankle. +20 hits.	Strike through the eye. Dies instantly and falls upon attacker, who then takes 20 hits and is pinned for 6 rnds.	Strike to body destroys a variety of organs. Dies in 3 rnds, but the ignorant lummo is fully active until then.
120	Frightening strike to temple. Knocked back 20'. Dies instantly. Not nice.	Windpipe crushed. Dies instantly due to massive shock and savage asphyxiation.	Strike through ear destroys brain. The brute dies instantly, but with a crute ear.	Superb strike drives rib through heart. Drops and dies in 6 agonizing rnds.
	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical	Modifications: -20 - Normal Weapon -10 - Magic Weapon +0 - Mithril Weapon +10 - Holy Weapon +20 - Slaying Weapon -20 - Against Super Large	-50 - "T" critical -20 - "A" critical -10 - "B" critical +0 - "C" critical +10 - "D" critical +20 - "E" critical

FAILURES & FUMBLES				
Roll	Melee Weapon Fumble	Missile Weapon Fumble	Spell Failure/Fumble	Moving Maneuver Fumble
-49-05	Lose your grip. No further activity this rnd.	Lose your grip. No further activity this rnd.	Lose concentration from strain. Spell lost, but not power points.	You hesitate and fail to act.
06-20	You slip. If weapon is 1-handed and non-magic, it breaks.	One's ten thumbs cannot handle loading. Lose this rnd.	Second thoughts. No spell may be cast or prepared next rnd.	You have second thoughts, and decide to wait 1 rnd.
21-35	Bad follow-through. You lose opportunity, give yourself 2 hits.	Fumble ammunition. Lose this round. -50 next rnd.	Indecision due to mild mental lapse. Spell delayed one rnd.	You slip. 30% chance of falling. -20 from any maneuvers for 2 rnds.
36-50	Drop your weapon. It will take 1 rnd to draw a new one, or 2 rnds to recover old one.	Break ammunition and lose your cool. You find yourself at -30 for 3 rnds.	Serious mental lapse. Spell lost, but not PP. -30 to for 3 rnds.	You stumble. 45% chance of falling. -30 for 2 rnds.
51-65	You lose your "wind" and realize that you need to relax. -40 for 2 rnds.	Drop ammunition. Stunned this rnd and next trying to decide whether to retrieve it.	Moderate but serious, strain. Spell lost along with power points. Stunned 1 rnd.	You stub your toe. 60% chance of falling. +3 hits. -10 to activity.
66-79	You stumble, and are stunned 2 rnds from the shame. With luck, you might survive.	You really mishandle your weapon. Stunned 2 rnds.	Subconscious fear. Spell lost along with PP. Stunned 2 rnds.	You slip. 75% chance of falling. Stunned 2 rnds.
80	Incredibly inept move. Roll a "B" crush crit on yourself. If foe is using a slashing weapon, your weapon is broken.	Poor judgment. +5 hits. If using a bow, you let arrow fly, lose an ear and take 2 hits per rnd.	Spell internalized. +15 hits. You knock yourself down. Stunned 1 hour.	You twist your ankle. +5 hits. -10 to all actions.
81-86	Bite and swallow tongue in the excitement. Stunned 2 rnds.	Bowstring breaks. It will take 2 rnds to draw a new weapon or 6 rnds to restring bow.	Serious strain. Spell lost, but not power points. Stunned 3 rnds.	You fall down. +3 hits. -20 to all actions for 3 rnds.
87-89	Lose your grip on your weapon and reality. Stunned 3 rnds.	Fumble ammo when loading. You scatter all of your ammo over a 10' radius area.	Internalization; overload senses. +20 hits. Blinded and deaf for 10 minutes.	You sprain your ankle and tear some tendons. + 7 hits. -20 to all actions. Stunned 1 rnd.
90	You attempt to maim yourself as your weapon breaks. Roll a "C" slash crit on yourself.	Weapon shatters. You are stunned for 4 rnds of action. Good luck, pal.	Strain causes mild stroke. +20 hits. Knocked out for 12 hours.	Fall breaks your leg. + 8 hits. -30 to all actions. Stunned 3 rnds.
91-96	Unbelievable mishandling of weapon. Any friend within range takes a "B" crush critical.	You let your arrow fly way too soon. You strike 20' short of target. You are at -30 for 3 rnds.	Severe strain causes misfire. +5 hits. Stunned 3 rounds.	You break your wrist when you fall. + 12 hits. -20 to all actions. Stunned 2 rounds.
97-99	Trip over an unseen imaginary deceased turtle. You are very confused. Stunned 3 rnds.	Is it a baton or a bow? It slips and in trying to recover it, you knock it 5-15' away.	Target's essence causes spell to backfire. Reverse roles of target and caster in spell effects.	Your arm breaks when you land on it. +14 hits. -30 to all actions. Stunned 4 rnds.
100	Worst move seen in ages. -60 to all actions for a pulled groin. Foe is stunned 2 rnds laughing.	Your ammo slips & goes through your hand as you fire. Hand useless. +8 hits. 2 hits per rnd.	Identity crisis. Lose spell casting capabilities for 2 weeks.	In an attempt to break your fall you break both of your arms; they are useless. +30 hits. Stunned 6 rnds.
101-106	You stagger & fall in an obvious attempt to commit suicide. Stunned 3 rnds. If using a pole arm, its shaft is shattered.	Slip and fall down. Your shot goes astray. Stunned 5 rnds.	Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned 6 rnds.	When you fall your leg twists under you and breaks. +15 hits. -50 to all actions. Stunned 3 rnds.
107-109	You break your weapon through ineptness. Stunned 4 rnds. Foe chuckles evilly.	Fletching on missile scratches eye as it is released. +5 hits. -20 to activity. Stunned 2 rnds.	Internalizes spell. Lose all spell casting ability for 3 weeks. +25 hits. Unconscious for 3 hours.	Your knee strikes a hard object and shatters as you fall. +10 hits. -80 to all actions. Stunned 4 rnds.
110	You stumble & drive the tip of your weapon into the ground. Stunned 5 rnds. If mounted: you pole vault 30' and take a "C" crush crit from the landing.	Tip of weapon catches on closest object and breaks off. If applicable, the object takes an "A" puncture crit.	Strain causes severe stroke. Paralyzed from the waist down.	You fall and the resulting concussion causes a year-long coma.
111-116	Your mount rears suddenly. Stunned 3 rnds recovering.	You slip while you are bringing up your weapon. Make an attack with no mods on the closest combatant.	Spell strays and travels to a point 20 feet right of target. Anyone in line takes an unmodified attack. Stunned 3 rnds.	You fall and land on your lower spine. You are paralyzed from the waist down. +30 hits.
117-119	You do not coordinate your movements with your mount's. -90 to all actions for next 3 rnds while trying to stay mounted.	While daydreaming you put your hand in front of the bolt while firing. Lose a finger. +4 hits. 2 hits per rnd.	Spell strays and travels to a 20' to left of target. Anyone in line takes an unmodified attack. Stunned 3 rnds.	You fall and are paralyzed from the neck down. +20 hits.
120	You fall off your mount. Roll a "D" crush crit on yourself.	You slip and pin your foot to the ground with a bolt. +10 hits. 2 hits per rnd. -30 to all actions & stunned 3 rnds.	Spell is cast in opposite direction than intended. Lose all spell ability for 3 months.	Your fall turns into a dive. You crush your skull and die.
	Modifications: -20 - 1-H Concussion -10 - 1-H Slashing +0 - 2-Handed +10 - Pole Arms +20 - Mounted	Modifications: -20 - Sling -10 - Short Bow +0 - Composite Bow + 10 - Long Bow + 20 - Crossbow	Modifications: +10 - Attack Spells +20 - Elemental Spells	Modifications: -50 - Routine +5 - Very Hard -35 - Easy +10 - Extr. Hard -20 - Light +15 - Sheer Folly -10 - Medium +20 - Absurd +0 - Hard

3 – CYRADON OVERVIEW

THE WORLD OF MITHRA

THE HEAVENS

The following sections of this chapter provide the Game Master (GM) and the Player with some important information about Mithra in general. This includes information on the solar system, weather, and how time is marked.

CONSTELLATIONS

The night sky is thick with stars. Many different cultures have perceived patterns in the stars, and given these patterns names. Some cultures may believe that the patterns are representations of their gods, or other beings placed in the heavens for the doing of great deeds, or as punishment for great evils.

Due to the variable nature of the night sky because of the different seasons, and different locations on Mithra, different civilizations often give different names to the various patterns that they find.

The GM may wish to design some simple star charts and assign patterns, forming constellations, if it is to have bearing on a particular group or campaign.

It is important to note that the stars seen from Cyradon are much different than those seen from Anias, where the refugees originated. Those constellations that were in the southeastern sky, as seen from Anias would be located in the northwestern sky as seen from Cyradon, if they can be seen at all.

THE MITHRAN SOLAR SYSTEM

Mithra is the third planet out of seven within its solar system. It has a diameter of 8,300 miles, making its circumference a little bit more than 26,000 miles, or a little larger than Earth. Of the other planets, the first two, and the fourth planet are terrestrial, or rock, planets. The remaining three planets are gas giants. Ihasai, the largest of the three has spectacular rings about it, the only one of the three with rings. The planets in the Mithran system are all visible in the night sky at various times.

<<insert Mithran Solar System Table – Cyradon, page 15>>

MITHRAN SOLAR SYSTEM					
Name	Diameter (miles)	Type	Distance*	Year**	Moons
1 Nirus	3,200	Rock	55	184d	2
2 Tazel	4,600	Rock	71	276d	0
3 Mithra	8,300	Rock	92	360d	1
4 Asteroids	—	Rock	104	—	—
5 Tinnubrus	7,500	Rock	128	575d	3
6 Achan	30,000	Gas	210	5.1y	6
7 Ihasai	35,000	Gas	340	8y	5
8 Phelgas	28,500	Gas	701	29.8y	9

* = in millions of miles
 ** = given in Mithran days (d) or years (y)

THE MITHRAN MOON

Mithra has but a single moon, called Sellio. Sellio has a diameter of 2,600 miles, and it rides in orbit 220,000 miles from Mithra. In comparison, Sellio is about 1/3 larger in the night sky than Earth’s Moon.

Sellio orbits Mithra once every 28 days, and unlike Earth’s Moon, it does not have one face locked to be always facing the planet.

Different cultures often associate Sellio with that particular culture’s deity of the night.

COMETS

While they are not extremely common, several comets visit the Mithran system on a regular basis. Of these, the most well known comet is known as Gelkan, the Harbinger. It is said that this comet, which is visible for 21 weeks out of every 500 years, heralds world-shaking changes. It is currently visible in the night sky of Cyradon. It was first sighted the night that the refugees arrived from Anias. Its closest approach to Mithra was on the second night of the Festival of Arene. This was the night that the Rhona performed the Ritual of Estrousal and healed a large portion of the Devastation although it was relatively small compared to the remainder of the Devastation.

There are two other comets that make regular appearances in Mithra’s night sky. The first is Beljor, who appears once every 108 years, and the second is Velniv; which appears once every 150 years. Both of these comets are visible for only a few days, a week at most. They are often thought to bring bad fortune with them when they return to Mithra. It is rare for more than a single comet to be seen in a given year. Seeing two of the comets in a single year is thought to bring extremely bad fortune. All or a three comets are only visible within a single year once every 13,500 years. On the night that the Rhona performed the Ritual of Estrousal, all three comets were visible in Mithra’s sky simultaneously. This rare conjunction is seen only once every 27,000 years.

Meteors

Mithra has a very active night sky. Just a little over 12 million miles away is a dense asteroid field that orbits Mithra’s sun. Sometimes these asteroids will collide and send fragments spinning in all directions, even towards Mithra.

Those that reach enter Mithra’s atmosphere and fall to the ground are called meteors. Many of these meteorites are made of special materials and substances that are highly magical or have a strong affinity for magic. This makes them prized by those who work magic, especially those who work on creating magical items.

MITHRA: THE WORLD

The following image shows the World of Mithra. It does not show the entire world, only a large portion of it that includes the two major locations that are important to the setting.

<<insert Mithra image – Cyradon, page 16>>

ANIAS

Anias is the largest of the four continents on Mithra, extending over 9,000 miles from east to west at its widest point and nearly an equivalent distance from north to south as well. It is the home to many different cultures.

Along the western coast of Anias, just north of a large bay lies the Treaty Kingdoms, with the Skaldi lands north of them and the Sithi forests covering the northern-most portion. To the east of the bay, along the shores of the lake, and just south of the Juras Mountains lies Tarahir. South of Tarahir lays a few foothills, and then the Great Desert, home of the Theocracy of Asut and their Orsai Empire. The Empire covers the entire Great Desert, and the majority of the lands south of it to the Great River Confluences

CYRADON

Cyradon is the smallest of the four continents, and at that only just passes as one. There are a number of islands among the Shatterings that come near the size of Cyradon, but not near enough. Cyradon is nearly 1,800 miles wide.

Cyradon is the home to several unique cultures and to the Devastation, a huge wasteland created by magical ritual gone horribly awry.

THE SHATTERINGS

This is the collective name given to the many islands, both large and small that lie between Cyradon and Anias. Legend has it that they were once all part of the continent of Anias, but that something caused that great land to be sundered and that the Shatterings is all that is left of that portion of the continent.

THE OTHER TWO CONTINENTS

On the map of Mithra, the edge of one of the other two continents can be seen. The last continent is off the map completely. These are being left deliberately undeveloped so that a Game Master (GM) can place a continent on which he is already running a campaign in one of these two locations.

CYRADON CALENDAR

Each race tells time in its own way. However, when the different races start to interact with each other, they will often devise a common method of marking time and the passing of the seasons.

On Cyradon, the most common method used is the calendar used by the Arali. It is unknown as to whether they devised it them selves or acquired it from the Narsin. In any case, it is now the default calendar used by the races of Cyradon.

The refugees are slowly being taught this calendar as well by their Gryphon, Rhona, and Nagazi friends, and even by the Arali who also happen to be in the city as well.

THE MONTHS

Mithra has a year that is 360 days long. This year is divided into 12 months of 29 days each. In addition to these 12 months there are four three day festivals celebrating the equinoxes and the solstices. The first day of spring coincides with the first day of Cilia, the first month of Spring. This is also the first day of the Arali year.

<<insert Months table>>

WEEKS & DAYS

When using the above calendar, the months are also divided into weeks, with each week being 6 days long. The names of the individual days are as follows, starting with the first day of the week:

- Antias
- Oclius
- Sartis
- Ancrus
- Hebe
- Avlia

Spring	Cilia Festival of Arene Seius Lunia
Summer	Trinius Festival of Helis Verus Celva
Fall	Minia Festival of Paleron Salius Vestoria
Winter	Helvia Festival of Drucaran Sirnīs Dionis

WEATHER & CLIMATE

Thanks to the Veil that the Arali used to hide their land from the world, Cyradon has a most unusual climate. It does not get as hot as other lands along the equator do. Even though the Veil is gone now, the altered weather patterns remain.

The following table shows the average low and high temperatures for each month as well as the chances for overcast skies, and rainfall.

<<insert Weather & Climate Table>>

ANCIENT HISTORY

THE FIRST AGE (AKA THE AGE OF THE DRAGONS)

At the beginning was darkness. From this darkness came the eternal ocean, and from it, land. When the gods had separated the earth from the water and the water from the sky, they filled the world with life. This life included the great Dragons, the Saena, and all the beasts, trees and flowers of the field.

The Dragons are considered the oldest of the great races to awaken. The common telling speaks of a forgotten god, harnessing the powers of water, earth air and fire into his masterpiece. Legends also tell of how other gods created other life as well—the Saena—the great beasts of the earth, sky, and waters, and all the other races, both beautiful and terrible. There are also legends telling of how the gods filled the world with their “children”.

Since the Dragons are considered to be the oldest, scholars have debated over them the longest. Beyond the common creation legend, some say that the Dragons were spirits that chose to take corporeal shape. In this, they say, Dragons were not unique—that all life that first awoke on Mithra came from spirits that took earthly shape. The Dragons were no less than gods who had chosen to claim the world as their own if this belief were to be followed. Wise, powerful, magical, and strong, the first Dragons ruled the world for a time.

Through sheer power, the Dragons established their dominion over the other races, but their reign was tenuous. While more powerful than the other beings on Mithra, jealousy was rampant, causing the Dragons to fight amongst themselves for supremacy. The Saena also challenged the Dragon’s lordship. In an effort to defeat her rivals, Moril, a great Black Dragon, devised a way to create servants and slaves to increase her power. Deep within her lair, from a pool of her own blood and stillborn Dragon were to be her eyes and ears as well as her army, going to battle against the other Dragons and the Saena for her. The Nagah were slaves— mining the precious metals and stones that she loved, fetching and various other menial tasks, and serving as a food source for herself and her wyverns if the need arose.

And so it came that Moril unleashed her armies and slaves upon the world. In the wars that followed, Moril and many of the great Dragons were slain, along with many Saena, while some entire races were completely wiped from the face of Mithra. The few surviving Dragons, wyverns, and Nagah fled, hiding themselves away from all races. This ends the first age. For millennia, no Dragons were seen.

THE SECOND AGE (AKA THE AGE OF SAENA)

After the demise and disappearance of the Dragons, the world belonged to the Great Beasts, the Saena. The great beasts developed and spoke their own languages, worked intricate magic and made their homes in the vast forests, on the sharp peaks of the mountains, in the empty deserts, and in the depths of the ocean. They were lords over all, masters of the world, great predators who fed on the animals. The world was a single continent at this time.

But then one morning, something else awoke. Tall creatures of the land below, with eyes that burned like the sunset, and hair the color of the stars. Later ages came to call these creatures the immortals, or the Mithrans. Their magics were beyond the magics of the Great Beasts. Their songs could be heard from the dawning of the sun to the setting of the moon; magic songs of bewitchment and enchantment. With their songs, they lured the Great Beasts to their homes and learned their language and their magics. For a time, the Mithrans were content to share the forests, fields, mountains, lakes, and the seas with the Great Beasts. Eventually, the Mithrans moved to the center of that great continent and raised a great Tor, an artificial mountain that reached miles into the sky. At the summit, they built a great city, and the Great Beasts of the sky and the Mithrans came together on common ground. The Mithrans learned the magics of the air and the ways of the sky, winds, and weather. The Mithrans became obsessed with flight, wishing to walk the path of air and the stars as the winged Great Beasts did. Sometimes, the Great Beasts would allow princes of the Mithrans to mount them and be borne across the skies. But these small tastes of freedom were not enough. For some, it was both an obsession and an ambition. Some wrought new magics that could bear them across the sky like the birds and Great Beasts. But these magics were exceptionally hard to work and required too much

WEATHER & CLIMATE					
Month/Festival	Average Low	Average High	Chance of Overcast*	Chance of Cloudy	Chance of Rain**
Cilia	44	57	46	27	40
Festival of Arene	45	58	17	17	23
Seius	48	64	45	35	40
Lunia	56	75	47	33	40
Trinius	61	84	40	40	42
Festival of Helis	61	84	40	40	36
Verus	67	85	38	40	33
Celva	65	84	40	35	33
Minia	57	79	46	21	33
Festival of Paleron	57	79	46	21	36
Salius	51	96	40	25	38
Vestoria	41	58	50	30	35
Helvia	40	51	50	25	34
Festival of Drucaran	39	51	50	25	34
Sirnis	38	54	50	27	33
Dionis	41	56	50	25	32

* = Total cloud cover
 ** = Chance of rain if overcast; half that chance if only cloudy

power to control safely. Some of the Mithrans, instead of working to fly on their own, worked to enslave the Great Beasts.

Legends say this breach of trust led to a great war in that city in the sky. A war so great, the continent itself was sundered in to hundreds of pieces, spread across the face of Mithra. This catastrophic event marks the end of the second age.

In ages to come, human wizards would claim that the Sundering was mere myth and that the continents moved apart because of forces inside the earth itself, shifting and moving over many millennia. One thing that is often omitted from these statements is that a great amount of evidence shows that the continents split at a single, central point – precisely where the legendary Tor is claimed to have been.

THE THIRD AGE (AKA THE AGE OF EMPERORS)

The ancient history of the Age of Emperors uses an arbitrary system of dating. Dates are noted as the number of years from the beginning of the astrological Age of Emperors, which is also the last time that all three comets were in the sky at the same time. Such dates are listed as follows: 1000 AE. (AE stands for Age of Emperors).

The following timeline incorporates only two of the many different dating systems used on Mithra. The first is the Age of Emperors and the second is the dating used by the Elves of Cyradon. The Elven dating uses Imperial Reckoning (IR) for their dating and they restarted their calendar upon reaching and settling on Cyradon.

c 01 AE

As the great war that sundered the Tor draws to a close, the three great comets are seen in the night sky, marking the beginning of a new age, the Age of Emperors. After the destruction of the Tor, the Saena and the Mithrans sign a truce and agree to leave Mithra to the younger races.

c 50 AE

The last of the Mithrans and all but a few Saena leave Mithra for worlds unknown.

c 11000 AE

First appearance of the race calling themselves the Cyrads.

c 15500 AE

First appearance of the Elves.

c 18000 AE

The Cyrads nation grows to cover all of Anias and they begin spreading to other continents.

c 18735 AE

The Cyrads begin creating the Royal Roads, a network of magical gates connecting distant locations across the world. Many of the portals to the Royal Roads are located in Dwarven outposts, further enhancing the already close relationship between the dwarves and the Cyrads.

c 20650 AE

The Cyrads move their capital to a small continent that they name Cyradon, and found the city of Belynar on the slopes of an extinct volcano.

c 21150 AE

The Elves build their first cities. These are located in the fertile lands northeast of the Juras Mountains.

c 21250 AE

The first appearance of Humans, descendants of the Cyrads. Within the next 500 years, several other new races also appear or are discovered. On Anias, there are the Gryx, who are believed to be children of the Saena or perhaps a mixture between the children of the Saena and the children of the Mithrans. The Gryphons appear on Cyradon, definitely children of the Saena, and on various islands among the Shatterings, the Aoifar, lion centaurs who also appear to be a mixture of the children of both the Saena and the Mithrans. The Gryphons are quickly befriended by the Cyrads upon arrival in Cyradon.

c 21283 AE

The Black Dragon awakens within the Madairian Forest on Cyradon, and makes a few forays into otherlands, only to be confronted and stopped by a few of the remaining Saena.

c 21300 AE

The Cyrads withdraw from Anias, leaving it to the Humans, Elves, Gryx and Mablung.

c 21425 AE

Realizing that it cannot rule with the Saena who remain on Mithra looking for it, the Black Dragon goes into hiding, and puts out the call for all remaining Nagah and Wyverns that it can contact with his magic, binding them to his service. He gives them totems through which he rules his new servants. One tribe, for whatever reason, resists this call and travels into the mountains to the northeast. They eventually find the ruins of an ancient Mithran city known as Efevalim, and are met by mysterious beings known as the 7 Sages.

c 21500 AE

The Elves found the empire of Neldor. The Sithi Elves move into the forests to the northwest of the Juras Mountains.

c 21750 AE

A Cyrad explorer discovers numerous tribes of Nagah living in the western jungles of Cyradon. These tribes are cannibalistic and extremely antagonistic. This is the start of an undeclared war between the Nagah and the Cyrads.

c 21775 AE

The Gryphons, living primarily on the islands to the east of Cyradon, offer to aid their friends the Cyrads in any way that they can against the Nagah.

c 21792 AE

The Cyrads contact the Aoifar, on several of the islands of the Shatterings and asks several tribes to move to Cyradon and found a colony.

c 22380 AE

The Cyrads make a treaty with the Mablung Dwarves. The Dwarves are fascinated by the Belynar building project— there is knowledge to be gained and great work to be done. The Dwarves offer to assist the Cyrads with the building of Belynar, in exchange for the privilege of building their own city, Blackflame in the northern mountains. The first of the underground chambers are opened inside the slopes upon which Belynar rest.

c 22650 AE

Belynar is completed. The Dwarves move from the many outposts that they built near Belynar, as their own living accommodations, to the site of their own city of Blackflame.

c 23000 AE

The Neldor Empire stretches from the Eastern Steppes all the way to the western sea. Everything north of the Juras Mountains belongs to the Elves.

c 23700 AE

Several related tribes of Nagah, tired of the constant war that they have been fighting with the Cyrads, Aoifar, and Gryphons, move to the coast north of a spur of the western mountain range. There they build a village on the site of what will become the first of the five city-states, Zhur-Tarbok. The Nagah are set apart from their savage brethren by having tails that only go to their knees.

c 23789 AE

The chieftain of a human tribe, whose name is lost, places a standing stone on the outskirts of his village. This stone, covered in undeciphered runes and symbols, was located in a small courtyard in Tarahir; it was lost in the most recent fall of Tarahir.

c 24124 AE

The small village becomes an important rest stop for traders. More and more traders from all over begin meeting other traders in the village of Tarahir.

c 24543 AE

The city of Tarahir forms as a small city-state and center of trade as it is located on the convergence of several trade routes.

c 24348AE

The Cyrads withdraw from all other continents and lands on Mithra, limiting themselves solely to the continent of Cyradon. No reason is ever given for this.

c 24375 AE

First mention of Tarahir in recorded history. It is a small trading village.

c 24500 AE

The Cyrads vanish. It is unknown where they have gone or why. The Gryphons form the Blunt Eyrie on the slopes above Belynar after promising to watch over the city. The Gryphons have no idea what happened to the Cyrads, only that they are gone, and that it is time for them to honor their promise of watching over the city.

c. 24730 AE

The Dwarves abandon Blackflame because the mines have all played out. They close it up properly, planning on returning in a few thousand years once the magical minerals and metals have had time to regenerate.

c 25130 AE

The empire of Tarahir is formed as its armies conquer all the land to the south of the Juras Mountains, and north of the Great Desert.

c 25150 AE

The founding of the Narsin (Order of the Lords of Magic) in Tarahir. The members call themselves the Narsi (Lords of Magic).

c 25300 AE

The Elves, tired of dealing with Humans, or so they claim, begin an exodus from Anias to find a land that they can call their own. Only the Sithi remain behind, refusing to bow to the will of the Arali who have come to rule Neldor.

c 25310 AE

With the aid of the Narsin, the Tarahir Empire extends south and covers the Great Desert and the lands south of it all the way to the River Confluences.

c 25317 AE/1 IR

The Elves found their new nations upon the small continent known as Cyradon. The Arali Elves settle on the east coast, while the Shivan Elves settle in the highland plains surrounding Belynar. The Shivan, daunted by Belynar, decide to build their cities elsewhere.

c 25335 AE/18 IR

The Tarahir Empire tries to extend northward through passes into the Skaldi lands, but the Skaldi resist and thus begins the Northern War.

c 25355 AE/38 IR

The Northern War ends with the Skaldi agreeing to pay tribute to Tarahir in exchange for a cessation of hostilities and a promise from Tarahir that they will not expand into Skaldi territory again.

c 25375 AE/58 IR

The Narsin discover the Royal Roads, and open the way to Belynar. The Gryphons, at first thinking them the descendants of the Cyrads allow them to occupy the city. The Shival Elves welcome the Narsi and allow them to move into Belynar.

c 25434 AE/117 IR

A schism develops between major factions of Arali Elves, and one group leaves Janieal and settles on the island of Desnia. Several smaller groups settle upon the two islands collectively known as Penlasse. Another faction moves north and settles in the land known as Ischea.

c 25467AE/150 IR

The Narsi withdrawal from Anias altogether, moving to the city of Belynar on Cyradon. They still use the Royal Roads looking for those with magical talent and for people to serve them and perform menial tasks within their city.

c 25517AE/200 IR

The Narsi hold the first coliseum games in honor of the bicentennial of the Elves moving to Cyradon. The games are a resounding success, prompting the Narsi to start holding them once every ten years. Only constructs and monstrous creatures are used during the games.

c 25530 AE/213 IR

Some of the most southern provinces of Tarahir rebel, and break away from the Empire.

c 25545 AE/228 IR

The Tarahiri Empire sends its legions south to quell the growing rebellions.

c 25567 AE/250 IR

The southern provinces of the Tarahir Empire succeed in their rebellion when the legions that are sent to put down the rebellion defect and join the rebels instead. Tarahir loses all lands south of the Great Desert.

c 25577 AE/260 IR

Other provinces have begun rebelling as well. To the west and north, the Skaldi refuse to pay tribute any longer. In the south, the provinces of the Great Desert and all around it also declare their independence.

c 25592 AE/275 IR

Legions from the northern provinces, who have been continually losing against the Skaldi insurrections, are sent south to quell more uprisings among the Orsai tribesmen of the Great Desert.

c 25642 AE/325 IR

Tarahir has lost all outlying provinces. The Great Desert is now fully in the hands of the Orsai tribesmen. To the north, the Skaldi have destroyed any troops sent against them, and forced Tarahir to pull back. To the west, the land has been broken up into smaller kingdoms. Tarahir controls only its main city and the lands between the rivers and the mountains.

c 25692 AE/375 IR

Tarahir is in open rebellion in the small amount of lands left to it.

c 25709 AE/392 IR

Tarahir's government is completely overthrown by the rebels. A new government is setup, one run by a council, rather than by kings. This council is governed by the various guilds and merchant houses of Tarahir. Tarahir now controls nothing more than the city of the same name, and the lands to the east between it and the Juras Mountains.

c 25754 AE/437 IR

Within the Holy City of Asut, a conclave is called of all the priests of Memra among the Orsai. The priests state that Memra has decreed, in omens sent to many of the priests, that the Orsai shall rule the Great Desert and all the lands around it.

c 25800 AE/483 IR

The Theocracy of Asut is formed as the last Orsai tribes of the Great Desert are brought under the control of the ruling council of priests.

c 25817 AE/500 IR

This year marks the first year that Arali Mages have constructs entered in the coliseum games. The frequency of the games is also moved up to once a year. The Narsi also start experimenting on creatures in order to make them tougher and more spectacular for the games.

c 25840 AE/523 IR

The Theocracy of Asut begins expanding to the south of the Great Desert. They begin the slow process of assimilating the small nations and kingdoms formed after the rebellions against Tarahir.

c 25982AE/665 IR

A Narsi Mage captures one of the Gryphons from the Blunt Eyrie and performs magical experiments, creating the first true Hippogriff, among other creatures. This causes a rift between the Gryphons and the Narsi, and the Gryphons abandon the Blunt Eyrie, leaving the humans to themselves and their games.

c 26240AE/923 IR

The Theocracy of Asut expands south as far as the southern range of mountains, where they encounter the Mablung Dwarves. That encounter and the following battles are disastrous for the Orsai of the Theocracy. The Theocracy finally sees that they will never subjugate the Dwarves and ceases hostilities against them after 50 years of war. The Theocracy of Asut's southern border ends just north of this small mountain range, and the Theocracy turns its eyes northward.

c 26304AE/987 IR

The small kingdoms and nations in the west, south of the Juras Mountains form numerous treaties and become known as the Treaty Kingdoms. These treaties are formed for mutual defense against the Theocracy of Asut and its Orsai warriors.

c 26381AE/1064 IR

The Theocracy of Asut moves northward to the trading city of Tarahir. Tarahir agree to pay tribute to the Orsai, as they are called, in exchange for not being destroyed. Other small city-states east of the largest north-south river, which is also the eastern boundary of the Treaty Kingdoms, quickly follow suit.

c 26460 AE/1143 IR

The comet Beljor is visible in the sky. The Narsi try to work a great ritual to grant wings and the power of flight to a large group of Shival Arali; unfortunately, the ritual is interrupted by a contingent of Desnian Arali wanting to stop what they see as an abomination. The disrupted ritual goes horribly awry, sending out a wave of Devastation that destroys/petrifies the highland plains and all life within it. Many are killed outright. They are the lucky ones. Many of those who are not killed are somehow transformed into monstrous creatures. Those Arali who have survived become known as the Schirae.

c 26477 AE/1160 IR

The Schirae Wars: The Schirae have gathered into loose tribes and begun raiding into the surrounding lands. At one point, Janieal itself is nearly overrun by the Schirae. These battles last nearly 100 years before the Schirae are finally defeated and forced back into the mountains surrounding the Devastation with the aid of the Gryphons.

c 26482 AE/1165 IR

The Arali Elves, seeing the Devastation, and the Schirae, are sorely grieved and determine that they will cut themselves off from the rest of the world. In one of the largest rituals ever performed, the Arali Elves create the Veil, a misty barrier that prevents any travel through its perimeter unless one possesses the special charms devised for allowing travel through the Veil.

c 26495 AE/1178 IR

The Theocracy of Asut tries to expand into the Treaty Kingdoms, but are stopped by the combined forces of the Treaty Kingdoms and the Skaldi who have come to their aid.

c 26578 AE/1271 IR

The Gryphons, blaming themselves for leaving the Narsi alone and for the disaster that led to the Devastation and menace known as the Schirae, resume their vigil over Belynar. They see their lapse as a great shame, and thus start the practice of populating the Blunt Eyrie with those who have shamed themselves or lost honor among other Gryphons.

c 26665 AE/1348 IR

Something happens in the Eastern Steppes which causes many Gryx to start migrating west. As they slowly move west, the Gryx erect fearsome totem poles, which always face to the east. The Gryx refuse to explain their purpose and continue to create them everywhere that they go. Ischea closes its borders. Ischea has been growing more and more isolationist ever since the Schirae Wars, and finally decides to cut itself off from the rest of Cyradon.

c 26720 AE/1403 IR

The Revelation of Memra. The Theocracy of Asut, which in times past tolerated the religions of its member states, declares that Memra has revealed to them that all other religions are heresy and must be expunged. Worship of Memra, the Orsai view of Memra more exactly, is now the only religion allowed within the Theocracy.

c 26767 AE/1450 IR

The Theocracy of Asut, having consolidated all the tribes of Orsai living in the Great Desert under one religion begin expanding the doctrine religious intolerance to the south, slowly removing all other religions from public worship.

c 26790 AE/1473 IR

The Arali decide to expand by building several more cites along the northern coast of Cyradon, making it easier to trade with Cairnus. Each city is its own little kingdom and populated by colonists from Janieal and Desnia.

c 26792 AE/1475 IR

The small but thriving Ischean kingdom completely disappears without a trace. Several groups of adventurers who enter Ischea in attempts to find out why do not return. Ischea is declared to be a cursed land, and the various groups of Elves agree to stay out of Ischea in the future.

c 26800 AE/1483 IR

The Elves of Llyrius encounter the Nagazi who have expanded from Evefalim in the mountains down to the coastal city of Ciastan. Trade relations are opened as the Nagazi are an extremely peaceful people.

c 26817 AE/1500 IR

The Orsai of the Theocracy of Asut move in and take over Tarahir directly, changing its status from protectorate to colonized city. They begin the suppression of all religions other than their own version of Memra. Many religions continue to practice their worship in secret.

c 26877 AE/1560 IR

The Elven city of Mellianour is attacked and razed by the Schirae in the largest attack since the end of the Schirae Wars. The attack was so sudden and swift and deadly that it is not discovered for over a week. A ship from Llyrius is the first to discover the carnage.

c 26882 AE/1565 IR

The island city of Cairnus closes its borders and ports to all Elven ships. However, they will still allow Nagazi ships to dock for trade purposes, though the Nagazi are restricted to a very small area of the port city.

c 26887 AE/1570 IR

The Second Revelation of Memra. The ruling priests of the Theocracy of Asut declare that the use of magic is now illegal and punishable by death. They begin by burning all known wizards and mages. However, alchemists, for some unknown reason, are still tolerated, so long as they do not cast spells.

c 26917 AE/1600 IR

A council is formed in secret in Tarahir. This council is looking for ways to throw off the oppressive rule of the Orsai. The council contacts the Treaty Kingdoms for aid.

c 26942 AE/1625 IR

After years of an underground war, and then open warfare for the last ten years, the Orsai are defeated and driven back to the south with the aid of the Treaty Kingdoms and the Skaldi. Tarahir and the Treaty Kingdoms continue to patrol the river to the south of Tarahir to prevent the Orsai from invading again, but they do allow traders through.

c 26947 AE/1630 IR

The Theocracy of Asut begins to slowly move troops from its more southern provinces to the north in secret. They are determined to not allow Tarahir to get away with declaring independence. Meanwhile, skirmishes continue to occur along the border.

c 26958 AE/1641 IR

The Theocracy of Asut becomes even more intolerant. They begin murdering Gryx living within their borders, claiming that they are demon-spawn. Many of the Gryx were exemplary citizens. Thousands die and yet thousands more escape, many to the lands to the north and to Tarahir.

c 26965 AE/1648 IR

Although the Theocracy had grown lax in its enforcement of the ban against magic over the years, the crusade against the Gryx has reignited fierce enforcement of the ban against magic as the Gryx are claimed to be evil mages who consort with demons. The Gryx are not the only ones to be condemned, as many Orsai scouts are also found to have been using small magics. They are also condemned.

c 26970 AE/1653 IR

The Theocracy of Asut begins a full scale invasion of Tarahir, claiming that it and the Treaty Kingdoms and the Skaldi are nothing more than nations filled with evil magic users and the demon-spawn known as the Gryx.

c 26977 AE/1660 IR

The Theocracy is finally able to cross the river that has been protecting the north from the invasion. However, reinforcements arrive for the northern armies in the form of Sithi archers and troops. The Sithi Elves have joined the war knowing that the Theocracy will come after them once they have subjugated the Treaty Kingdoms and the Skaldi. This is not a war of expansion, but a war of extermination.

c 26997 AE/1680 IR

Over 20 years of war have left the lands very bleak. Many of those captured are led away into slavery. Luckily for Tarahir, they and their allies have kept the Orsai of the Theocracy in the lands between the rivers until now. The Orsai break through and cross the northern river on both the eastern and western sides of the lake to Tarahir's south. Both armies then begin converging on Tarahir, driving thousands of refugees towards the city.

c 26998 AE/1681 IR

The combined armies of the Treaty Kingdoms, the Skaldi, the Sithi Elves, and Tarahir are able to defeat the Orsai army approaching from the east, while holding the western army to a crawl. Refugees continue to pour into Tarahir.

c 26999 AE/1682 IR (Spring)

Having defeated the Orsai army to the east, the northern armies move west to stop the other Orsai army. However, the western Orsai army has been biding its time, waiting for reinforcements of its own. Those reinforcements arrive in the spring of the year, and the Orsai begin a new, stronger push towards Tarahir.

c 26999 AE/1682 IR (Summer)

The Orsai army continues to receive reinforcements on almost a daily basis. They continue to grow stronger and stronger, slowly but always pushing the northern armies back towards Tarahir.

c 26999 AE/1682 IR (Autumn)

The Orsai win a major victory, wiping out nearly half of the northern armies. The commander of the combined armies sends several companies of men to begin evacuating Tarahir before the Orsai can reach it while the rest of the remaining army will fight a holding action to keep the Orsai away from Tarahir for as long as possible. An Elven Bard, realizing that the Veil is actually hurting Cyradon rather than just protecting it from outsiders, gives his life and destroys the Veil.

c 26999 AE/1682 IR (Winter)

The Mablung Dwarves detect that Royal Roads are once again active, early in the winter. It was only a small fluctuation, but the Dwarves are hoping that the Royal Roads are becoming active once again. They begin preparing a large expeditionary/ colonization force to re-open the city of Blackflame if it is possible to get to

Cyradon. The Orsai armies reach Tarahir and begin to put it under siege. However, before the siege is complete, thousands of refugees are able to escape into the Juras Mountains. The leader of the Orsai forces sends troops after the refugees to exterminate them. Several large groups of refugees are slaughtered, others escape across the mountains. One large group is pushed ever deeper into the mountains.

c 27000 AE/1683 IR

The largest group of refugees from Tarahir, pushed ever deeper into the mountains, stumbles upon an ancient Dwarven outpost and takes refuge in it. This outpost holds one of the fabled Royal Roads, and it is somehow activated, transporting the refugees to the city of Belynar on Cyradon. Having been watchful ever since the fluctuation in the Royal Roads was detected, the Dwarves detect the use of the Royal Road by the refugees. Within days, they open the Road themselves and send their own people through.

c 27000 AE/1683 IR

All three comets are seen in the night sky of Cyradon. On the middle night of the Festival of Arene, the Rhona Gnomes perform the Ritual of Estrousal, with highly unexpected results.

A CLOSER LOOK AT RECENT EVENTS

As the Theocracy of Asut became increasingly intolerant, many people fled its borders for the safety of Tarahir and other lands. The priesthood's intolerance only grew, however, and they decided to cleanse the world of mages, non-human races and any who did not follow Memra. Their first target was New Tarahir. The war lasted twenty years. The Orsai fought unceasingly against an alliance of the Tarahir forces, the Sithi Elves, and the Skaldi and the Treaty Kingdoms. Eventually, the Theocracy troops began to close on the city of New Tarahir, and it became clear that nothing could be done to stop the fall of the city.

A Skaldi general named Grayson was chosen to lead a small, swift cavalry force that would evacuate the city. Meanwhile the rest of the alliance army fought a desperate delaying action to give Grayson's troops time to evacuate the city. Grayson's troops reached New Tarahir in time, but many citizens refused to leave, trusting the city's walls to protect them. A few thousand people did choose to evacuate, and Grayson led the refugees, north into the mountains, away from the Orsai. After three days of travel, the refugees spotted a huge gout of smoke to the south—New Tarahir was burning. Grayson led the refugees ever deeper into the mountains, hoping to lose the pursuing forces. The refugees were able to stay ahead of the troops chasing them for a few days, but each day brought the enemy that much closer to finding them. Then one of the forward scouts came back with a report about how the canyon they were following dead-ended only a few miles ahead of the refugees. With the enemy behind them, and the rear guard working to slow them down, Grayson sent the scouts back forward to look for a way out of the canyon.

The scouts discovered the entrance to a long abandoned Dwarven outpost that was large enough to hold all the refugees. He led the refugees into the outpost and his rear guard made one more attack on the approaching enemy before joining the refugees inside the outpost, closing the entrance so that it would take a while for the Orsai troops to break in.

Grayson gathered the refugees in the main hall of the outpost, and informed them that the enemy was just outside, and that he would have his troops looking for another exit. As he spoke to the refugees, a bas-relief archway in the wall behind Grayson began glowing, and the wall inside the arch disappeared, becoming a hazy mist.

Quickly consulting with a few of the scholars among the refugees, they determined that the archway was one of the fabled Royal Roads often used by the ancient race known as the Cyrads. They reasoned that the magic portal had to lead to someplace better than their current location. None of the scholars or mages among the refugees knew what had caused the Royal Road to activate. Was it the presence of the refugees themselves? Was it the work of the gods or of some other entity? Nobody knew, and at that point, with an enemy army trying to break into the Dwarven outpost, nobody really cared. The outpost that they thought would be their tomb had suddenly offered an escape to possible safety, and thus Grayson took it. Grayson began herding the refugees into the portal, and only after insuring that all were through safely, he finally plunged into the portal himself. As soon as he stepped from the portal at the other end, it closed, leaving the wall behind the arch as if there had never been a tunnel there.

Taking a look around him, Grayson's heart sank and felt very heavy. It appeared that the portal had led his people to a ruined, abandoned city, somewhere on the side of a desolate mountain. Before he could even begin to give orders, one of his Sithi scouts, came running up to report that visitors awaited them over by the edge of the mountain terrace that they were on. As Grayson followed the Elf, he shouted orders to his captains, to keep the refugees together and defended, and to be wary until he returned. Rounding the corner of a large pyramid shaped structure, Grayson stopped dead in his tracks as he faced the six Gryphons waiting there. Grayson was even more dumbfounded when one of the Gryphons began speaking, in what he recognized as an elvish tongue. It wasn't the language of the Sithi, which Grayson knew well, but it was related and he could even understand about half of what the Gryphon was saying. But it didn't really matter exactly how much he understood, as he understood the important part, the Gryphon was saying "Welcome to Cyradon"!

IN THE DWARVEN HOMELANDS

Millennia ago, when the Dwarves helped the Cyrads build their city of Belynar, and helped setup the portals for the Royal Roads, part of the payment for that aid was the knowledge of how to access and use the Royal Roads to

travel the world. Approximately five hundred years ago the Royal Roads closed abruptly. Nothing that the Dwarven magic users, the Trallen, did would re-open the Roads. As the years passed, very few Trallen passed down the knowledge of how to operate the Royal Roads to their apprentices.

A small group of Trallen, calling themselves the Gatekeepers, were the only ones to keep the knowledge alive. They kept watch over Royal Roads, developing spells and magics to alert them if the Roads were ever activated again. Then came one winter when the wards and spells watching the Royal Roads were activated. The Roads had flickered, come to life for a few seconds. However, for some reason the various gates that the Gatekeepers watched over had all been set to a single destination: Belynar, the ancient capital of the Cyrads.

After much discussion, the Dwarves decided to send a party through the Royal Roads should the Gatekeepers determine that they were fully active once again. With the destination of the Road set for Belynar, the Dwarves decided that they would make this a colonization party who would relocate and re-inhabit Blackflame, a city situated near some of veins of several different magical metals. Long ago played out, the mineral deposits should have more than enough time to fully regenerate. Among this group would be several of the Gatekeepers, so that the Roads could be opened back to the Dwarven lands whenever the Dwarves wanted to send material back. Volunteers were gathered and materials prepared. Lots of material, food, and other equipment were packed and made ready to be sent through the portal when or if it opened. Everything was in readiness and would be able to go with but a few days notice.

Then it happened! The Trallen Gatekeepers were right, and not only was an open Road detected, but it was open for a long time as well. The Gatekeepers were beside themselves with joy. Final preparations were begun!

The Gatekeepers worked their magic and for the first time in over five centuries, the Dwarves once again had access to the Royal Roads. As the Dwarves marched into the portal, the Gatekeepers fell in place with them.

Minutes later they marched out of the portal upon a scene that they had never imagined. Belynar was in ruins, there were humans everywhere, and there were a bunch of Elves as well. But besides all that, the Dwarves had a problem — none of the Gatekeepers that entered the Royal Road came out of it on the Belynar side; although other Trallen among the group did.

Once the last of the Dwarven party came through with all of their gear, the Road immediately shut. The Dwarves in Belynar had no way to return home. Back in the Dwarven lands of Anias, the Road closed shortly after the last of the colonization party passed through. Moments later, it opened back up on its own accord, and out tumbled the Gatekeepers who had gone to Belynar. All they knew was that they entered in their proper place and order, when suddenly they had the sensation of falling only to land back in the Dwarven homelands. It appeared someone or something else had greater control over the Royal Roads than the Gatekeepers did.

THE ORIGINS OF THE RACES

THE GRYPHONS

The Gryphons call themselves the Eldest. The Gryphons were hunters – perhaps the greatest of all the predators – and their tales tell of hunts and their dominion over the earth. There were other hunters in those ancient days. These predators were never named. But the Gryphons did not merely adapt. They thrived.

Intellect brought them language and their dexterity enabled the Gryphons to carve tools. They turned language into writing, which they carved into standing stones surrounding their communities. With writing came the study of places, memories and events. The Gryphons were the first historians. They recorded the names of the dead, and the works of their chieftains. They carved poetry and philosophies on their tall menhirs.

But they did not stop there. Having recorded their thoughts, they developed systems of philosophy and the basis of science. Gryphon dreamers investigated the movement of the stars and the winds. They developed an animistic system of worship. They concluded that the world was made of spirit turned to matter. And in death, all return to the world, to a union with the spirit. Gryphon philosophers sought to speak to the spirits.

Some became shamans and magicians. Their culture developed rapidly. Free to soar in the skies as hunters, gatherers, and makers, they had time to think, to play and discover. Game was plentiful. They spread out across the world, making their eyries in the mountains, in the forests, and on the rocky seashores. As they spread out, through different lands of different climes, they adapted further. Distinct colorations occurred, depending on climate and habitat. The vast grasslands of the distant southern lands played host to Gryphons with a deep yellowish hue. In the jungles dwelled Gryphons whose fur was the deepest blue-black. In the winter in the utter north, the gryphon's fur thickened against the cold, and change to a grey-white, the better for camouflage amongst the snowfields and ice floes.

They were one of the dominant races for millennia. They were powerful, dynamic, inquisitive and civilized. They built villages in the high places; tiny by the standards of today's humanity, but big enough. They were dominant enough to specialize. Some would grow to be hunters, others recorders, others carvers, and still others priests or shamans. In those days, little could challenge the Gryphon's domain. They were the top of the food chain.

This is where the Gryphons' story and the tales of the Arali Elves oddly connect. The histories of the Arali speak of the ancestors of the Arali, the so-called "Mithrans" awakening in the cool northern forests. The world consisted of but one continent then. The Mithrans were creatures of the earth, not the sky. Their magics were greater and more potent than the shamanism of the Gryphons. The Gryphons attempted to drive them out of their ranges, but they too were ensorcelled. The Mithrans, beautiful, and undying spread out across the continent. But the Mithrans looked

into the sky, looked into the azure blue realm beyond their reach, and they were envious. Their envy cracked the very world, and sundered the one ancient continent into four. Stories remember the cataclysm that broke the power of the Mithrans, killed most of their number, and stole much of their power. The surviving Mithrans were transformed by the cataclysm, dwindling into mere Arali and Cyrads— shadows of their former glory. The Gryphons survived, but were diminished. But their time had truly passed. On two of those continents, the much reduced and fallen children of the Mithrans, the Arali and Cyrads, dominated. For a time, the

Cyrads, Elves and Gryphons lived together. They learned much from each other. However, the population of Gryphons continued to dwindle while the Elves, Cyrads and Humans continued to expand. Forests and plains became farmland and cities. Rivers were dammed. The Gryphons longed for wilder, untamed country where they could fly free, and retreated to Cyradon.

THE ELVES

The kindreds of the Elves are the descendants of the Mithrans. In the aftermath of the fall of the Tor, the Elves scattered across the world in large migrations. Each of these migrations formed a tribal identity. The ancestors of the Arali went northeast, across the newly formed sea, to the vast northeastern steppes of Anias. Separated by geography and increasingly by culture, the kindreds became more and more distinct. In terms of philosophy, culture, warfare, spirituality and lifestyle, the kindreds adapted to their circumstances and became less and less like their kin. The Arali were perhaps the most successful kindreds. The Arali occupied vast swathes of land on the steppes of Anias. The Arali established a vast kingdom in the northern Neldor Valley, with territories reaching as far as the grinding ice of the pole.

The Elves flourished for a time after the fall of the Tor. They were able to multiply, dominate, and explore the world. The Elves saw themselves as the lords of the living earth, set above all things. The Gryphons and the Rukhs and other descendants of the Saena were fewer, and unable to challenge the Elves' power, assuming that they would even want to. The Elves laid the foundations for their great realms – the now fallen ocean realm of Ilion, the endless pastures of the Steppes, the tree cities of the Neldor Valley.

Extremely long lived, with no force to challenge them, the Elves developed at a leisurely pace, expending huge efforts to create perfection. But even then, even in the brief golden age of elvish culture, they were pitifully few. At most, there could not have been more than a million Elves. Although many Elves blame their diminished numbers on human expansion—the real culprit is their low birthrate. Many small elvish settlements simply vanished because too few children were born to sustain them. Many Elves also deliberately chose not to live in proximity with humans, and moved on when humans got too close for comfort.

THE CYRADS

The Cyrads are an old and mysterious race. They disappeared long ago, some say to war, others to plague; some even say that they departed from the world altogether. They arose on the continent of Cyradon. Their name literally means “the people of Cyradon” .

The Cyrads were a wandering race, descended from the Mithrans. Their journeys took them far and wide across the world. They were a long lived race, but unlike their elvish cousins, not immortal. They were powerful magicians, skilled healers and mighty warriors. The Orsai of the distant south remember them as great generals, and honorable mercenaries. Orsai songs and tales still recall the General Asah, and the holy paladin Cellos. The Cyrads said that they came out of the distant south, from “ the lands of the sun” . The Orsai remember them as “light skinned” and “grey haired” and some Orsai tribes, even now, claim descent from Cyrad ancestors.

Cyrad geomancers learned the secrets of the rivers of mana pulsing beneath the earth. They learned to construct their fortresses and cities in harmony with this power. They also learned ways of harnessing this power to allow them to travel great distances in a short period of time. They created the Royal Roads – passageways through the otherworld – to link their cities. The Cyrads built cities on all the continents of the world. Each city was mere hours away from each other, courtesy of the Royal Roads. A safe, populous and wealthy people, the Cyrads lived their long lives in peace. The Cyrads had no desire to challenge other races like the Elves, and built their own realms— Mithra, they said was large enough for all. Linked by the Royal Roads, the Cyrads had little need to struggle between the few passes between the habitable valleys of the highlands. They were self sufficient; their shepherds and farmers of the passes and vales provided the meat and produce. Trade brought them luxury goods and a steady stream of apprentices, eager to study under the masters. And the Cyrads were masters of all things. They were the greatest bards, the mightiest warriors, the deftest sculptors, and wisest planners. Cyrad wizards and druids were known to be the greatest in the world. They were also peaceful, and disinclined to fight among themselves— but fierce foes of evil. It was as if the Cyrads would inherit the earth. They were long lived, but mortal enough to understand their limitations, making them capable of works of vast energy and creativity. Unlike the humanity of Anias, they were long lived enough to see their works completed. Thus they could afford to create the amazing stone cathedrals and palaces of their cities. They were infinitely adaptable – they could travel the world and be comfortable everywhere. They were a fiery and passionate people.

All of the Cyrad cities were linked by the Royal Roads, and the Western Road, a Royal Road linking an outpost of a western Khuldivia kingdom with the eastern passes to the Elvish kingdoms to the east. This road passed the outskirts of the central city and linked the western desert and the river valleys with the elvish heartlands for the first time in millennia.

Even now, in these late years, poets still sing about the great nation of the Cyrads before its fall. Imagine a vast city carved into the heart of the world, one says, into the spine of the mountains and down into the vast underground lakes. Imagine a people who lived their long lives under the sky of stars and in the cool of the shade. Imagine the lights they made, lights that stole a little of the sunlight and burned through the night. And then, two thousand years ago, the Cyrads disappeared. From the great cities came nothing but silence. The doors were closed. The lights had gone out. The Cyrads passed into myth. And thus the Cyrad's creations have remained, empty and haunted, until this day.

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THE CYRADS NOW

The Cyrads are long gone. Popular legend holds that it was one such Scion of the Cyrads who became a prince of Tarahir, and set that city on its road to empire. Amongst the Orsai, it is traditional for chieftains to claim Cyrad blood to legitimize their rule, or political claims. Some of the founders of the Narsin might have been Cyrads, but again, this is purely speculative.

Player characters who are from the Tarahir, Orsai, or Skaldi, populace can take a Lesser Blood Trait representing Cyrad heritage. It is even possible that some Elves might have some Cyrad blood in their veins. Those with Cyrad heritage might display the telltale bronze skin, and light brown (almost grey) hair. Such characters are typically taller and more muscular than their fellows, and can expect a slightly extended lifespan.

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HUMANITY

Humanity is the legacy of the Cyrads. Somehow in their wanderings one group of Cyrads changed—cursed or blessed by the gods some say. According to many Elves, humans are “barbaric, mortal, and hideous. And worst of all—they are relatives.” Ugly, mortal, and reproducing like rabbits. Well let's just say that in elvish eyes, humans are proof that some god has a perverse sense of humor. Some snobbish Arali even deny outright that humans are descended from the Cyrads, arguing that no being so wild and strange could ever have Cyrad blood. Even the less prejudiced Arali don't like to be reminded of the relationship. Like their Cyrad forebears, humans are infinitely adaptable. They are also considerably more aggressive and warlike—though no more warlike than the Elves. Because humans are the most populous of races on Mithra, they have inevitably, come into competition with the other races for resources. And to do the Elves justice, some humans are nasty, treacherous, smelly and barbaric. In some places, humans have in the past driven Elves off their lands, but the reverse also holds true. Humans spread to all the continents of Mithra except Cyradon. They flourished most on Anias. In some places humans supplanted the Elves and the remnants of the Saena— sometimes by force, but more often due to the dwindling numbers of the latter groups. Humans, being practical, had no compunction about occupying abandoned elvish settlements.

The other races of Mithra often find humans disconcerting and disturbing. For one thing— they seem to have appeared out of nowhere and spread like wildfire. Humans are brash, curious, inventive, and aggressive towards their own kind and other races, and rush in where other races fear to tread. Sometimes it seems like groups of humans can't agree on anything, and on the whole, they seem to have a veritable gift for stirring up trouble. If there is a sleeping Wyvern or worse a Dragon in the vicinity, trust the humans to wake the blighted monster up. Trust them too, to use magic without the proper safeguards, activate a curse or two, cut down trees unnecessarily, and to pollute rivers... Human survival is something of a mystery to the other races. But better to give them wide berth to avoid the accompanying chaos. Still some races privately admit that humans certainly make life interesting, and are drawn to them.

THE NAGAH

The Nagah went into hiding after the defeat of Moril. They had been bred as slaves and Dragon fodder, and freedom almost killed them. Most killed each other for food, but a few learned to survive as bands of wandering hunters in the Madiarian Forest. In their wanderings, the Nagah never forgot the great Dragon queen who had given them life and brought them death. As time passed most of the surviving Saena came to believe that the Nagah and the Wyverns were extinct, and that the sleep of the Great Dragons was permanent. Then in the Madiarian a Great Black Dragon awoke, hungry and full of ambition. But the world had changed during his sleep. His kindred still slept. A few tentative conflicts with several of the few remaining Saena soon drove him back into the forest. Alone he could never rule. The Black Dragon remembered Moril and her servants and how she had almost come to rule the world. Perhaps he could succeed where she had failed.

Using his magic, the Black Dragon summoned all the wyverns and Nagah that he could find, and bound them to his service. Each tribe of Nagah was given an ebony totem carved in the shape of the Dragon to watch over and protect them. The Black Dragon offered them power and wisdom. With the aid of the Black Dragon, Nagah sorcerers can call storms, unleash tidal waves and shake the very earth. The totem is the Dragon's eyes and ears, punishing rebellious Nagah and watching the actions of the tribe. The Black Dragon charged the Nagah with the duty of keeping the forest free of outsiders. At one time there were Arali cities in the Madiarian; one by one they fell to the Nagah.

The Black Dragon totems are infused with an old draconic power. A strange, oily substance eternally bleeds from the Dragon's form into the Nagah birthing pools. The black pools are rich with magic and knowledge. When a Nagah child is born, it is baptized in the pool's pitch black water, and there he hears the voices of his ancestors. To many, the Nagah are a myth, a tale told to foolish Gryphon children. To others, the Nagah are a constant threat, an evil waiting to be unleashed on the world again.

THE NAGAZI

One tribe of Nagah failed to heed the Dragon's call. Perhaps they were immune, or too strong, or too remote. Instead of living deep within the Madiarian, the tribe made their home on the edge of the forest hunting and farming. They called themselves the "Nagazi." They craved light and air and sunlight and warmth. Their ancestors had been slaves who escaped Moril's dominion before the great war. As time passed and the tribe grew, they colonized the ruins of Efevalim, a city that had been home to the Mithrans. This proved to be a boon for the Nagazi. With intelligence, hard work, a little magic, and divine help, generations of Nagazi sages deciphered the writings of the Mithrans and explored the ruins of the city. They came to despise the barbaric ways of their fellow Nagah, and opted instead for civilization.

Over the centuries, the Nagazi rebuilt the ruins of Efevalim and established a small, prosperous kingdom in the north west of Cyradon. Ever thirsty for knowledge, the Nagazi benefited from contact with the Cyrads, the Mablung and the Elves. The Nagazi, are philosophers, poets, inventors, artists and craftsmen. They also maintain a strong army, to protect their borders from incursions from the Nagah and the Schirae.

THE GRYX

No one is certain of the origins of the Gryx. Orsai Theocrats believe that the Gryx have demon blood. Others say that the Gryx are monsters, or at the very least related to monsters. The Gryx have several legends about their origins. The most common legend is that long ago, one of the gods made their race from the bones of fallen giants. The Gryx legend claims that they were once giants themselves, but when they displeased the gods, they were diminished in size and cast out of their homelands. The Gryx then settled on the steppes, only to be driven out once again. Someday, the Gryx say, they will be allowed to return to their ancestral home.

THE MABLUNG DWARVES

The Dwarves are "the children" of the goddess Vasila, who made them long ago. According to dwarvish myth, the Mablung first walked the earth around the time of the birth of the Mithrans. This may well be true, since the Dwarves worship the ancient Mithran deities. Vasila did not make servants and followers; she made children to love and nurture. She made her children cheerful, hardworking, practical and curious.

Contrary to popular beliefs, dwarven life is not built around mining and smithing. They do mine, since they live in the mountains and need metals and gems for their work. Dwarves also farm well— well enough to grow crops at altitudes most human cultures cannot. Dwarves practice many crafts and trades, and they dwell above ground as often as they dwell in underground cities. They are often restless, constantly on the hunt for new and interesting resources, and new places to settle. They prefer to dwell in the mountains, since according to their folklore, Vasila makes her home in a high mountain valley, and that is where they first walked the earth.

THE RHONA

The Rhona dispute the Gryphons' claim to being the eldest race. The Rhona say that they are descendants of spirits that took mortal shape shortly after the world was made. Small and unobtrusive, they claim to have seen and survived the coming of the Dragons, the rise and fall of the Mithrans, and the birth and death of many races. They are not civilization builders, preferring to live quietly in small groups, without drawing attention to themselves. The Devastation changed that, forcing the Rhona to take a hand in the survival of Cyradon, and to interact actively with other races. The Rhona have a huge store of lore of the ancient days. However, they do not share their lore or speak of their origins with outsiders.

THE CONTINENT OF ANIAS

- A REFUGEE'S BEGINNING -

Anias is a large continent roughly similar in size to Asia. The continent is geographically and climatically diverse; with regions ranging from humid rain forests on the southern peninsulas, to moderate and temperate plains, arid deserts, rugged mountain ranges, dark and ancient forests, cold and desolate rocky steppes, and many, many miles of winding rivers and coastline, all with diverse races and cultures, empires and kingdoms.

TARAHIR

Located southwest of the Juras Mountains, north of the Great Desert, and east of the Treaty Kingdoms, Tarahir is a human city-state in a very strategic location as it is a hub for commerce heading in all directions. Situated just

north of a small lake near the mountains, Tarahir is a natural gateway to many different lands, and as such often has peoples from many different lands within its city walls.

Once the center of a great empire, Tarahir now stands alone, holding only the lands between the rivers to the west and south and the mountains to the northeast. There are many small subject cities and towns within this area, all looking to Tarahir for protection.

THE THEOCRACY OF ASUT

After the fall of Tarahir in its prime, many of the lands once ruled by it became free states in their own rights. Among these was the human nation that became known as the Theocracy of Asut. Also known as the Orsai Empire, this powerful nation is on the rise, conquering anything in its path and absorbing it into the whole. The Theocracy is a large, though sparsely populated land; it rules the Great Desert and the lands to the south, down to the river confluences. After the fall of the Tarahir Empire, the priests of the holy city of Asut united the human tribes of the Great Desert. These priests came to power and became the rulers of various tribes by uniting them in their hatred of the northerners whose rulership they had just recently thrown off.

Once the priests had consolidated rule of the tribes of the Great Desert, they expanded outwards, first to the east and west, conquering the coastal lands, more through promises of glory and a shared outlook than through arms. Then the fledgling empire looked to the south, conquering all the lands down to the River Confluence in the southeast. At this point, the Theocracy then turned its eye northward to Tarahir, and the priests decided that it too should be part of the Empire and that their god ordained this expansion.

THE TREATY KINGDOMS

Lying on the northern coast of the Great Bay, the Treaty Kingdoms are made up of many smaller kingdoms. These many small kingdoms made alliances among themselves to protect themselves from both the Skaldi to the north, and the ever-expanding Orsai Empire to the south. Conflict with the Skaldi in the north eventually died down as all began realizing the threat posed by the Theocracy of Asut in the south. The Treaty Kingdoms eventually made treaties with the newly formed ruling council of Tarahir, as they knew that to get to the Treaty Kingdoms, the Orsai would have to go through Tarahir first.

The population of the Treaty Kingdoms is a mixture of human and Sithi peoples.

SKALDI KINGDOMS

The Skaldi Kingdoms lie north of the Treaty Kingdoms and west of the Juras Mountains. Filled with many small kingdoms, often warring amongst themselves, the Skaldi are a rugged, tough human people. In all of their history, they have never been truly conquered, not even by the mighty Tarahir Empire. Though they paid tribute, the Skaldi retained their independence, and were among the first provinces to rebel.

When Tarahir asked for aid against the Orsai of the Theocracy, the Skaldi were more than willing to sell their blades as mercenaries. They knew that if the Theocracy was not stopped, that it would conquer all of Anias.

SITHI FORESTS

The large tracts of forests between the Skaldi Kingdoms on the coast and the Juras Mountains in the east belong to the Sithi Elves. When the Arali Elves elected to leave Anias to find a new homeland, the Sithi remained. When Tarahir put out the call for aid against the Theocracy of Asut, the Sithi sent archers and other warriors, knowing that if Tarahir fell that it would only be a matter of time before the Orsai expanded northward into their forests.

NELDOR

Once home to the Arali Elves, Neldor was a vast kingdom in its own right before the Arali abandoned it in their exodus to find a new homeland away from the ever increasing numbers of humans.

Now Neldor is an unpopulated land, or so many think. During their western migrations the Gryx avoided the northern portions of Neldor, only traveling through the southern portion, just north of the eastern-most spur of the Juras Mountains. Tales abound of the strange and sinister creatures now inhabiting northern Neldor, but nobody who has gone to find out the truth has ever returned. These tales talk about creatures living beneath the ground, creatures that look like giant insects, yet act like people. Could these be true?

EASTERN STEPPES

The vast Eastern Steppes were once home to many different wandering tribes of Gryx. Several centuries ago, something mysterious happened that was apparently the cause of their mass migration across the Juras Mountains.

The Gryx do not speak to outsiders of their exodus from the Eastern Steppes, but as they moved west, they carved and left fierce totem poles along their route, always facing towards their ancient homelands. These totem poles all depict demonic figures with fierce expressions and features, though no two are ever alike. Some scholars speculate that the Gryx leave these totems in an act of defiance against whatever forced them to flee their homelands. All this remains just speculation as the Gryx refuse to talk about it.

SOUTHERN LANDS

South of the River Confluence lays a fertile land, rich in good farmland and mineral deposits. Lush jungles cover the southern-most section of Anias and from these come many exotic plants and animals. The Gryx do not speak to outsiders of their exodus from the

This land is firmly held by the Dwarves. The Mablung Dwarves hold the mountains in the west, and other tribes and groups of Dwarves make their homes in other areas. When the Orsai of the Theocracy of Asut tried to annex the dwarven lands, they literally ran into something that they could not handle. The Dwarves used tactics that the northern horsemen could not stand against, cunning traps, and deadly ambushes kept the Orsai from crossing the rivers south into dwarven lands. To the west of the mountains, the jungle and its inhabitants made sure that nothing made it into dwarven lands. The Southern Jungle is a vibrant, deadly land, whose inhabitants also live within the Western Jungle. A strange race to say the least, they are never seen unless they want you to see them.

WESTERN JUNGLE

The mysterious inhabitants of the Western Jungle kept the Orsai horsemen out of the dwarven lands when they tried to annex them. The inhabitants of the jungle are largely unknown, rarely leaving their lands. Those few who have met them and lived say that they are a small race, vaguely elven in appearance, yet with a tough leathery skin akin to Gnomes. This race also apparently lives high up in the trees of the jungle, to better avoid the ground dwelling predators that thrive in this beautiful, yet deadly land. Friends to the Dwarves, this race trades with them in return for things that they cannot make themselves. Outsiders only see the jungle dwellers if they want to be seen. Some of the Orsai horsemen who lived long enough to escape back the way that they came have come to call them tree-demons for their ability to remain unseen and for the eerie laughter and noises that accompanied the attacks that chased them off.

THE CONTINENT OF CYRADON

– A NATIVE’S BEGINNING –

Cyradon is home to the Gryphons. The Gryphons once inhabited much of the world, but their numbers have dwindled. Their few remaining eyries cling to the highest peaks in the mountains of Cyradon, far removed from the distant realms now claimed by the other races. The Gryphons are the protectors of a long and glorious history and participate in a vibrant and dynamic culture on Cyradon. Even as their time wanes, their noble spirit leads them to stand in defiance of the march of time. On old Anias maps, arrows point east to Cyradon, the mythical ‘land of the Cyrads’ beyond the mountains and the sea, long lost to humanity. The Cyrads were descendants of the ancient Mithrans. The Cyrads vanished long ago, though many races and cultures still claim to be descended from the Cyrads, or claim them as their ancestors. The term ‘Cyradon’ therefore has two separate meanings. One is geographical; Cyradon is the human name for the Daybreak Country. The other is more metaphorical, meaning a place beyond the reach of mere mortals.

GEOGRAPHIC OVERVIEW OF CYRADON

Cyradon is just one of the larger islands in a long archipelago of fourteen large islands and thousands of smaller subsidiary islands stretching from the southern pole past the equator into the cooler tropics and almost into the temperate north. Beyond the archipelago lies a vast ocean. The Elven races call the broken isles of the archipelago the ‘Shatterings’ and believe that Cyradon is the land that retained most of the character and life of the world when the four continents were one. From the southern most tip of the realm of Aneirin, in the south, to the northern most tip of Cyradon, the distance is about 1,475 miles. From the eastern-most peninsula of Desnia to the western-most realms is approximately 2,100 miles.

If old maps are to be believed, a ship could sail from a landing on the western most side of Cyradon to the a port in the eastern most reaches of what is now the Orsai Empire in about fifteen to twenty days. While this means that Cyradon is not terribly distant from anywhere else, it is surrounded by deep blue water, and most sailors in the eastern ends of the Orsai Empire and the smattering of free ports nearby are brown- or green- water sailors such as fishermen and coastal traders. Ignorance, not geography, keeps Cyradon separated from the rest of the world, now that the Veil has fallen. Cyradon was once a green and verdant place, straddling the equator of Mithra just like other islands in the ‘Shatterings’. Its northern peninsula extends a few hundred miles north of the equator, but is surrounded on three sides by sea, and chilled by a cool deep sea current; the Northern Cape is chilly. The center of the continent of Cyradon is desolate and lifeless. The Devastation destroyed the central highlands, but the Mountains of the Morning shielded the eastern Elven-Arali realms from its catastrophic effects. The Devastation is a place of desolate, stony valleys, sandy plains and barren plateaus where nothing grows, and is bisected by the relatively young volcanic Shival Mountain Range. These highlands were once fertile farming lands, but now a barren desert of red, warm sand flows across the plains like the waters of the ocean. North of these highlands lies the Camal Sea, a strange body of water surrounded by vast empty plains stretching as far as the eye can see. West of the highlands, beyond the Tanolain River, soar the Mountains of Evening.

The southeastern tail of this western range is made up of fifteen great craggy peaks called the Fifteen Sisters, their dusty heights advancing along the Tanolain, eventually fading into foothills. Beyond the Sisters, the heart of the Mountains of Evening (or Red Mountains) rise, commanding the landscape. Containing the highest peaks on the continent, their snowy shoulders hunch as if to hold up the sky. We begin our tour of Cyradon starting from the city of Belynar in the heart of the Devastation on the northern edge of the Shival Range. Traveling south along the eastern slopes of the Shival Range, we come to a great pass that spans the gap between the lower end of the Shivals and the Ashman Range to the south. This pass is known as the Gap of Orius and is guarded by the White Sentinels. Passing westward through the Gap, the land opens into a deep, broad valley between the central and southern mountains. Rains still fall here occasionally, but not enough to fuel much growth. Beyond the valley lies an open wilderness that eventually leads you down into the alluvial swamplands of the Tanolain, a haunted and mysterious place, avoided for hundreds of years.

Now, if you were looking very closely as we passed along the Shivals, you may have, with a trained eye, noticed several valleys that looked out of place. Shielded from the Devastation by geography and the mysterious Rhona Gnomes, it is rumored that the Gryphons of Blunt Hills Eyrie hunt here. The valleys are fed by mountain streams that drain away into nothingness in the desert beyond. Beyond the Mountains of Evening in the west, nature has reclaimed her land. Sheltered from the Devastation and beyond the influence of the Elven-Arali, the Sunset Country is a wild, untamed land, covered in the rainforest and tropical vegetations normally found along the Mithran equator. The combination of the imposing Mountains of Evening, the Devastation, and the denseness of the jungles has kept these lands undisturbed and untouched for many centuries.

THE CLIMATE

By rights, Cyradon's climate should be equatorial, having but a hot and humid summer season for most of the year, and several weeks of a rainy, monsoon season and climate. The northern portion of the ruined kingdom of Ischea is on the equator, but since the climate of Cyradon has been warped, twisted, and bent by millennia of interference by the Narsi and the Elves in the form of the Echoes, the actual continental temperature and weather range is very different. Cold deep ocean currents have been forced to flow further inshore on the northern and eastern coasts. This cold ocean water chills the prevailing winds coming off the sea and substantially cools the air inland. In the north, around The Stormhold, this interference has led to a constant turmoil of the surrounding waters with almost perpetual storms, high winds and powerful waves continuously battering the shore. The Elves still mark the seasons according to the passing of the stars, but in general, the seasons do not manifest as one would normally expect, which is also likely caused by the same Narsi and elvish magical tampering of ages past. The weather remains at a relatively constant level that most Skaldi would refer to as 'late spring'.

Being equatorial, the climate is naturally warm most of the time, but the altered currents lead to cooler evenings often punctuated by brief, intermittent rain showers. Some variation to this is provided during the marked seasons, but not to the degree that you would expect from normal seasons and weather patterns. 'Spring' and 'Autumn' bring slightly warmer weather as the sun is directly overhead. 'Summer' is observed, when the sun passes to the north of the equator while 'Winter' is marked when the sun passes to the south of the equator. During these seasons, the climate tends toward what is considered the norm for Cyradon with a few notable exceptions. Early autumn is noted for its heavier than normal rains and cool winds as the prevailing winds shift south and bring the naturally cooler air of the southern ocean across the lands. However, due to the interference of the Elves, these cool winds are joined by other cold air masses, and together they drive cold air across the continent. The last weeks of autumn are particularly beautiful, when the rains fail and the air comes down out of the mountains, cold and crisp. The fallen leaves are covered with spider webs of frost and the sun sinks low and golden across the lands.

In winter, the lands on either side of the mountain ranges receive a fine dusting of snow. But this snow never lasts long, melting away and running off in a few short days or weeks. Despite everything, the land beneath is still quite warm from the sun and the snow never really settles. The coasts are typically cool, temperate and enjoy heavy tree cover. Even before the Devastation, these lands were more fertile and more pleasant to dwell in than the central lands.

Further inland, the peaks of the Mountains of Evening and the Mountains of Morning as well as the smaller subsidiary ranges, the Ashman Mountains and the Mountains of the Moon are snow-capped year round. The inland mountains are alpine in nature, and would have a median snowline that is a barely nine thousand feet high, a trait that is out of place, being more common to less tropical climes. Each of the mountain ranges generate their own weather, channeling weather patterns through the peaks and forcing winds down into the lowlands.

Beyond the mountains lie the warmer highlands surrounding the Camal Sea. This great inland sea is exceptionally deep, and even in the hottest days, the Camal remains icy cold. The Camal is filled from deep, subterranean springs and rivers, and drains by two surface rivers, the Tanolain and the Marisant. In ages past, these lands were the hottest of all of Cyradon. Even when the Elves came, their interference had only minor effects upon the climate. The rivers and the Camal Sea fed water to much of the land, and the valleys were rich and fertile, although they did require irrigation for crops to grow. The highlands were typically poor, scrubby and dry. Only the Shivan Arali, a tougher and more adaptable lot were able to thrive in the Highlands. Now, the land is devastated, lifeless and cursed. The earth seems to be warmed by an ancient fire while the sky is empty, cold, and dead. Further south, the Shival Range cuts deep into the Camal highlands. Only the highest peaks escaped the corruption of the Devastation, and it is here that clouds occasionally form and snow falls. Water is born here, full of life, dropping

down into the few hidden valleys and then draining away to the dead desert beyond. This water can help to restore the Devastation, or wash away the hopes of many.

THE MOUNTAINS OF CYRADON

The mountains of Cyradon are alpine in nature, sharp, steep, rugged and relatively young. They form long knots of tall peaks with very few traversable passes. The four main ranges – the Morning and Evening ranges, the Shival, and Ashman– were driven up as part of an endless complex of mountains which snakes across the continent of Cyradon, the Shattering archipelago and the eastern lands of the continent of Anias, making the Cyradon mountain ranges part of the same complex of geological activity responsible for Juras Mountains on Anias. Thus, when a citizen of the old city of Tarahir looks up into the lofty peaks of the Shival Range looming over Belynar, he can feel strangely at home. Most of the mountain ranges stand well over 12,000 feet on average, with the tallest peaks soaring above 18,000 feet.

THE MOUNTAINS OF EVENING

The Mountains of Evening rise from the roots of the western forests to scrape the very sky. Called the ‘Red Mountains’ by some and the Sunset Mountains by others, these mountains were born of deep, reddish-colored stone. When the sun sets behind them, they almost seem glow, if even for the briefest of moments. The purple of the sky reflects the red of the mountains, bringing the whole western sky to life. Snow covers the peaks in a sharp blue-white that only serves to accentuate the red mountains more. At sunset, ice on the peaks traps the light long after the sun has gone, causing the heights to glow red long after the lands to the east have passed into darkness.

THE MOUNTAINS OF MORNING

The Mountains of Morning were formed from a deep blue-grey stone, and at midday they shine as blue as the deepest sea. Snow-capped, the mountains are swathed in a veil of clouds and mist that is magically maintained by the Elves of the eastern shores to keep the corrupted winds of the Devastation at bay. Below Mountains of Morning, covered continually in clouds are the Whispering Hills, the western foothills of the Mountains of Morning and home to what most consider Schirae territory. The Mountains of Morning are sometimes called the Sunrise Mountains.

THE SHIVAL RANGE

The Shival Range is a slightly shorter than their mountainous kin, averaging just barely over 11,000 feet. The mountains here are of a volcanic, yellowish stone. The continuity of the high ridges of this range is broken by a string of seven much shorter volcanic peaks. This range does not soar the same way as its sister ranges to the east and the west. The mountains look a little wrong – like looking at broken teeth, one poet said. Still, if one stands in Belynar and looks up to the mountains marching across the sky to the southwest, the mountains are imposing and wild, yet beautiful. Many of the peaks still bear the poisoned, grey snow that was left after the Devastation. The Shival Range was born in ancient times as part of a volcanic up-thrust. When tectonic shifts drove new mountains up, they decimated a number of the older volcanic peaks in their youthful zeal to reach to the sky.

THE ASHMAN MOUNTAINS

The Ashman mountains of the south are occasionally dismissed as a sub-range of the Mountains of Morning, but they have a character and significance all their own. The Ashmans form the southern boundary of the Devastation Due in part to a partial shielding by the Shival range and their distance from Belynar, they were able to protect the lands to the south from the affects of the Devastation’s original blast, and have served to keep the Devastation from encroaching south over the years. The Ashmans do not reach the heights of their eastern or western kin nor do they have the broken appearance of the Shivals. Starting in the east where they meet up with the Mountains of Morning, the peaks retain much of the coloring of the eastern range, but as it marches west, the prevailing color turns to a dusty grey. Presumably, this is one source for their name. With prevailing winds coming from the south off of the ocean, any winds from the Devastation are forced north and away from the delicate forests of the south.

THE FORESTS OF CYRADON

The forests of Cyradon are home to many hardwoods. Only two forests remain in their original, unaltered state – the Forest of Ischea and the vast Madairian Forest beyond the Mountains of the Evening. Both places are vast, dank mazes of trees and ivy. There are three other major forests on Cyradon: the strange Melanae Forest, the watchful Idrisil and the haunted Yftelan Wood, all of which have been altered and changed over the past centuries. The Queen’s Woods is a groomed forest presenting a feeling of a massive, sculpted garden than that of an actual free growing forest.

THE FOREST OF ISCHEA

The Forest of Ischea seems to exude a feeling of anger and hostility and ground-hugging fog that easily disorients travelers. This is an ancient hardwood rainforest with a malignant aura exuding from it. What ever happened to the elvish Arali nation of Ischea has surely tainted these woods, but no one who has ventured into these

woods has returned to speak of what they saw or heard. One ancient Cyrad highway passes through this dark rainforest, but no one dares travel this road any longer. Here are rumors, hints and mysteries regarding the missing Arali of the Ischea Nation, but no one has been able to substantiate any shred of truth to even the most plausible rational for their disappearance. This is very dark and foreboding forest that even the Schirae do not frequent.

MADIARIAN FOREST

The Madiarian is thousands of square miles of dense rainforest, the old primeval forest of Cyradon. The land beneath the trees is vast, trackless and unmapped, much of it mired in dank swamps. Perhaps mapping is impossible. Hidden by the thick cover of the hardwood trees, the land rises up into a stone forest of tall karst formations. The karst forms a dense maze of rock; the tree cover above means the sky can barely be seen. Arali mapping expeditions often got hopelessly lost, and more than a few never returned.

The karst formations are concentrated to the south of the forest. Very few known paths lead through the mazes. With little access to the sky and a lack of suitable anchorages, very few attempts were made by the Arali to colonize the western shores of Cyradon. Those few attempts that were made all failed after just a few short years. The Madiarian was therefore ignored. They called it Wyvern's Sleep; it was a joke in a way. The woods were so dense, so hostile, so alien and so unconquerable, anything could exist there. Even Wyverns could sleep there. In the north, the forest thins, slightly and the terrain eases. There are no karst formations in the north, nor any barely hidden gorges and clefts. Somewhere in the depths

of the forest, the Nagah make their homes. Since the Devastation, the Nagah's numbers have increased steadily. Unlike intruders into their realm, they know all the paths through the karst. They know the hidden topography of their forests, and Nagah shamans know when their holy realm has been penetrated. Sensible travelers would do well to avoid the place.

THE IDRISIL WOOD

When the Arali first arrived upon Cyradon, they found the Idrisil Wood, and with it, the huge trees that give the area its name, the Idrisil. These mountainous "world trees" boasted heights well over 500 feet. The Arali explorers encountered, living among the Idrisil, a small race of Gnomes known as the Rhona. In the western reaches of the Idrisil Wood, the Rhona have cultivated an almost impenetrable tangle of the native redwoods and undergrowth. They refer to it as the "forest wall". For thousands of years, this living wall has protected the Rhona's lightly settled lands from the Nagah to the west.

The Aneirin woods have, over time, been transformed into temperate woodlands, home to oak, ash and beech, giving way to tall pines on the slopes of the Ashman Mountains to the north. The soil is rich and fertile: where others would have stripped the earth of this forest for tillage, the Rhona have cultivated a beautiful and diverse botanical garden spanning hundreds of miles. Rhona settlements can be found high among the branches of the world trees or beneath its mighty roots. Very few trails or roads lead through the Wood, and beyond them the forest is wild and trackless, belonging to the wild animals that inhabit the area.

THE MELANAE FOREST

The Melanae Forest, with its coal black trees bearing slate grey leaves, is a place of sadness and death, and nothing survives long inside these woods. The forest stretches from the Schirae strongholds on the northern edges of the Whispering Hills to the borders of the northern plains. In the time before the Devastation, the Melanae was the remnant of a much larger woodland area that was slowly destroyed by the Arali. If the Devastation had not claimed the land, the Melanae Forest would be gone by now. Instead, the warped remnants of this forest and its inhabitants stand in mute testament to the evil of the past.

THE YFTELAN WOOD

The Yftelan Wood lies in the western portion of the Devastation. Originally a half drowned forest rising out of the murky waters of the Mire; the Yftelan was once a teeming place of vibrant life. Snakes, crocodiles and rare birds made their homes in the shadowy pools of the forest. The jungle-like forest died on the day of the Devastation, but seems to have come back to life, twisted by the magics that fueled its demise. Faerie creatures, mad with pain, lure travelers to their deaths in the black waters between the trees. Strange creatures, descended from the chimerical breeds of ancient times lurk in the darkness, waiting. The small villages of the poorest caste of Shival Arali stand only as empty husks, burned and haunted amidst the black trees.

THE QUEEN'S WOOD

The Queen's Wood in the Daybreak Country, is considered the most beautiful forest of all, and is almost more of a massive garden extolling the virtues of nature, just to the north of the city of Janiel. Spruce trees march down from the heights, framing the blue-grey rock of the mountains. Below, the forest spreads out as far as the eye can see – one thousand square miles of deciduous woodland maintained for millennia through hard work and care. Delicate bridges cross the streams and pools of the woodlands. Mansions of the Janiel aristocracy rise out of the trees, their design and construction molded into the shapes and colors of the surrounding woodlands. Sea breezes from the east rustle the leaves. Cold mountain winds dispel the warm summer air. At night, the stars shine down through a leafy canopy that is just open enough to the sky.

CYRADON RIVERS

THE TANOLAIN RIVER

The Tanolain River is the mightiest river in Cyradon. The ancient Tanolain opened the heart of Cyradon to the southern sea. A mile wide at its broadest point, the Tanolain drains from the freshwater Camal Sea to the Tanolain Delta. The river meanders its way slowly through the western hills of the Devastation. A strange, oily scum floats on top of the water now, causing the surface to reflect a rainbow of colors. The Tanolain meets the Hannas River at the city of Jalapur. The water of the Hannas represents the western boundary of the Devastation. The clean mountain water endlessly drains the red poison of the sand, but just enough living water flows into the Tanolain to help dilute the poison before the river opens out to sea in the tropical marshes of the Delta. The Tanolain flows past towns and villages, hill forts and temples, all ruined, standing like bare skeletons in the red dust of the western Devastation.

THE MARISANT RIVER

The Marisant River is a seasonal river that rarely flows anymore. Once it was a small river draining the Camal Sea northwards to the Llyrius Delta. As the Shival Arali expanded their realm, they used the river for irrigating the notoriously difficult land of the central highlands. The irrigation dried the river so much that it would only flow in the spring and fall rains. During these periods, the rain watered the hills and for about nine weeks during each of the two seasons, the Marisant River would flow again. Though the Shivan Arali have been gone for centuries, their irrigation canals and ditches still divert the waters for the majority of the year from allowing the river to flow.

The Marisant should have been an important route for trade and communication, but with the waters being diverted for irrigation, the route was not reliable enough. The Desnian Arali built an imperial highway along the route of the Marisant, and the highway still stands today, a huge stone dike looming over the red-brown mud of a dead river.

THE MERIONA RIVER

The Meriona River pours down from the Mountains of the Moon, a branch of the Mountains of Morning that runs to the west just north of the Melanae Forest. The river is not large and is not navigable. It is a rushing, roaring white-water river, pouring out of the pure white snows of the northern mountain down into the green seaside planes. The ancient Mablungen Dwarves called it the “River of White Souls” and they cast offerings into its ever-flowing waters, to be carried out into the endless sea. The river, they said, was endless and pure, and brought the souls of the sleeping dead home.

THE JANIEL RIVER

The Janiel River is born of two smaller rivers. The Favalla, which flows down from Mount Favus, and the Jansel. From the summit of Mount Favus one can look west down upon the mists of the Whispering Hills, north towards Ischea and east out over the ocean. The word Favus means “vision” in the ancient elvish tongue, and the river is called the ‘River of Visions’. The river follows the line of the mountains south until it reaches the Jansel, forming the Janiel River that flows out into the Bay of the Moon. The Jansel is a much slower river draining northwards from the foothills of the Mountains of Morning. The Jansel meets the Favalla about 12 miles upstream from the city of Janieal. The resulting river, the Janiel River, is a slow moving and broad river that flows past the white walls of the city of Janieal, opening onto three massive, carved channels used as the harbor docks for the city. Beyond the channels, the river meets the sea. The Janiel River is sometimes called the River of Lit Moon— beautiful white beacons burn along its banks from the confluence to the sea, bathing the river in a pale white gleam. The lights illuminate a sadly quiet and empty Janiel harbor, where only dozens of ships lie at anchor instead of the hundreds of ages past.

SWAMPS

At one time, the wetlands of Cyradon were beautiful and alive. The wetlands of the Tanolain Delta were home to a countless diversity of rare and exotic creatures. The shady swamps of the Yftelan Mire were smaller, but no less alive; the swamps were home to deadly species of snake and spider and insect, but no less beautiful for all that. In the Sleep of Rivers, west beyond the Mountains of Evening and even the Madairian Forest, ancient human ancestors lived in their crannog-like huts in the reeds safe from all harm. That idyllic picture is no longer to be found.

THE TANOLAIN DELTA LANDS

The Tanolain Delta lives still, bound by strange magics and haunted by twisted creatures. The flowers and reeds still bloom and live, but the dilute poison of the Devastation continually seeps into the slow waters of the mudflats, killing and twisting. The lands are now hostile, threatening and uncomfortable. The air seethes and seems to suck the breath from a person’s lungs. Strange shadows play under the waters and the wind seems to come in slowly and limply, if there is any breeze at all. The Desnian Arali were all driven from the Tanolain Delta long ago and they have no inclination to return any time soon. Some force still lies at the fetid heart of the Delta wetlands, and no one has challenged it yet.

THE YFTELAN MIRE

The Yftelan Mire was once part of a large series of wetlands spanning the area between the headwaters of the Hannas River and the western shores of the Camal Sea. Arali interference eventually changed this through irrigation. Diverting large quantities of water to their own cause, the Arali lowered the water table, shrinking the mire to its present size. The snakes and lizards of the mire seemed to become more dangerous and more poisonous. The Mire today is doubly dead, a murdered land which had truly died a millennium ago. Deep quagmires await the unwary travelers, and strange fungi – the only living thing which survived the fires of the devastation – release poisonous and hallucinogenic spores into the water and dank air.

THE SLEEP OF RIVERS

The Sleep of Rivers empties the confluences of a dozen slow rivers pouring the green and muddy waters from the Madairian Forest and the Mountains of Evening into the coastal marshes that open out into the Naryan Sea. The lands are empty, wind scoured and brown with mud and river grasses. But the Sleep of Rivers is alive. No living soul has come to this land in a long time, and the Sleep of Rivers has been spared the tragedies that have befallen the land elsewhere. Just beneath the waters, visible at low tide, are the ruins of the old crannogs and villages of the ancient races.

THE DEVASTATION

The Devastation is not a crater, nor is it a desert in the truest sense of the word. It is truly a lifeless, petrified place; the Devastation is better understood as a curse upon the soil, water and the air, leeching life directly from the land. The Devastation is more lifeless than even the deserts of the Orsai Empire, where flowers sleep just below the surface waiting for the rain to fall so they may bloom for an instant. When the rain falls upon the Devastation, the red, gritty earth merely dies a little more. But life here is not extinguished; rather it is frozen, petrified, oddly preserved, but no less desolate. At the epicenter of the Devastation, much of Belynar still survives, its ancient stone buildings withstanding the worst fire in creation. The city is built of stone, on and in the slopes and core of an extinct volcano, and the Narsi magicians of old leeching much of their mana directly from its warm heart.

In the immediate area of the epicenter, where the otherworldly fire burned brightest, the earth was scorched, turning the sand into a hard, cracked, glassy surface. The glassy sand is red and sharp, but if true, clean, living water could fall upon it, the soil could be restored. The land was rich once, but it was far from the fertile, coastal elvish city-states of the east. That's probably why the Narsin were allowed to take and keep the city of Belynar for their own. The desert runs for about 120 miles or more in every direction from Belynar. The sand, finer and sharper than normal sand, lies heavily on the ground. Wind blows this sand easily, sending hot and sharp waves into the faces of travelers. The climate here was once slightly warmer than the coastal plains, but not the oven temperatures of the Orsai deserts. Now, however, the temperature is fiercely hot, day and night, beyond the mountains. The sand retains some of the heat of that magical fire and the sand warms the air. This land is a freakish, unnatural desert, an abomination on an island of abominations.

THE HIGHLANDS

Known as the Camal Highlands or the Neruda Highlands, the highlands are the true heart of the Devastation. This series of rugged hills cut through by an ancient complex of watersheds, all drain down into the Camal Sea. The hills are largely limestone, and if Gryphon legends are to be believed, the entire region was submerged under a shallow sea hundreds of thousands of years ago. The sea dried up long ago, leaving these highland hills exposed and a true wilderness area for a long time.

The Shivan Arali built isolated farmsteads and eventually cities and fortresses, all self-sufficient. Dusty roads and game-trails linked these, villages and towns as small islands of civilization amidst the scrubland, rainforests, swampland and vast savannah-like grasslands. The main avenue of communications was the Camal Sea, whose coast is dotted with the ruins of little port towns. At one time, thousands of ships once plied their way across the sea and up and down the Tanolain River, but no longer. Still, by the time of the Devastation, the Shivan Arali had managed to tame much of this inhospitable region. They built their roads through the forests, built new towns and cut out a series of canals to link the outposts of their domain. Hundreds of years before the Devastation, a slow process of desertification had begun. Soil was eroding from the hills, accumulating in the small river channels. The rivers flooded in many places, stealing more soil away. Safe in their cities, the Arali scarcely noticed. The limestone tops of the hillsides were bared giving an eerie skull-like appearance.

Then came the Devastation. The soil was apparently burned to a red sandy glass, the trees were blasted and burned into oblivion, the rivers dried up, the earth itself was corrupted, and all living things died in one hideous moment. It is often referred to as *Bale Toshk Traka*, the Midnight Death Sun, because the entire area of the Devastation glowed as bright as day for several hours once the Devastation had been triggered. Now, the Highlands are a tangle of bare stony hills with their distinctive limestone weathering bare to the sky. Winds of red sand slash up and down the valleys. Dunes have accumulated from drifts of sand, and the topography is almost unrecognizable when compared to the years before the Devastation. The land had been a beautiful variety of terrains, fauna and wilderness. Now it is a wasteland.

The Tanolain River follows an old rift valley that slopes towards the south and the sea. The flattest region in the Highlands is the wide plateau that lies below the city of Belynar, to its north. The plateau, broken only by a dry lakebed and the remains of an ancient canal system, spreads out for a hundred square miles north of the city. The plateau, once well supplied with fresh water and mostly sheltered from the prevailing wind, was home to the richest farmland in the heart of Cyradon, at least before the Devastation.

Because the wilderness was never fully tamed, ruins are few and far between. However, here and there, an explorer might find the remains of an old farming community, temple, fortress or town. The beautiful architecture that was marred by the Devastation is a poignant reminder of what came before. A traveler would do well to beware these ruins come nightfall though. All sorts of creatures, twisted by the Devastation, inhabit the highlands, and the ruins scattered across it. Beneath the sand and barren hills, one can find the old water channels and deep caves opened by millennia of rain and weathering. These places have a strange beauty to them. Some even are far enough below the surface to escape the poisons of the Devastation. Many of the larger cave complexes show signs of being inhabited. Devastation creatures sleep here, sustained by the fine trickle of living water bubbling up from beneath the earth. Schirae often make their lairs in such places as well, using these caves to launch raids against the Gryphons or Rhona. Travel is hard, maps are impossible to keep, and the going is treacherous.

THE CAMAL SEA

Originally the heart of Arali trade on the west side of the Mountains of the Morning, the Camal Sea was where the Imperial Highways and the vast canals and the tributaries of the Tanolain all came together at the centre of the continent. Small ports dotting the shores of the sea sent goods to ports all across Cyradon. The fishermen plied a rich trade here. Now, the sea is a dead, sterile, poisoned place. The water tastes alkaline and putrid. Red scum floats on the waters and storms howl off the dying waves, bringing stinging mists and vile rains. Even the clearest water has a sickly greasy sheen to it. The Ritual of Estrousal saved some of the waters, bringing life back into its depths by healing and reviving several of the largest underground springs deep beneath the surface of the sea. But even that may not be enough to save this sea. The seas' level had been dropping since before the Devastation as the little bays filled with silt and irrigation channels sucked the water away from the Marisant River. However, with the return to life of the powerful springs beneath the sea, its level may once again rise since many of those irrigation ditches have long been filled in by sand blowing across the Devastation.

THE SCHIRAE TRAILS

The old elvish roads, carved by ancient elemental sorcery and expert stonemasonry, still crisscross the land. Close to the epicenter of Belynar shifting sands now obscure the roads. These small roads, barely wide enough for two carriages to pass one another were the grand, thoroughfares connecting the few cities of the central highlands. The roads were raised anywhere from a few inches, to several feet above the surrounding terrain to give those who traveled them as smooth and level a ride as possible. They were paved with hard, deep-seated rock that never rutted, and never softened. The road's boundaries were marked with small white marble domes only a few inches high. Nearer to the towns, every second dome was crowned with a brazier, burning eternally, lighting a traveler's way.

Built during the time of the Narsi in Belynar, the roads connected elvish lands in the east to all of the major cities on the central highlands and even north to the city of Neras, which was built shortly before the Devastation. Now, these roads are mostly submerged, the wild desert winds having long ago thrown the red glass sand across everything. No one is left to see to the maintenance or upkeep, or to clear the sands away. These roads belong to the Schirae now. They now use the elvish creations to visit war and death upon the Elves. Sometimes the Schirae clear the roads, at other times they mark the old way with Balefires, an ancient magic that produces a translucent green flame visible only to those who can sense magic.

THE WHISPERING HILLS

The Whispering Hills lie to the west of the Mountains of Morning. The hills and the mountains beyond represent the high water mark of the terrible wave of sorcery that tainted the land to the east of Belynar. The hills and lower slopes of the mountains are shrouded in a thick soupy mist the never disperses. Those few who enter the mist and live to return have claimed that it is alive and that they can hear it whispering in both rage and pain.

Some Arali scholars believe that perhaps the mist is a corrupted Veil, or perhaps created by the Schirae, perhaps formed by the Devastation itself somehow. All that is known for sure is that for those who enter the mist, breathing is difficult and sometimes even painful, and that it brings with it dizziness, and a loss of a person's sense of direction. It has also been speculated that the mist may have something to do with the many abominations and unusual creatures that have appeared on the central highlands. However, this has never been proved.

THE GAP OF ORIUS

The Gap of Orius is the small valley between the foothills of the Ashman to the south and the tail end of the Shival Mountains to the north. The Gap is sixty miles wide, and it is a journey of one hundred and seventy miles from the western entrance to the eastern narrow. On either side of the Gap, at the narrow entrances, stand a pair of huge pillars carved out of granite and marble. These huge statues are ages old, and their features worn well away by wind and time, and barely recognizable as humanoid in form. Collectively, they are known as the White Sentinels because of their sheen in the noontime sun.

The Gap is one of the few places in the central highlands that was fully protected from the Devastation, even more so than the few valleys scattered deep within the Shival Range. While the lands all around it were damaged by the Devastation, the Gap was untouched. The Devastation just ends abruptly at the feet of the White Sentinels. The Gap would seem to be a perfect place to settle down, except that the natural lay of the land acts as a natural wind funnel. This focuses and intensifies of the winds and gales coming up from the Tanolain Delta. The sky above the small valley located in the center of the Gap is a churning whirlwind, helping to increase the speed of the wind before it shoots out through the eastern pass. Not even the Gryphons can fly through this constant maelstrom. Ground travel through the Gap is quite easy, and often unhindered by the deadly winds above. However, the Gap is filled with the unceasing roar of the wind above, making communication almost impossible. Perhaps it was for this reason that nobody ever settled there.

THE WESTERN DEVASTATION

Long stretches of empty desert lie to the west of the inland sea, land that was once farmland and home to the wealthiest aristocrats of the Shival Arali. These Arali were the first to invest in Narsi projects to build constructs. The Shivals of the western territories wanted cheap labor, and the Narsi constructs appeared to be a perfect solution. With rich lands producing rich crops, the Shivals of these lands were wealthy and leisured. With the aid of the Narsi and their constructs, they never had to worry about toiling the fields. While other Arali were aghast at this flagrant decadence, there was nothing they could do about it, had they even wished to. When the Devastation came it seemed to take out an especial vengeance on the western territories. The houses and constructs were blown from the lands and the grand homes of the Shival aristocracy were blasted down to rock. Beyond, to the north, the Yftelan marshlands represented the boundary of the Shival realm. In the south, the grasslands were bordered by the Tanolain and Hannas Rivers.

THE CITY OF BELYNAR

The haunting, ruined city of Belynar stands at the heart of Cyradon. Much of Cyradon's sad and tragic history has occurred here or been influenced by the city. Now, the city stands at center of events again: the rebirth of the continent begins here. In the shattered ruins of old, arrogant and decadent cultures, the refugee newcomers are determined to make the city their home. Under the guidance of the Gryphons and the Rhona, they have taken the first steps to putting the land to rights. Recently, the area was a dead wasteland. Now, because of the Rhona, a small fragile rebirth has occurred. The cost of this action was tremendous. One of the precious, incredibly rare Tears of Life was sacrificed in the Ritual of Estrousal. Skaldi poets call the newborn realm "the Re-Awakened Land."

The land is not the only thing that has "Re-Awakened". Egg-laying creatures of both the sky and the land once again roam the area around Belynar. Over the course of a single night and the day that followed, both the petrified eggs of creatures and plant life of all types were not only restored, but it seemed that several months worth of time passed for them in those few hours. Birds hatched and grew to full size in mere hours. Crops of fruit, vegetables, and grains planted long ago and destroyed by the Devastation again sprouted and were ready to harvest by the end of the day. What had once looked like weeks of slow starvation, privation and despair was replaced with hope and joy.

The Shival Range is dotted with a dozen weather worn volcanic 'plugs' (the Gryphon name for these mountains is the 'Blunt Hills'), one of which is the heart of Belynar. Looming above the Blunt Hills are higher alpine mountains, far younger and sharper, the home of the Gryphons of the Blunt Hills Eyrie. These mountains are filled with lodes of metal, just waiting to be mined. Belynar looks out across the highland plains. Cliffs rise up on either side, towering sandstone rocks. Like other cities of Cyradon, Belynar is built from the living rock of a mountainside. Unlike other cities, it is also built into the rock of the volcano. With its distinctive Cyrad architecture and design, Belynar is unique.

The City of Belynar has had many occupants, over the millennia. At one point it was home to hundreds of thousands of people. The city spread all the way around the mountain. A hierarchy of property is obvious: the richer folks lived higher up the mountain, on the east side, facing the dawn and a spectacular view of the plains and the distant peaks of the Mountains of Morning. Poorer folk built homes on the western side; but even there, the views were spectacular – mountain water falls with white water sluicing down from the permafrost to the valleys below. Inside the city were workshops, forges, and other places of creation and storage. The volcano may have been dormant, but the magma still came close to the surface, warming the stone foundations of the city. Deep in the furnace-hot chambers where magma still ran, mages and their servants forged their creations. Hundreds feet above, at the bottom of the bowl of the crater, the mages built a vast courtyard. They may have intended to use it as a stadium, but even at noon, little light shone down to the bottom. To the east and the west, the mages excavated old lava tunnels and turned them into wide avenues. The western tunnel led to the huge freshwater lake that formed the city's core water supply. The eastern tunnel led out onto a wide, sunlit courtyard that was the place for the greeting of dignitaries.

The courtyard overlooks a long dry lakebed. There are ruined houses scattered around the lakeside; they have been bleached white an age ago. Huge, fertile and productive farms were once found beyond the roads. To the northeast, just north of the northern road, vast ruins of a coliseum stand. Blasts of sorcerous energy have torn away at the walls, and at the spectator's enclosure. What's more, the various entrances to the labyrinth below (and such a thing can be assumed to exist) have been blocked off and sealed solid with what can only be described as molten metal poured into each of the entrances and exits. The Southern Road skirts the side of the lakebed and then follows

the line of the mountains south and out of sight. Eventually, it leads to the old elvish Imperial Highway. Little walled ruins lie scattered out amongst the sandy wasteland, and the coliseum has been particularly damaged; the Devastation was not the only force that assailed it.

The city is the very heart of the Devastation, the place from where the waves of pain and death and sorcery broke through, but peculiarly, here and there, one can find places the deadly energies didn't touch. The human refugees arrived into a large courtyard called the Gates of Morning. The courtyard was long, wide and awe inspiring, looking out over the red sands of the Devastation. But it is just a small shelf – a former meeting place for the rich in ancient times – a tiny part of a vast city.

The city is built on many ledges – Streitos in the language of the Cyrads, a word meaning both “street” and “shelf.” On the mountain – facing side of each Streitos, huge, mansion-sized buildings of many designs and sizes have been built, cut into the bedrock of the mountain. Each Streitos is linked by sets of stairs – for humans - and gentle ramps – for horses and carts. Independent from the Streitos, thousands of people lived in smaller buildings and cottages up the mountain slopes, and down around the lakeshore. Most of these wooden cottages and outbuildings were destroyed in The Devastation. A few shells of these smaller houses remain: a few crumbling walls or scattered stones where families lived. The streitos mansions are made from marble and granite, and roofed with pale slate and are beautiful to behold. They are very fine and sturdy buildings that survived the destruction of the city, and centuries of age and neglect. There are enough streitos mansions to house the entirety of the refugee population so that even the poorest of the Tarahiri, Skaldi, Gryx or Orsai, even those with the lowest social status, can now dwell amidst the Narsi finery of old.

At the summit of the mountain, four beacon towers once stood. The cone at the top of the hill is irregular, so a lot of work went into making the beacon towers appear to be of equal height and size. The beacon towers were covered with white limestone and bright flames burned here every night. Now two towers remain, and they are broken and almost ruined.

THE BLUNT HILL EYRIE

The Blunt Hill Eyrie is the smallest of the Gryphon Eyries, a small community of Gryphons living in the peaks just below the snowline on the high crags of the Shival peaks to the south of Belynar. The eyrie overlooks Belynar and from its outposts, one can see almost everything that occurs in the city. Like other Eyries, its denizens do not dwell exclusively within the Eyrie's boundaries. Some of the younger Gryphons actually make nests for themselves – rooms, to be more accurate – in Belynar, and in some of the farmer's cottages scattered around.

The Gryphons of the Blunt Hill Eyrie are a tough, caustic and ill-tempered lot. They come from all of the Gryphon tribes, and are outcasts and mavericks. They were given leave to rebuild this eyrie, and look down on the “cursed city” (as Gryphon lore names it) in return for overseeing the city and ensuring that the magicians never return. If the Narsi return or any who may wish to emulate their folly take up residence, they are to be slain.

THE EAST

THE DAYBREAK COUNTRY

The Daybreak Country is the home of ancient elvish civilizations. The Eastern Ocean bounds the Daybreak Country to the east and by the Mountains of Morning to the west. The Daybreak Country refers not only to the coastal lands on the continent itself, but also the islands to the east of Cyradon. The islands, Penlasse, Desnia and Arimispia are large, mountainous realms. Two of them play host to extensive elvish cultures. The third is barred to the Elves by ancient law. Though all Elves refer to their protected realm as the “Daybreak Country” they are not united as one, and no single power dominates the others.

The Daybreak Country has only been inhabited by the Arali Elves for a little less than 1700 years. The oldest elvish cities are almost certainly Janiel and its sister city, and oft-times rival, Emmanel. Janiel and Emmanel watch over the fertile coastal plain, and dominated much of the ocean going travel.

THE RUINS OF ISCHEA

Ischea was a young Elven nation that broke off from the traditional views of the Janiel and Desnian kingdoms centuries ago. It was ruled by Nathalie, the Lady of the Ischim, from her capital city of Lindoranen. Some say that the fall of Ischea was a penalty for Nathalie's arrogance in breaking away from Desnia and Janieal, and that the combined might of those nations was more than the young Ischea could bear. Others claim the fall of Ischea was proof of the queen's ties to the darker aspects of witchcraft that she used to rule and protect her nation. No one knows what truly happened to cause the fall of the proud and secretive nation of Ischea, but all sensible folk agree that something dark, mysterious and definitely dangerous lurks there now. Even seasoned travelers and adventures know enough to fear treading too closely to this oppressing forest kingdom. The City of Lindoranen was the throne city of Ischea.

Lying in the sultry tropical north of the Daybreak Country, it was once known as the Amber city, as it was carved from the strange translucent amber-colored rock found here but nowhere else in the world. At sunrise and sunset, the sun catches the minarets of the city and illuminates the moss covered amber stones, bathing the ruins in an eerie greenish-golden light. Ischea was, and still is a tropical hardwood rainforest, a place where the humid climes

of old remain, and were once home to the mysterious and compulsive Ischim. The land is dark, dense and almost impenetrable, and most other beings (Elves, Rhona, or otherwise) consider the climate to be too humid. The forests have a peculiar feeling or sense of “otherness” that even some supernatural creatures fear. Ischea’s southern border is not a fixed thing. It seems to truly begin along the foothills of the easterly spur of the Mountains of Morning just north of the Queen’s Wood. Because of the humidity and vastness of the forests, the realm generates its own weather, as clouds form from the tree’s breath in the mornings, and drop rain back on the forest in the evening. The heavy, hazy, silvery shadow of the realm can be seen for a long way off, even as far south as the estuary of the Janiel River. The strange hues and density of the clouds is a constant reminder of the impenetrable mystery and threat of the realm.

There are two roads cutting through the realm, stretching from the port of Janieal to Qumar, one running along the mountains and one running along the coast. The coast road turns inland to meet the mountain road about 100 miles south of Lindoranen. The Ischim forbade travel along these roads once they closed their borders, well before they disappeared completely. Now no one travels these roads for fear of what ever caused the fall of Ischea. Stories abound of lone travelers attempting to use these old roads disappearing some where along the way. Rumor has it that the Ischim built a system of roads of their own, linking their strange and chthonic temples and cities, but the way onto these roads from the main ones were hidden and one could spent a mortal lifetime searching for them without success. The rumor continues that anyone found looking for these roads could expect to be slain by the mysterious denizens of the forest.

The mountain city of Lindoranen, the ‘ Amber City’ sits on the mouth of the Lindal River and at sunset, can be seen from far out to sea. Sailors and Pirates alike steer a wide course from these waters as well. Any ships that ventured too close have never been seen again, all cargos and crews lost. Most maps portray Ischea as a forest. Some older documents suggest that the realm had three major cities and a dozen smaller ones as well as a number of ancient temples, many dating back to a time before the coming of the Elves. A name frequently mentioned on these older maps is the temple or city of Ardana. No two maps agree as to the location of this place. Ardana, they say, is the heart of darkness, the blackest place in a black land, and potentially the true source of the downfall of the Ischean Elves. Those who remember encountering an Ischean Elves recall them as charming, highly educated and witty company. They appeared a little more focused perhaps, but certainly not evil. It should also be noted that there are no Gryphon eyries within the borders of Ischea, and the Gryphons will not enter the realm, under any circumstances.

RAMSEL

Ramsel was once a small Arali city-state. It was built on the western side of the Mountains of Morning, and served as a major trade city between the Shivan Elves of the central highlands and the Arali Elves of the coast. The Elves of Janieal had a sister city that mirrored Ramsel on the eastern slopes of the Mountains of Morning, the mining and smithing city of Mirdana. Ramsel was at the height of its glory during the years following the arrival of the Narsi in Belynar. The presence of the mages brought many Elves from the coast, especially for the coliseum games once they began. Ramsel became more than just a small trading city; it became a major stopover point for those traveling to Belynar.

Then came the Devastation. Ramsel, like many other towns and cities was destroyed by magical energy that washed over the central highlands. Many of its citizens were killed, or worse. In the centuries since the Devastation, the Arali have left the ruins of Ramsel strictly alone. Very few of the Schirae have even ventured far into the ruins.

JANIEAL

Ruler: Gabrialla, of the House of Queens

Capital: the Throne City of the realm is the city of Janieal. The full name of the realm is the Protectorate of the city of Janieal.

Population: ca. 1,000,000

Races: Janieal Arali (92%), Rhona (6%), Desnian Arali (2%).

Government: Monarchy, advised by a council of state, elected by the nobility.

Religion: The people of Janieal are ancestor worshippers paying homage to their predecessors on the high days of the year.

Major Towns: The city of Emmanel is the second largest city of Janieal. The military garrison of the Watchtowers forms the smallest city. The other major city in the realm of Janiel is the forge city of Mirdana, just north of the Watchtowers guarding the pass to Ramsel.

Provinces: The realm is divided almost equally into twelve duchies, assigned in trust for the people of Janiel, to the nobility. The duchies are redrawn with every new monarch, so the exact layout shifts constantly. Enemies/Allies: Janieal is the natural rival to Desnian ambition, and while the two realms respect each other and share a common bloodline and common nobility (through intermarriage), Janieal’s different philosophical and intellectual tradition often puts it at odds with Desnia. Still, along with Aneirin and Desnia, the people of Janiel keep watch over the Devastation and the Schirae. The lords of Janiel are on good terms with the Gryphons of all the eyries of Cyradon and the Rhona people.

Major Products: The Arali of Janieal are the finest armorers in the world. Their weapons and armor are sold to Aneirin, Desnia, Penlasse, Llyrius and Ciastan. Ciastan, in turn, sells them to both Cairnus and the five city-states of the Nagaral. The lowland plains west of Emmanel produce rich crops such as wheat. The Arali also raise sheep and kine in the pasturelands further south. Janieal fishermen feed themselves and their towns with year round catches. Janieal has been attempting to become self sufficient since the years following the Devastation.

If Desnia is the realm that dominates the lives of the Elves and represents the Arali's crown of power, Janieal represents the heart of the Arali kindred. Janieal was the first place the Arali anchored when they arrived in Cyradon and it is the oldest of the elvish realms. When the Shivans grew rich and powerful, Janieal endured, quietly, slowly and thoughtfully building a large, wealthy and calm realm, one without any of the will to power of the Desnians and none of the blatant consumption of the Shivans. Janieal is said to be the moderate voice of the Arali, a realm and a people who place noblesse oblige and the pursuit of knowledge and wisdom far above the hollow accomplishments of their fellows.

Janieal is the greatest of the cities, carved from the white marble of the southerly reaches of the Sunrise Mountains. Janieal is said to be the oldest of all the Arali cities, and home to the Hall of the Elders, the greatest royal court. It is a hotbed of intrigue, both mercantile and political. Janieal and its subject city of Emmanel control the largest Arali kingdom (referred to as the Realm of Janieal, if it is spoken about at all), maintaining the watchtowers guarding the passes through the mountains from the Devastation and maintaining the old highways. In the centuries before the Devastation, Janieal entered into a disastrous alliance with Desnia. Janieal's authority and reputation was used to further Desnia's political aims. The people of Janieal still blame the Devastation on Desnian ambitions and tinkering.

When the Shivans were carving out a vast empire to the west and building vast cities and temples, the Arali of Janieal built the twin cities of Emmanel and Janieal. Though carved from the earth like other elvish cities, the sister cities appear to have grown from the land that somehow rock and rain and the movements of the earth conspired to build a city, a place where no mortal or immortal hands have touched. So while the Shivans gave way to the power of Desnia and both the Desnians and the Shivans fell from grace during the Devastation, Janieal survived, almost untouched. While Janieal has a large and effective army, it is one dedicated to defense. Janieal has a powerful inshore navy, but they do not attempt to extend their influence beyond their borders. This lack of meddling has given Janieal a great deal of respect and indeed, influence, over their neighbors. Still, the politics and intrigues of the Daybreak Country flow around Janieal. It has had occasion to attempt to counterbalance Desnia's power (seeing Desnia as being powerful, but somewhat foolish). These external politics dominate Janieal's internal politics: various factions demand closer relations with Desnia (or more distant relations); others see Janieal's position vis-à-vis the realm of Aneirin as weakening Janieal's society. Other political factions seem to stem from feuds and intrigues generated by the external politics, and thus the city of Janieal is a hotbed of political infighting. The House of Queens, the ruling household of the realm remains aloof from these conflicts, but the House of Queens needs advisors and ministers, and those advisors and ministers are not aloof.

EMMANEL

The city of Emmanel is Janieal's twin "in honor and prestige" set against the Aeris Mountains that guard the realm of Janieal from the sea winds. Emmanel is the poet's city, while Janieal is the Queen's city. It stands at the eastern end of the Southern Highway and in ancient times its position made it rich from transporting goods back and forth across the Bay of the Moon to Janieal. Although the caravans no longer come, and the academies of poetry and tragedy no longer throng with students, the city remains rich.

The focus of the city is the Tower of the Daystar, a long elegant white spire that soars up from the mountainside up past the gaps in the peaks behind. It stands at 900 feet tall, and from there one can look through the gaps on the Aeris peaks and look outwards the sea and the rising sun. Atop the tower sits a huge crystal which catches the first rays of the sun and reflects them in all directions. This beacon can be seen for many miles in all directions. It is rumored that on a cloudless day, you can see the light of the Daystar beacon from Janieal.

Emmanel is still a major population center, with about a fifth of the realm's population dwelling here. The city has a rather different atmosphere than any of the other Arali cities. It feels cosmopolitan, restful and safe. Here, if nowhere else, the Elven love of living and lust for pleasure and comfort has found a natural home. Strangers come and go, traveling from all across the Daybreak Country and the Isles to sample the fine wines and other delights of the Poet's City.

DESNIA

Ruler: Prince Absalan is the monarchial ruler and the Royal Council is elected by the aristocracy.

Capital: The Haven of Desnia.

Population: 600,000

Races: Desnian Arali (98%), Rhona (1%), Gryphons (1%).

Government: Militaristic oligarchy.

Religion: A heavily ritualistic religion of ancestral worship. Some observers have noted that the ritual is more important than the actual worship.

Major Towns: There are no other major Arali towns – the other communities live in scattered villages and armed garrisons. The ancient Tysteres Eyrie of the Gryphons, where the lord of the Gryphons dwells sits in the mountains looking down on the Haven of Desnia.

Provinces: The various noble families of Desnia have carved up the island into packages of territory, and they all sponsor military garrisons and training areas “for the good of the nation.” This means the island is divided into roughly twenty four small “counties” which have no official significance, but plenty of de-facto power.

Enemies/Allies: Desnia is Cyradon’s hyper-power. Its small sizes belie its huge influence. The Desnians like to imagine themselves alone against the world. The realm is not threatened by any neighbors, but it is the cause of a lot of resentment amongst the other races and elvish peoples

Major Product: Desnia is a major consumer of goods. Even now, when trade is sparse, Desnia imports much of what it needs. The only areas in which Desnia specializes are in the construction of warships, the training of soldiers, and the breeding of horses. Desnian horses are the only horses upon Cyradon, and Desnia holds a near monopoly on them. Desnia is also the only source of pearls in Cyradon. These gems are highly prized and sought after Desnia is a mighty island kingdom located on the easternmost of the isles. It grew over the years, into a powerful Arali kingdom that dominated the affairs of much of Cyradon. Desnia was not an empire, rather a “hyper power” economically, militarily and influentially superior to all its rivals. Desnia was at its height before the Devastation and the Arali of Desnia remain arrogant and retain much of their innate sense of superiority. They have a powerful military and vast navy, but their society continues to fracture. Many Desnian maps still record the continent being named “Desnia.”

Desnian culture is deeply conservative. That conservatism works against it, and Desnia has become increasingly alienated from its neighbors. Desnia remains the pre-eminent power, with finances, a military and a spirit that makes it impossible to ignore. Desnian warriors ensure the Schirae do not overwhelm the Daybreak Country, and Desnian fleets guard the coast. When the human magicians came to Desnia, the humans merely confirmed what the Elves had known all along: the Desnians were the most important of the elvish kindreds, and the natural leaders of the Arali. But as the Narsi discovered, strength, intelligence, and creativity is no substitute for wisdom.

As Desnia’s power and influence advanced, Desnia began to specialize. They abandoned farming, and started importing much of their food requirements. They turned pasturelands into vast training areas for their armies and their cavalry. They raised horses (though, obviously, not for slaughter) on the old farmland. The only area where Desnia was self-sufficient was in its fishing and pearl industries, but Desnian sailors did not man the Desnian trawlers. The ships were crewed with sailors from other nations, hired specifically for those tasks as the Desnians considered it beneath them. Desnia evolved a peculiarly aristocratic society where only warriors (and veteran warriors at that) were allowed a voice in society. This practice continues to this very day, so much so that Desnia has started to atrophy. It is not a nation or a realm. It is the world’s richest and most powerful aristocracy with an attendant army.

The city of Desnia is a squat grey, working city of straight, broad avenues and high defensive walls. The city exists to provide a home for the Desnian royalty and to service the needs of the vast Desnian navy. There are no galleries, no theatres, no temples, no parks and no monuments. The king is always referred to as a “Prince.” This is a diminutive term, ensuring that the king respects the authority of the powerful aristocratic Royal Council. It is also used because of the old Desnian conceit that one day a Desnian would become the High King of all the Elves of the world. Until that day comes, they say, the Desnian king remains a Prince.

Desnia has a new king. Prince Absalan has risen through the ranks of the army and taken his father’s throne after his father’s ship sank on a voyage to the northern isles. Absalan is young, and he bristles against the authority and conservatism of the royal council. Still, to many Elves, Desnia’s time is long past. The realm is too ossified, too top heavy and brittle to survive a serious crisis. Even Prince Absalan knows that his realm is under threat. He does not know where the threat will come from. The knowledge has made him reactionary and preemptive, as he tries to prevent every issue becoming a crisis.

Desnia is also home to the Gryphon’s Ancient Eyrie, the Eyrie of Tysteres, which sits far above the city of Desnia, unapproachable by any, and home to the High King of the Gryphons.

PENLASSE

Ruler: The Desnian Vice Admiral of the Fleet rules Penlasse in the name of Desnia. His writ does not extend far beyond the capital. Instead the individual communities elect leaders.

Capital: Palas

Population: 350,000

Races: Arali (66%), Rhona (21%), Gryphons (13%).

Government: Feudal system with lands and titles offered by the Desnian aristocracy in return for allegiance.

Religion: None.

Major Towns: The Haven of Windward, on the south eastern shore of the north isle, and the Eyrie of Miralyr in the Sinare Mountains on the southern island. Provinces: For administrative purposes, the realm is divided into two

provinces, the north and south isles. A Desnian noble on behalf of the Vice Admiral of the Fleet administrates each province.

Enemies/Allies: Penlasse has no real enemies, being shielded from all invaders by the sea. The Penlasseal people tolerate the Desnian overlord-ship, and generally ignore it. However it is possible that Penlasse could find itself fending off a Desnian invasion. Penlasse is famous for its warm climate, white sand beaches and crystal clear seas. The people of Penlasse are a mixed group of Arali from Desnia and Janieal, Rhona, and the Danae of Aneirin. The Gryphons of Penlasse also mingle with the other races quite freely. The majority of the inhabitants of Penlasse are those from the other nations who have tired of the many political games played between the nations. Penlasse is supposedly in alliance with Desnia, but its people remain clear of politics. Penlasse is home to many other Arali who wish to avoid the politics of the other city-states. The Arali of Penlasse will happily describe themselves as “elvish” or “Penlasseal” before calling themselves Desnian, Janieal or even Arali.

Penlasse is the northern-most of the Easterly Isles. Separated from the southern isle of Desnia by the Windward Straits, Penlasse was once part of a larger landmass that linked Desnia and Penlasse to Cyradon. Ancient cataclysms, the movement of the earth and undersea earthquakes broke the isles apart, and flooded the lands between. Penlasse is therefore very similar in appearance, flora and fauna, to Desnia. Penlasse is the overall name given to the two northern isles. Both isles are close together, with but a stretch of two miles separating them. The small strait was, in ages past, a deep lake. Eventually the sea broke in on either side and claimed the freshwater depths for its own, eroding away the thin line of hills on either side.

The northern isle is the richest, comprising of relatively flat, lowland terrain that is both fertile and easily farmed. The isle retains a great deal of its primeval tree cover and thus the soil is spared from the erosion caused by the constant whipping winds that sweep easterly from the permanent storms that surround the Stormhold, to the west.

The southern isle is home to the city of Palas, where the Penlasseal royal court meets. The city is more of a stronghold, a redoubt, than a city and its utility is almost purely defensive and administrative. Trade happens in the low lands, in temporary farmers' fairs and small towns. Palas sits on a honeycomb of supposedly Mablung carved tunnels that can provide refuge for every soul on the southern isle in times of crisis. The Deep Redoubt has never been used, as no invaders have ever truly landed upon their shores.

The southern isle, despite the presence of the royal court and throne city, is a poorer place, but also marked by a primal, wild, natural beauty. The high slopes of the Sinare Mountains are craggy and empty and almost heartbreakingly beautiful. The land is desolate and alien and untouched by mortal hands. Few Arali dwell here. In the intrigue-ridden maelstrom that is Arali politics, Penlasse is considered to be a tributary realm to Desnia. Desnia considers Penlasse to be a subsidiary ally and as such, ignores it. This suits the Penlasseal people. They consider the games of state and trade that rage between Janieal, Desnia and Aneirin to be both infantile and divisive. They have never been wronged by any of these powers, so why should they wish to take sides. Since Penlasse is considered to be firmly in Desnia's “camp,” Desnian diplomats and Janiel politicians don't bother attempting to inveigle Penlasse in their intrigues.

Penlasse does not keep a standing army, or a navy. It does have a well-equipped and well-manned coast guard, which exists to both rescue endangered mariners and to defend against seaborne assault. Inland, a small number of military orders help guard the realm.

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AN-MAINYA & MAINYA

An-Mainya is a Gryphon term for royalty. It most often refers to the princes of the royal line of Gryphons who rule the various eyries and who report to the Mainya, or king, of the Gryphons.

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ARIMISPIA

Ruler: The Island is administered by the An-Mainya of the Gryphons, from the ancient Eyrie of Tysteres on Desnia.

Capital: The largest eyrie is Gemar on the southern sweep of the island.

Population: 18,000

Races: Gryphons (100%). No others are known to live here.

Government: The Island is a protectorate of the An-Mainya of the Gryphons. The An-Mainyas of the two Eyries owe fealty to the Mainya of the ancient Desnian Eyrie of Tysteres.

Religion: The Island's Gryphons are animists.

Major Towns: Piremor is the other major Eyrie, on the north sweep of the island.

Provinces: For administrative reasons, the island is divided into two provinces, known as the protectorate of Gemar (south) and the protectorate of Piremor (north)

Enemies/Allies: The Island is a safe have for the Gryphons. The southernmost of the eastern isles, Arimispia is closed to the Elves. A few small fishermen's havens are allowed, and the occasional elvish mystic seeking solitude for

contemplation is sometimes tolerated. But this land belongs to the Gryphons, and the Gryphons will not accept any challenge here.

The isle of Arimispia is in actuality almost two smaller isles. It is formed of two larger landmasses linked by a long peninsula. The waters around the peninsula is very shallow, and at low tide a traveler can walk out across the bay on foot and look on the sunken fields and forests, lost under the water. The isle is similar to the other isles; it is mountainous wild and unkempt and prone to extremes of temperature found nowhere else on Cyradon. The isle is pristine, primeval and wild. Wild herds of deer, boars and bison roam the pasturelands on the west, leeward, side of the isle. The circle of life is well balanced: the herds are regulated to prevent them overgrazing, or over breeding. The Gryphons only hunt the food they need. Other predators, including wolves, are left alone to hunt naturally.

The western part of the isle is a plain, broken only by low granite hills, and small forests. The prevailing wind is from the east, so the mountains shelter the western lands from the worst of the weather. The eastern side is also a plain, but it is far rockier and more broken. Gales howl constantly out of the ocean and blast against the rocky shore. The land here is heavily forested, with oak and beech in the lowlands, and pines further inland on the mountainsides. The wind is so strong that the shoreline is covered in crippled, stunted oaks, no more than a dozen feet high, at most, which form an almost impenetrable maze of branches and brambles.

Curiously, though the isle is the ancestral home of the royal Arimispian line of the Gryphons, the Tysteres Eyrie, the Gryphon High King's throne eyrie is not on this isle: it is on Desnia. But to the Gryphons, Desnia and Arimispia are but one territory, ruled by the High King. Gryphons wishing to approach their high king must make the long and arduous journey across the straits and request an audience. Though the Arimispians are more likely to indulge in pomp and ceremony than any other tribe, the mere fact that a Gryphon would take the trouble to brave the winds of the straits is enough to make the High King grant an audience. Behind the formality, Gryphon egalitarianism remains intact.

The isle is home to the Gryphon Eyrie of Piremor, a smaller town than the Ancient Eyrie, but still impressive. The Eyrie overlooks the sheltered western forest, and is home to the White wings, the sea eagle featured Gryphons who hunt and fish in the wild seas of the ocean. Further south, on the southernmost shore (said to be the southernmost place in Cyradon) lays the eyrie of Gemar (the Gryphons call much of the southern landmass of Arimispia Gemar). Gemar is the place where the Gryphon farmers and vintners make much of the wine, juice and produce which the Gryphons of the other eyries consume (and indeed, trade with elvish realms such as Desnia and Janieal). The eyrie sits in a sheltered river valley, a few miles from the southern shore. In the valley, the Gryphons grow vines for their wines and trees for their apples. Further inland, to the northeast, the Gryphons maintain vast fields under cultivation.

THE SOUTHLANDS

South of the Devastation lies the swampy delta of the River Tanolain, whose tributaries rise in the Mountains of Evening and flow down to the southern ocean. Most of these waters pass through the Devastation and are cursed by it. Drinking the seemingly living and fresh water of the Tanolain south of the Devastation can cause sickness and sometimes death. Even worse, the drinker becomes tainted by the Devastation, although this is a long and slow process. The river seems to glow a sickly green at night, and while it still brings life to the estuary lands, the life is twisted and sickened by the curse. The lands are warm, tropical and vibrant. Birds not seen in millennia nest in the trees and strange, almost extinct animals make their homes in the rainforests and the deep valleys. No Schirae dares enter these lands, because a strange power protects it. These lands are understood to begin, in the east, on the boundaries of the Danae's forest kingdom, and in the west, in the foothills of the Mountains of Evening. The land is technically all rainforest, with tropical hardwoods to be found almost everywhere.

In topographical terms, the southlands are relatively flat, its wide vistas only broken by the occasional range of low, rolling hills and clumps of rainforest. The lowland plains sit on top of a layer of sedimentary rock, broken only by limestone veins. The limestone reaches have better drainage, but more treacherous traveling. Under the limestone lay pothole caves and underground rivers that eat away at the ground – and sometimes the ground gives way. In general though, the land above these limestone veins is rich and fertile, and though no one tends it, beautiful flowers and plants spring from the earth. The only exception is the slightly taller range of hills, the fifteen sisters, which rise on the western side of the Tanolain River. These hills are born of limestone too, but their earthen crown has long ago been blown away by the wind, leaving bare scarred rock frowning down over the land.

SELANT

Ruler: Lord Jarlon currently holds the position of Speaker, and thus heads the council.

Capital: Selant

Population: 15,000

Races: Arali (96%), Aoifar (1%), Danae (3%).

Government: A council of Princelings rules this city. Every 10 years, they elect a new Speaker, who acts as the leader of the council.

Religion: None

Major Towns: Jalapur and Taravant (both uninhabited)

Provinces: None.

Enemies/Allies: The Princelings consider the Aoifar to be their allies, especially as the Aoifar continue to guard the southern border of the Madiarian Forest, keeping incursions of Nagah down to almost nil. The Schirae are only an occasional problem, rarely venturing into the southlands, but when they do, the Princelings are quick to cut them down.

Hidden somewhere deep within the swampy delta of the River Tanolain, Selant has escaped the notice of the other Arali for over 5 centuries and that is the way that the Princelings want it. Selant was originally founded by a faction of Arali who wanted to scour the Devastation and to recover what magics that they could from the ruins, believing that the key to restoring the land to health lay within the magics that originally destroyed it.. The other

Arali did not want to allow this, so they loaded up ships and left. The other Arali thought that they had left Cyradon for good, but they were wrong. The renegades returned and began setting up their own stronghold.

Over the centuries, the Princelings have been very cautious to avoid the notice of the Arali and the Gryphons. Living in the Tanolain Delta as they do, the Princelings are no longer as altruistic as they once were. Over time, the foul waters flowing down the Tanolain have affected them as well as the land in which they live, and now the Princelings are all subtly mad. Their skin has taken on a grayish green cast, and a number of the Princelings have manifested very weak versions of the abilities gained by the Devastation Aberrations.

It is unknown how much of the Narsi magics have been recovered from among the ruins over the centuries, but it is certain that they continue their search. The Princelings see the arrival of the refugees in Belynar as a great opportunity to be able to delve into the secrets that have long been buried and unavailable to them within. They are even now preparing agents to send northwards in the hopes of gaining even more of the lost magics.

TARAVANT

This city straddles the Tanolain River about half way between the Camal Sea and the confluence of rivers where Jalapur is located. Taravant was once one of the only two cities built by the Shivan Elves living in the central highlands. It was also the seat of many of the Shivan mages that participated in the coliseum games of the Narsi in Belynar. It eventually became a center for many of the experiments used to create the contestants within those games. Being further away from the epicenter of the Devastation, the mages of Taravant tried to mount a defense against the powerful energies sweeping across the country from Belynar. While this protection saved many of the buildings from outright destruction, the people were not so lucky. Within hours of the mystical wave, the people of Taravant began mutating and changing. Most died outright as their bodies could not handle the changes being wrought. They were the luckier ones. Those that did survive became Aberrations, monsters never before seen in Cyradon. The city was abandoned as the newly created creatures, forgetful of who and what they once were, wandered into the wastelands in search of food and slaughter.

The city has become a deadly place, especially after nightfall. Twisted creations of the Shivan and Narsi mages of old stir from their slumber and emerge from their hiding places to hunt. Horrid things drift in out of the Devastation, seeking warm blood or flesh to eat.

JALAPUR

Jalapur stands on the confluence of three rivers. It was, in its time, the mightiest city in Cyradon. Its time has long passed. To its north lays the edge of the Devastation. To its

south, the wetlands of the Estuaries rise up, their murky waters claiming some of the outlying streets. High walls surround the city, two yards thick. Old legend has it that the wrath of a dead god split a mountain into eight pieces and the Tanolain River diverted its course through the shattered mountain. The river passes high escarpments, which frown down on those passing through the city. The city is built within the river valley created by this shattered mountain. Sheer cliffs line the north-eastern side of the valley, and it is there that Jalapur was originally built. It then spread south, and across the river to the west and eventually filled the whole of the valley. Jalapur was spared direct destruction by the mystical energies of the Devastation, but that only prolonged its demise. The tainted waters of the Tanolain is what brought about the doom of the inhabitants. Within but a few months, those who had not fled east to the Daybreak Country, there to eventually die, were dead or mutated much like those from Taravant, only at a much slower pace. However, the result was the same in the end. Many Shivan Arali were either dead or transformed into monsters, drawn into the Devastation for some unknown reason.

ANEIRIN

Ruler: Lord Fergheal of Aneirin, High Chancellor.

Capital: the port of Aneirin

Population: 350,000

Races: Danae (45%), Arali (5%), Rhona (48%), Gryphon (2%).

Government: Aneirin is ruled by a Council of Elders. Each village selects council members every ten years, with different villages selecting their Councilors in different years. The Council then selects one of its own members, in a five-year cycle, to be the High Chancellor, the speaker of the council and the ruler of Aneirin.

Religion: The Danae of Aneirin follow the Rhona in their rituals praising the powers of nature.

Major Towns: The other major town in the realm is the Gryphon Eyrie of Orius. Most Danae and Rhona communities are small villages amidst the forest.

Provinces: Aneirin has no provinces, though each of the small villages claims protectorates of the Idrisil forest around them.

Enemies/Allies: The realm is pressed between the magical terrors of the southlands on their western frontier and the ravages of the Devastation on their northern frontier.

Major Products: The people of Aneirin are excellent carpenters. They also provide a lot of the seasonal manpower required in Janieal and Desnia. Aneirin wines, made in the highlands, also command decent prices.

Aneirin, in the south, is the home of the Rhona Gnomes and the Danae Elves. The few Arali who dwell here are said to be “wild” and “barbaric.” Aneirin has none of the grandeur and pride of the northern cities. It is more of a territory than a city-state. At its heart is an old town carved into the rocks of a natural southern harbor. But most of the city, if such it could be called, exists built into the World Trees, giant oaks of the forest that surround the town. The Rhona have built their communities and homes in the branches of these trees and in the caves below. The forests of Aneirin are home to several small Rhona towns and villages.

Aneirin is also home to the Danae, the elvish kindred of merchants and craftsmen and mariners. Ships from Aneirin ply the coastal waters of the Daybreak countries. Aneirin’s council of ministers refuses allegiance to either Janieal or Desnia. Part of the old highway cuts through Aneirin’s forests, but it is poorly maintained. The highway leads north to the ruined city of Ramsel, in the Devastation.

The Danae Elves are the most rustic of the Elves of Cyradon. They are of the same stock as the Sithi Elves from Anias, having traveled to Cyradon with the Arali centuries ago. At some point after their arrival, the Danae decided to move to Aneirin, with the blessings of the Rhona who share a similar outlook on life. Aneirin is home to the ancient World Trees, the Idrisil, cared for and watched over by the Rhona.

The trees, the size of a small mountain, are planted in a ring around the three main Aneirin cities, and others are planted along the border with Janiel and the border on the estuaries to the west. Guarded by the mountains to the north, the sea to the south, and the Idrisil to either side, Aneirin is a closed, safe realm, where the Danae are free to govern their own affairs.

Though it is closed, and though it is somewhat safe, the Danae constantly struggle to defend it. The southwest spurs of the Mountains of Morning, known to the Danae as the Sentries, are riddled with wide and hard to defend passes. Schirae raids, while not common, do occur, along with attacks by stranger creatures from the Devastation. To combat these infrequent intrusions, the Rhona and the Danae mount patrols made up by volunteers from the young of both races.

Along the southern edge of the mountains are a string of forts that house the troops that handle the patrols along with a number of villages who exist to support the forts. These troops also work to protect the fledgling Idrisil that have been planted around the passes. It takes thousands of years for a Idrisil to reach full height, thus it will still be centuries more before the passes can be closed against these intrusions.

DANAE

The Danae of Cyradon are of the same racial stock as the Sithi Elves from Anias. Any player wishing to play a Danae may use the racial information of the Sithi, and the Cultural information of the Rhona for such a character.

THE NORTH

The northern sea is wide and wild, and only the mariners of Qumar dare to brave its huge waves and gusting winds. Some say the sea’s elemental anger is a result of the Veil placed by the Elves in ages past. The people of Qumar have little practical reason to brave the North Cape, in any weather, and most assume that there is nothing out there.

LLYRIUS

Ruler: Anclimir, Lord of Llyrius

Capital: Llyrius

Population: 260,000

Races: Arali (95%), Nagazi (3%), Rhona (1%), Gryphon (1%).

Government: Llyrius operates under a feudal system, with the various Elven inhabitants offering tribute and allegiance to the Lord at Llyrius in return for protection.

Religion: A heavily ritualistic religion of ancestral worship. Some observers have noted that the ritual is more important than the actual worship.

Major Towns: The only other major town in Llyrius since the destruction of Mellianour is Neras.

Provinces: The realm is divided into a dozen small protectorates, centered on fortified villages along the coast.

Enemies/Allies: The Schirae constantly besieges the realm of Llyrius. Someone is always fighting somewhere. The realm has a strong trading alliance with Ciastan across the bay.

Major Products: Llyrius is home to excellent craftsmen who trade with Ciastan, Janieal and Desnia. Llyrius also produces crops such as rice and peppers. A little over 200 years ago, a young Desnian ship captain was patrolling the waters around island of Cairnus and was blown off course by a sudden squall. Captain Anclamir was blown past the small island that marks the entrance to the Bay of Evening. Having taken damage to his ship, he looked for a place to anchor and make repairs. He was very surprised to suddenly find other ships approaching his.

Aided by the friendly Nagazi, the captain was soon able to make sail back to his duties and then to home a year later. Upon reaching home, Captain Anclamir petitioned for and received permission to start his own colony on the eastern side of the Bay of Evening. He then recruited a number of Arali to be colonists and within a few short years, Llyrius became a major port city trading with the Nagazi to the west.

As time passed, Lord Anclamir reclaimed the abandoned Shivan city of Neras to the south, and built Mellianour further along the coast to the east to act as a way station for ships traveling within the often storm tossed sea between the northern islands and the Cyradon coast.

Llyrius is the “capital” of the realm. It is a small, grey, rain swept town, huddled behind the high walls that guard the landward approached to the city. South of the walls, low hills rise, bald and treeless, where scant grass grows. Between the walls and the hills, the Elves have planted gardens and small farms, to grow produce for the town. A second layer of fortifications exists beyond the fields, defending the farmers from Schirae incursions. Resistance to such incursions is so fierce and organized that the Schirae rarely try.

Inside the city, the streets all run in twisted curves down the hill from the walls to the port. Visitors might wonder at this, but the reason is simple: the curves deflect the sea breezes and the constant rain from the sea, meaning that someone can cross the street and go about their business without being soaked. Still, the odd layout adds to a feeling of claustrophobia, one hardly lifted by looking out at the grey, surging, sea. There is a square, functional fortification in the centre of the city, which serves as the palace and the main garrison. Its battlements command a broad view of the harbor and the sea beyond, and out towards the hills.

Below the town, the Elves have constructed a deep harbor defended by huge sea walls. The sea walls have a dual purpose. They blunt the tide and shelter the ships behind them; they are also defensible. If someone was to attack the town from the sea, the defenders could bring archers and siege engines to bear against them. At the far end of the harbor, jutting out into the sea, a huge lighthouse stands, where a beacon flame is lit every night.

MELLIANOUR

Mellianour was once a way station and trading post along the bay, where Desnians ships could shelter, and take on supplies after their long voyage around the Northern Cape. It was linked by road to the larger cities of Llyrius and Neras. Mellianour sits upon the seacoast and is battered by the same foul weather as the rest of the northern coast as it rolls down off the Qumar peninsula.

Mellianour was a thriving city until approximately 130 years ago. In the course of a single night, the largest force of Schirae ever assembled attacked and thoroughly destroyed the city and then disappeared without a trace. It was over a week before the destruction was discovered, as that was the next time a ship sailed into the Mellianour harbor. All that they found was ruins, and many dead bodies. It was the dead Schirae that told them who had attacked and destroyed the city. All of the city’s ships were missing and no trace of them has ever been found in the years since.

Lord Anclamir has tried several times to rebuild Mellianour, but each attempt has failed as those sent would flee in terror, claiming that the city was now haunted, filled with ghosts and demons. After a century, Anclamir has nearly given up hope of ever restoring the city. He has even put out up a reward for those who can once again make the city safe to be inhabited.

NERAS

Neras was, once upon a time, a Shivan Elven city before the Devastation. Neras was situated between the Marisant and Meriona Rivers and above the swampy estuary as they reached the Bay of Evening. Neras was a farming community and provided many types of crops, rice from the paddies along the edges of the swamps, and grains and other crops from the highlands above the city. Unfortunately, Neras had the same problems as Jalapur did, only because of the Marisant being seasonal, it took much longer for the effects to be felt, but by that time, it was far too late.

Neras remained uninhabited for close to 300 years, until Lord Anclamir decided it was time to retake and rebuild the city, expanding his small, but sturdy realm. Anclamir had the city rebuilt and repopulated, and fortified with a large wall, sparing no expense to provide protection for the city from the Schirae in the mountains. Anclamir also learned from the city’s previous history, and made sure that nobody used the tainted water from the Marisant at any time, having all the water needs of the city being supplied from the Meriona River, from well above where it joined with the Marisant. Neras is well fortified by its stout wall and also by the standing army quartered within the city. Although they suffer frequent raids, the Schirae have never invaded Neras.

CIASTAN

Ruler: Aboyk, High Regent

Capital: Ciastan

Population: 1,000,000

Races: Nagazi (92%), Nagaral (3%), Arali (3%), Rhona (2%).

Government: The Regency Council. This Regency Council is made up of nobles, officials, mages, and representatives of every major school, academy, college and university within their nation.

Religion: The Nagazi worship the 7 Sages. Quasi-mystical beings that are rumored to have led the Nagazi to Evefalim and taught them to read and understand the ancient Mithran texts found there and brought them to true civilization.

Major Towns: The only other major town is Evefalim.

Provinces: The realm is too small to be divided into provinces.

Enemies/Allies: The realm of Ciastan has trade agreements with Llyrius to the east, with Cairnus to the north, and with the Five Cities to the west. They act as a hub of commerce for the entire northern region. The only enemies that the Nagazi have are the Nagah from the Madiarian Forest to the southwest, who occasionally make raids across the mountains into Nagazi territory. The Schirae attack the Nagazi very infrequently, but it does happen occasionally.

Major Products: Ciastan trades raw materials such as iron and wood to Llyrius and precious stones and granite to the Five Cities. The lands around Ciastan offer excellent grazing land, so meat and wool products contribute greatly to the Ciastan economy.

Centuries ago an offshoot of the Nagah race, known as the Nagazi discovered the ancient city of Evefalim within the Mountains of Evening. There the 7 Sages, who are now revered as gods among the Nagazi, visited them. From ancient texts found within the Mithran ruins, the Sages gave the Nagazi their first true civilization, complete with arts, crafts, magic and lore. As the Nagazi developed, education became an important part of both their lives and their culture and they developed a form of government based upon that, the Regency Council, comprised of representatives from every major craft and learning institution.

Seeking the perfect site for their capital, the Nagazi settled upon Ciastan, and there built the greatest city of their fledgling nation. Evefalim had also continued to thrive as the Nagazi restored it, but it was a holy city to them, a great center of learning, and not to be sullied with politics.

Since settling on the eastern side of the Mountains of Evening, the Nagazi had kept contact with The Five Cities around the Bay of Malan. When the Nagazi encountered Lord Anclimir's damage ship, they quickly realized that they were in an exceptional position, able to bring prestige to their people by becoming a center for trade between the Nagaral and the Elves. And as time progressed, this realization came true. Even more so when Cairnus closed their ports to all Arali ships, allowing only the Nagazi to trade with them. The city of Ciastan is a beautiful place. The Nagazi believe in functionality first, and then beauty, however they do combine the two whenever possible and proper planning allows them to incorporate both.

THE FIVE CITIES

Ruler: Overlord Nadai of Zhur-Tarbok, First Amongst Equals.

Capital: Zhur-Tarbok

Population: 600,000

Races: Nagaral (100%).

Government: An Overlord rules each of the Five Cities, and together they form a council to oversee the relations between each of the autonomous City-States.

Religion: The Nagaral of the Five Cities build temples to their ancestral gods. Even though worship of the Black Dragon is forbidden within the Five Cities, there is a portion of the population who worship it in secret.

Major Towns: There are no villages or smaller towns within the rule of the Five Cities, only the cities themselves. In order of age they are Zhur-Tarbok, the oldest, then Zhur-Ghark, Zhur-Zevoral, Zhur-Rakon, and finally the youngest of the cities, Zhur-Kreelak.

Provinces: Each city is nominally independent. Each city claims lands around the city as their own. Most people live in the shadows of the cities.

Enemies/Allies: The Five Cities, especially the southern ones, are often the frequent target of attacks by Nagah raiders from the south. Recently, even Zhur-Kreelak has been attacked, but this attack came by sea and was made by creatures never before seen by the Nagaral.

Major Products: The Nagaral of the Five Cities are shipbuilders, craftsmen and farmers. They are keen woodsmen, and they export timber to Ciastan and sometimes directly to Llyrius. The staple diet is fish from the northern sea, supplemented with fruits and rice from the small farms surrounding the cities.

The Five Cities are five small Nagaral city-states built around the Bay of Malan. They are all port cities, high walled fortifications watching the south. The Nagaral are more warlike and combative than their kin to the east, and it is not unusual to see them carrying weapons at all times. The Nagaral are suspicious of strangers and overtly hostile to all they meet. However, they also have an extremely strong code of honor, and will not hurt or attack those who have done them no wrong.

Each city is ruled exclusively and entirely by its Overlord. Once, long ago, the Overlord was selected through trial by combat, to ensure that they had the strongest and most capable leader to protect the clans. However, since settling on the coast, this custom has slowly died away and a new Overlord is selected more by political combat and maneuvering of the Underlords than physical combat, although assassination is sometimes an option. The Underlords are much like nobles in other nations, leaders of the great clans among the Nagaral, and there is always a dizzying array of shifting allegiances, guilds and power bases among the Underlords as they jockey to make themselves or their clan the next in line to be elected Overlord upon the death of the current Overlord. The great clans command allegiance, but merchant clans can buy it. Guilds are respected, but the war leaders of the hunter-armies command far more power. When the leaders meet, courtiers must untangle the twisted web of influence and power to work out who is the most senior in the room. Such is the way it always has been for the Nagaral. However, when an external enemy or crisis threatens, the leaders instinctively know whom to turn to.

The most senior figure amongst the Nagaral is currently the Overlord Nadai of Zhur-Tarbok. The cities are marvels of architecture and design. They are filled with elegant carvings and stonework that almost rivals that of the Dwarves. The Nagaral are master artisans, and Nagaral notables are great patrons of the crafts. Though the primary function of Nagaral society is to remain free of enslavement, they do not want to live like beggars either. The cities are colorful places of sandstone roofs, marble paved streets and painted buildings. The cities are kept in excellent repair and they are more vibrant and alive than anything else in the north.

In recent times, Nagaral ships have gone missing, and Nagaral patrols to the south and west have vanished. The leaders have not decided what actions to take: do they ask for help from the Nagazi and the Arali? Do they prepare for war? Do they send agents abroad to discover the truth? Perhaps the Five Cities could hire human adventurers to help them...

CAIRNUS

The Cairnus is green, forested and fertile; it is two hundred miles long, and fifty miles deep. Hilly in the central interior, it is covered by dense deciduous forests. Only around the coastline have significant clearings occurred. These clearings were made to create farms, or the sites of fishing villages. The farms and villages are connected by well maintained forest roads, which wind through the woods, and all connect to the city of Cairnus. The weather is mild, and rainy, in summer. In winter, the winds change and bring constant squalls of sleet and rime from the north.

Cairnus was originally settled by Desnian Arali, and was traditionally a semi-independent state under the protection of Desnia. The Arali of Cairnus were among the most avid collectors of exotic monster specimens. Unlike the mainland Desnians, however, they did not abandon their hobby after the Devastation. This monstrous preoccupation strained relations between Cairnus and Desnia and contacts between the two states continued on a diminished scale.

For the most part, Cairnus remained a quiet, tranquil place, trading first with Desnia, and then with Llyrius and even Ciastan. Then everything changed. Mellianour was utterly destroyed, and the Schirae that destroyed the city did not melt back into the mountains as the Elves in Llyrius thought. Instead, they took the ships that lay at anchor and sailed across to Cairnus, stopping in a hidden cove. In this cove, a large number of Schirae disembarked and stole quietly onto the island. The stolen ships and their captive crews then set sail once again and have not been heard from since.

The Schirae that remained on Cairnus moved quietly and with stealth, slowly capturing each Desnian lord and his household. Within a few short years, the Schirae had total control over the island, though few knew it. Once control had been gained, one of the first things they did was to have the Desnian lords of Cairnus cut off all contact with Desnia, and to not allow any elven ship to enter its port. Realizing that they still needed to trade for some goods, the Schirae did allow the Desnian lords to continue trading with the Nagazi, so long as no Elves were aboard their ships.

It took several years to fully accomplish, but the Schirae finally got the isolation that they craved. It was then time to embark upon their real plan, to use the Elves living upon Cairnus to complete the transformations started by the Narsi. Using a foul ritual, the Schirae use the blood of elven sacrifices to form a cocoon in which they can complete their transformations.

This is a long slow process, requiring frequent sacrifices, so only a few dozen Schirae have been through the ritual so far.

Upon completion of the ritual, the newly transformed Schirae emerges from the cocoon. The Quendilone, an ancient word meaning "reborn", as they call themselves emerge with fully functional wings, their skin a deep blood red in color, with wicked looking talons in place of fingernails and a shock of stark white hair crowning their heads.

To top it off, the Quendilone appear to have a lifespan much longer than the Elves from which they feed. One of the side effects of the process seems to be that the Quendilone crave fresh blood for sustenance.

While knowledge of the Schirae and the Quendilone is not generally known on Cairnus, the populace is beginning to suspect something is seriously wrong. Far too many young Elves have gone into the manor houses and the strange temple that the Desnian lords built, never to return.

ANDALASA

Andalasa is about 150 miles wide and 220 miles long. It is largely a flat, rocky plain open to the sea. Small oak trees, unable to grow higher than a few feet because of the speed of the wind, cover the shoreline. Gorse, heather and brambles cover most of the shoreline. Further inland, protected from the wind by low stonewalls, a chain of hills up to 800 feet high breaks the island. Beyond the hills, the land flattens out again. At the north end of the island, the old fortress of Sarawan, a slate grey Desnian fortress surrounding a tall beacon tower, looks out into the empty grey sea. It is home to large flocks of sheep, a few hardy shepherds, and myriads of sea birds.

THE MOUNTAINS OF THE MOON

The western outcrop of peaks in the Mountains of Morning range, are referred to as the Mountains of the Moon. The arc of mountainous terrain is about 200 miles in length. The valley below is sheltered from the storms, and was saved from the Devastation by the shelter of the Mountains of Morning.

The peaks are smaller than their cousins to the east, and lower. Many are below the snow line. The small range gives way to hills and those hills progress down towards the sea, getting smaller as they go.

THE CITY OF BLACKFLAME

Deep in a valley, about ten miles from the where the Mountains of Morning and the Mountains of the Moon meet, a bare, bald, unremarkable hill, if searched, a canny explorer might find a gate heavily camouflaged by peat and grasses. Inside the gate is a long tunnel, heading south.

Beyond this tunnel, a ten-mile walk in the pitch dark lays another gate. On the gate, in several languages, including that of the Mablungen, the Gryphons and the Cyrads, it reads: this gate has been sealed, by the order of Thane Manion of Everfrost. Above the message is an old, old carving, in the language of the Mablungen. It reads: Welcome to the Flame in the Dark.

This is Blackflame (as it came to be called) was the first, and the last dwarven colony in Cyradon. Blackflame outlasted its subsidiary colonies. The Dwarves abandoned it two thousand years ago, when the veins of magical metals and minerals ran out. If one can get past the heavy gates, six levels of the city are open to be explored. The city is empty, awaiting the return of the Dwarves. Blackflame is empty, but not stripped. It is filled with mining and forging equipment, and other tools, carefully preserved, for the day when the mining work can begin.

THE CITY-STATE KINGDOM OF QUMAR

Ruler: The Council of the Sen-Serai.

Capital: The Stormhold of Qumar

Population: 300,000

Races: Arali Elves (99%), Other (Less than 1% - some Rhona and the occasional Gryphon visitor).

Government: Largely anarchic; the Sen-Serai council makes decisions in times of Crisis.

Religion: None, though the Sen-Serai lead ceremonies of remembrance.

Major Towns: The Stormhold of Qumar, Ciranos (southwest of the Stormhold).

Provinces: The land is not divided into provinces, though the major towns are considered administrative centers.

Enemies/Allies: Qumar is largely neutral: the Sen-Serai have free passage in all the lands of the East. The realm is under constant though manageable assault from the Schirae of the Whispered Hills. **Major Products:** Qumar is self sufficient for most goods. Qumari fish are considered a luxury in Desnia and Janieal and command high prices there. The Qumari also make excellent ships, and the realm does a (now much reduced) trade in shipbuilding and repairs.

The city of Qumar is carved into the rock of the northernmost peak of the Sunrise Mountains. Legends say that this was once a mountain raised by the ancients to touch the very sky. The Sen-Serai, reclusive scholars and sorcerers, maintain an ancient temple high on that peak. At the centre of the temple complex is a beacon tower. The Sen-Serai ensures that the beacon burns at all times. Arali mariners called that beacon tower "Stormhold." It is a small city. Its people are mariners and fishermen.

To the southwest, the port town of Ciranos waits for ships rounding the cape. It is a place where ships and their crews can rest before continuing on across the storm-tossed inner sea or before attempting to round the cape itself if they are going the other direction. Ciranos is a dreary place, almost constantly under low grey clouds of the perpetual storms found around the peninsula.

The Sen-Serai themselves are all marked with distinctive silver hair and grey eyes. They are noted for their thoughtful ways and quiet demeanor. They are slow to anger; but it is also said that once offended, they are implacable foes.

The Sen-Serai are known almost everywhere in Cyradon, in their grey, hooded cloaks, their form fitting robes and leather armor. Their name comes from their nightly ritual of dancing on their highest towers, under the stars, as the sun sets in the west. It is said that all the benevolent spirits of the land dance with them and when the dawn comes, the spirits are empowered to bring light and life to the day. Their mystic's powers are feared, but those of a scholarly nature pay court to them, eager to study under such masters.

The Sen-Serai preside over the greatest libraries in the Daybreak Country. Amongst the Sen-Serai, the most revered are the teachers, the eight mystics whose wisdom is judged to be the greatest. The teachers are identified by their beautiful facial tattoos, studded with tiny blue crystals.

The Qumari have a simple military and social hierarchy. An honorary queen rules the land, stretching from the borders of Ischea, to the Stormhold. The queen is elected from the ranks of the female Elves every sixty years. Serving the queen are the aforementioned teachers. Below them are the guilds. The guilds are organizations of artisans. Below them are the Warders, the military force who keep the borders secure. The patrol guards the land, using harmless drugs and traps to snare and befuddle stray and uninvited guests or wild animals. Hostile invaders can expect a far deadlier reception.

Qumar is a barren, craggy realm, broken by thick and unexplored forests and a few scarce pasturelands. It is constantly battered by sea borne storms and only the hardiest plants and animals can survive here. In theory, the realm of Qumar claims the wide plains and forests between the Mountains of Morning and the Mountains of the Moon, as well as the Dwarf hold of Blackflame. But in truth, they have long abandoned those lands. Only in their two cities and the surrounding areas do they still live.

CYRADON ECONOMY

The Elves are long-lived beings, but they still need to eat, and they still demand luxuries. These needs fuel trade. However, since the Devastation, trade and communications have been kept to a minimum. Schirae raids are an infrequent but ever present threat. Desnian warships demand tolls for passing through their claimed waters. Few elvish leaders wish to be seen consorting with others; too much mistrust and suspicion has built up over the years. But trade does continue, just on a smaller scale. If the Daybreak Country were home to humans, this would result in widespread poverty and poor infrastructure. Not so amongst the Elves. They go about their business much as they have always done. Trade is more insular.

The Elves enjoy a wide diet – meat, fish, vegetables and fruit. Diet varies by region, depending on availability. The wide plains between Emmanel and Janieal yield a bountiful crop of corn, fruits and other things. The small hills on the plains are pastures for cattle and sheep. Elves much prefer fish, but the red meat occasionally supplements the diet, and they raise sheep for wool. The lands claimed by Janieal are therefore self sufficient, but fishermen sell their wares to the towns in the realm of Aneirin and vintners in the northerly lands are always interested in buying Janieal grapes. Thus trade carries on. It is small scale, based on luxuries, not staples, and tends to operate on a system of credit and barter. Money rarely changes hands.

Desnia remains an importer for most things. Its central grasslands are used for the rearing of horses and the training of cavalry, not for cultivation. Its ships are warships, not trawlers or merchantmen. But Desnia is incredibly wealthy and militarily powerful; Desnia gets very good deals from other elvish merchants. Desnia and Ciastan are the sole regular minters of currency, based around a coinage called Crowns. There are four types of coins in use in Cyradon. These are the Copper Penny, the Silver Shilling, Gold Crown, and the Platinum Talon.

With the signing of the trade agreements between Llyrius and Ciastan, coinage between the Nagazi and the Arali was standardized. The Nagazi then introduced this coinage to the Nagaral, who have also taken to using it on a more regular basis as well. Janieal will mint coins only on special occasions, or as needed from bullion that they have on hand. These commemorative sets are often more valuable to collectors as a full set than the actual value of the coins.

4 – BELYNAR, CITY OF THE GRYPHONS

The haunting, ruined city of Belynar stands at the heart of Cyradon. Much of Cyradon's sad and tragic history has happened here. But now the city stands at the center of events again. The rebirth of the continent begins here. In the shattered ruins of old, arrogant and decadent cultures, the human newcomers are determined to make the city their home. Under the guidance of the Gryphons and the Rhona, the humans have taken the first steps to putting the land to rights.

A few weeks ago, the land was empty, dead desert. Now a small fragile rebirth has occurred. One of the precious Tears of Life were sacrificed in the Ritual of Estrousal. Living grass, living water and flowers bloom in what was red, sick, sand. Dead, petrified trees bear leaves for the first time in half a millennium. Children swim in rivers long dry. Skaldi poets call the newborn realm “the Re-Awakened Land.”

In the city above, the people from Anias are going about turning this blasted city into a home. They are laying plans to explore the continent and colonize it. For the first time in a long time, there is hope amidst the despair of the Devastation.

But it is only hope. The magic cannot last forever in the face of a land poisoned down to the roots of the world. Already the winds bring the poisonous red sand across the streams and pastures. In the desert beyond, the Schirae wait, ready to assail the city and slay all within.

THE PEOPLE OF BELYNAR

In the city of Belynar, several thousand human, Sithi and Gryx refugees, and another couple of hundred Mablung make their home (if only temporarily). Most are from the city of Tarahir in the distant west, a city which, like Belynar, was the center of an empire once. The city exists under the watchful eyes of the Gryphons of the Blunt Hill Eyrie, a nest of those beautiful creatures built high up in the Shival Mountains, just below the snowline. The Gryphons were sworn to guard the city by the ancient Cyrads. They shirked that duty once, and the Devastation was the result, they will not do so again.

When the ancient Royal Road opened, it was a group of terrified bedraggled refugees, fleeing for their lives, not a group of arrogant magicians or empire building legions. The Gryphons also sensed that other forces were at work, and the coming of the humans would put things in motion which could change their lives – forever. Humans had enslaved the Gryphons once before, with the connivance of the Arali. But these humans came fleeing slavery. The Gryphons of the Blunt Hill exist on the fringes of their society. They quickly found common cause with the human fugitives. Fellow mortals, they have much more in common with the humans of Tarahir than they have with creatures such as the Arali Elves or the Rhona Gnomes.

Between these peoples, confused, broken, battered and facing an uncertain future, the city has begun to live again, after a fashion. Lights burn in the empty mansions. The forges beneath the earth ring again, as the Dwarven and Tarahiri smiths seek to finish the work left undone by those who perished in the Devastation. They bravely explore the broken underground tunnels of the city. Others spend time trying to translate the mysterious Cyrad glyphs in the rooms of the oldest buildings. Still others wonder what the large stadium to the north east of the city is for, and why all its entrances have been sealed shut by molten metal.

The city is no utopia. It is a place of tension, of scarcity and of fear. At any moment, the Schirae might storm out of the wastes. At any moment, the results of the Ritual of Estrousal might gutter and fade and the people will be doomed. But even still, there is a sense that the humans stand on the cusp of something, that they are ready to undertake something that will make history.

BELYNAR: CLOSE UP

The ancient city of Belynar is really two cities. There was the Belynar of the Cyrads—a city that was full of beautiful, elegant, buildings, full of gardens and laughter and there was Belynar of the Narsi, full of artifice and elaborate magic, and full of intrigues and huge monuments—in its day the greatest city in the world. And now, the city of Belynar stands on the brink of yet another rebirth.

The Belynar of the Cyrads was the most beautiful and perhaps the most enduring city. Time, the efforts of the Narsi, and the Devastation have been unable to obliterate the work of the Cyrads. The Cyrads built their city into all sides of Mount Belnos and around its base. They built around the shores of the lake and across the plains that lead to the Camal Sea. And they built to last. The Cyrads prized light and space, and greenery. They terraced the sides of the mountains to create space for light and airy homes and gardens. Most Cyrad public spaces were gardens, and they loved the sound of flowing water. Magical pumps and cisterns supplied water to all parts of Belynar. Parts of this water supply works to this day, sustaining the refugees.

Cyrad architecture is perhaps the most visionary architecture of its time, or any time. The Cyrads were master metalworkers, expert woodworkers and toolmakers. But their true love was stone working. They were brilliant architects and master masons. But the strangest fact about the Cyrads is that they created their impressive, soaring, amazing cities...without any form of concrete or indeed mortar. Instead, the Cyrads expertly worked each stone, each column, and each support individually. Their stone work was more akin to the Sithi's woodwork. Tabs and alternating slots were cut into the blocks – made of basalt and granite and marble – with microscopic perfection.

Once a block was laid, it fitted perfectly and would not move. The combined effect of gravity, the weight of the stones and the marvelous perfection of each individually carved stone meant that the effect was an incredibly solid structure. A Cyrad building, once built, would not move. But the Cyrads did not merely build solid rectangular buildings: the Cyrads built smooth, curved structures: towers, roundhouses, temples and halls all surrounded by wide, smooth, curved walls. The Cyrads built their cities in the highest mountain peaks, shaping the very mountains themselves into places where cities could be built. The Cyrad towers and mansions soared out of their high alpine homes. The Cyrads made beautiful cities on mountains the way lesser men made primitive fortresses on bald hills.

The heart of Cyrad Belynar is the “Central Court”. This is where the refugees first set foot in Belynar. In addition to the Royal Road, the square is rimmed with large, stately buildings. Most of these buildings survived the Devastation reasonably well, though time has naturally taken its toll. Fanning outward from this square are the streets, terraces, houses, shops, and workshops of ancient Belynar. Most of the human refugees have established themselves in the buildings surrounding the Central Court, since they have access to the working water supply and roofed accommodations. Much of this area still remains unexplored, especially the areas leading to chambers and passages built into the mountain.

Note: The readily accessible areas of Cyrad buildings are empty save for the debris of two millennia. There are no obvious Cyrad artifacts and no remains of unfortunates caught by the Devastation. There are however sealed doors, painted walls, and carved glyphs aplenty. When asked, the Gryphons will say that these buildings have been empty as long as they can remember. As for the sealed doors and underground chambers, the Gryphons will say that they have not explored them—seeing no need to poke their beaks into dangerous places that don’t concern them. (Though a few very curious Gryphons have indeed made forays into these areas.) When asked about the Cyrads, the Gryphons will say that the Cyrads vanished. Where the Cyrads went and what became of them are unknown. However, Gryphons that are knowledgeable in history will say this—by all accounts there was no evidence that Belynar or other Cyrad cities were attacked or invaded. Scouts sent to investigate the disappearance of the Cyrads found no traces of violence.

When the Narsi came to Belynar, they found that city was “too cluttered” with deserted buildings. Although the buildings could all be repaired, the Narsi wanted a blank slate for the heart of their magical activities, a place they called the Prime Sanctum. Cyrad architecture and achievement was all very well—if you liked that sort of thing. But the Narsi, who were after all the greatest wizards in the world, felt that they could do better. They would rebuild and remold Belynar in their own image. It would become a place, where free of mundane distractions and burdens, they could devote their time to magical pursuits.

The new city would also be built to impress and intimidate—the haughty Arali Elves who grudgingly suffered the presence of the human wizards had to be shown that the Narsi were a force to be reckoned with. The Narsi chose the southern and western slopes of Mount Belnos for the site of the new Belynar. They demolished existing Cyrad buildings, reopened some of the Cyrad forges in the western depths of the city, and then completed the tunnels out to the western slope. Practical considerations, however, did force the Narsin to reuse some of the old Cyrad areas of Belynar, since it was unfeasible to build a new entrance to the city. The House of Meeting, which the Narsin used to entertain distinguished visitors, was located in the old city as was their magical academy.

Only a new site would do for the Prime Sanctum however, which they placed on the southern slopes of the mountain. The Prime Sanctum was built as a deliberate echo of the Temple Sanctum in Tarahir, but larger. The sanctum was surrounded by a ten foot high, white wall. Inside the walls were temples, workshops, towers and libraries. They used only the most expensive materials, and lavished the buildings with decorations. Roofs and fittings were gilded, paths were inlaid with panels of semiprecious stones and walls were decorated with glittering patterns of precious stones. Large marble statues of famous Narsi adorned the sanctum. At the center of the complex stood the Tower of the Stars, a thin needle like tower jutting into the western sky. Outside the walls, the Narsi built extravagant, elaborately decorated villas with huge amounts of internal space. The more important Narsi were given leave to build their villas close to the walls of the Prime Sanctum. Less important Narsi built their villas further down the slope, towards the bottom of the falls. Far from the concerns of Anias, the Narsin looked out onto the serene sight of the Shival Mountains and the waterfalls.

The Prime Sanctum was especially badly hit during the Devastation. The beautiful white walls survived intact, though they are blackened and covered in red dust. All that remains of the Tower of the Stars is a pile of rubble. The roofs have caved in on the few buildings that remain standing. Semiprecious stones lie scattered across the ground. Crumbling walls mark the outlines of most of the buildings, and black cellar holes lead into the depths of Mount Belnos. Statues erected in memory of great Arch-mages of the order stand, anonymous and blackened, on raised plinths proclaiming that their names will never be forgotten. But their names have been forgotten. Newcomers can walk through the remains of the citadel and wonder who precisely Gentalus was, and who Eriksal might have been. No one knows, no one cares and it hardly matters.

The Devastation destroyed most of the villas around the sanctum; they were built of brick, but roofed and floored with wood. The western slope of Belynar is a sad graveyard of broken buildings, fallen walls, blackened rocks and tumbled towers, all looking out towards the old waterfalls. Three gushes of water pour out of the mountain snows. At one time, there were a dozen such streams pouring down in endless white waves. The Narsin once called the cleft between the mountain of Belynar and the waterfalls the Rainbow Valley. The flow of water has begun to increase once more since the Ritual.

The Gryphons ignore the old villas as a rule. Too many young Gryphons have come to injury playing amongst the loose stones. Some of the refugees have taken to coming out here to be alone, or to conduct private business. It is a long walk from the shelters on the eastern side of the mountain and one is unlikely to be disturbed. Some treasures may lie preserved and buried beneath the fallen stones. It is a lonely place, of little importance. But there, up at the top of the slope, near the peak, the observatory still stands. If someone could only repair the damage to it and let it gaze into the heavens again. After the Devastation, Belynar was left empty.

Note: The scale of the Belynar map is in cubits. A cubit is approximately 18".

BELYNAR MAP

1. The Central Court

This is the terminus of the Royal Road. It is a large square with a marble “floor” and a heavy stone pedestal with a jewel embedded in it. Beautiful old Cyrad buildings flank the square. The largest of these is called the royal palace, though its original purpose is unknown. The palace is now the headquarters of the refugees provisional government.

2. Old Belynar

The original city of Belynar was built on a series of wide, sloping terraces carved out of the mountain. Some of the buildings are set into the sides of the mountain and others are free standing. Even the freestanding buildings often have underground storerooms and access to the interior of the mountain. These buildings are in different states of repair, some are almost entirely in ruins, but a surprising number are almost habitable— and have easy access to fresh water. In several places, there are large tunnels that lead into the mountain. Courageous refugees who have explored these buildings and the outskirts of the tunnels have reported many sealed and locked doors. This area of Belynar, next to the central court, is the safest area of the city since it has been regularly patrolled by Gryphons.

3. The Volcano Bridge

This was an impressive piece of engineering, originally built by the Cyrad and later modified by the Narsin. It was a long, elegant bridge that stretched across the gaping depths of the volcano itself. It was damaged during the Devastation, but it remains intact enough for someone brave or foolish enough to pick his way across. The bridge spans the way across the dark abyss below. It's a long drop.

4. The River Gate (aka The Main Gate)

The River Gate forms the centerpiece of the Central Slope of the mountain. It rises at the foot of the mountain, a white and blue gate, gleaming in the dawn. A wide tunnel leads beneath the gate complex and slopes upward, terminating at the upper gatehouse. Visitors exiting the gatehouse emerge in the central court.

Two “arches of light” pass over the road on either side of the gate. The arches were made of white marble and illuminated by a dozen torches on each arch. The lights on either arch and on the River Gate danced off the surface of the lake and made a beautiful and impressive sight. Despite all its finery, the gate is a defensive and defensible position. It was once part of a high Cyrad built wall construction, a wall which ran the circumference of the mountain. The gate remained one of two primary entrances into the heart of the mountain and successive occupants have both fortified and beautified the gate. The gate is actually a long tunnel, dotted with murder holes for archers to man and a succession of heavier and heavier gates concealed in the ceiling. If an invader were to breach the main door, a secondary gate would fall from the ceiling, then a third, fourth and fifth gate. Invaders have never entered the River Gate – anyone assaulting the mountain would have to climb the steep slopes under archery fire, falling rocks and counterattacks by skirmishers. The mountain is hardly invulnerable, but it does represent a difficult tactical problem. At the height of the city's power, it had thousands of defenders. The gate is remarkably well preserved, though no one has relit the torches yet. The command and control areas above, from where someone can operate the gate mechanisms and get a good view of an attacker, are in excellent condition and the gates have almost been repaired by the Dwarven and the Tarahiri Guard. The Tarahiri Guard has taken control of the Gate.

Immediately above the gate is a mesa style series of barracks rooms, built behind fortified stone. The rows of the barracks are crowned by crenulated defensive positions, but the roof is in a very poor state of repair. Many of the Tarahir Guard, New Tarahiri military and Skaldi warriors have taken up residence in the old barracks and all have worked very hard to turn the ruins into something homelike.

A sheer escarpment, fifty feet high, looms over the barracks. The barracks are not built into the mountain, but rather built against the mountain. Thus if an invader were to win into the barracks he would find that there is but one heavily armored door, barely high and wide enough to fit a man through, blocking the way deeper into the mountain.

5+6+7. The Western Mountains

The western mountains are tall, sharp, snow capped and almost unclimbable by any on the ground. In the crags and cliffs below the snowline, some of the Gryphons make their homes.

8. The Lakebed

Once filled by a deep, blue lake stretching for miles out on the low plateau in front of the volcano, the lakebed became a dry, dusty waste in the wake of the Devastation. Now after the ritual, the lake has slowly begun to fill again. The shores of the lake are surrounded by the ruins of Cyrad, Narsi and elvish villas and temples.

9. The Prime Sanctum

The Prime Sanctum was almost completely destroyed in the Devastation. All that remains of the Tower of the Stars is a pile of rubble. The roofs have caved in on the few buildings that remain standing. Semiprecious stones lie scattered across the ground. Crumbling walls mark the outlines of most of the buildings, and black cellar holes lead into the depths of Mount Belnos. Statues erected in memory of great Archmages of the order stand, anonymous and blackened, are raised on plinths proclaiming how their names will never be forgotten.

10. The Magicians' Buildings

These were the buildings constructed by the Narsi. They were ornate, well constructed, and enchanted. It wasn't enough. The mountainside was scoured by the fury of the Devastation – and many of the buildings were flattened. A few dozen hollow ruins still stand. The majority of the Narsi' homes and laboratories were on the upper slopes of the western side of the mountain, but two important places are easily accessible on the eastern side. The Lower Academy and the Storehouse are easy enough to get to, but navigating inside is difficult and treacherous. Fallen rocks and magical traps are the least of the adventurer's worries. Many of these buildings have chambers built deep within the mountain.

11. The Mesa Houses

On the cliff face above and on either side of the courtyard, there are dozens of small mesa buildings, rooms, homes and workshops cut into the rock. They too were mostly consumed by the Devastation, but the rooms themselves still exist. The rooms are linked by a series of tunnels and an underground city behind. The houses are generally large, and usually built in rows along the platform-roads (called Streitos). Some of the houses open up into cellars carved into the mountain – and by tunnels back towards the grand staircases inside the volcano.

12: The Piersin Theatre

The Piersin Theater took its name from a legendary actor of Tarahir. Once this was one of the most popular buildings in Belynar; the Narsi and Arali Elves flocked to this large marble building in droves for theatrical performances. The building is now a blackened, crumbling shell. The stage floor is exposed revealing rooms and passages carved into the depth of the mountains. Gryphons have occasionally reported hearing voices, music, and laughter in these ruins.

13. The Coliseum

The ruins of the coliseum are an enduring symbol of Narsi and Arali folly and hubris. Here magical constructs and monsters fought one another in huge spectacles. Vast sums of gold were wagered on the outcome of these battles. Mages and Arali princes vied with each other to build more powerful constructs and to import exotic monsters. Rumors abound that some of the monsters who fought in these battles had their origins on other worlds. The vast pits beneath the coliseum still contain constructs that were used in these battles. The pits also contain monsters—held in magical stasis. Occasionally, one of these constructs or monsters rumbles to life and will run amok among the ruins of Belynar. As yet none of the Gryphon guardians have found a satisfactory means of controlling and deactivating the constructs or dealing with the monsters. They have a disconcerting tendency to come to life when anyone approaches. All of the refugees have been warned in no uncertain terms to not go near the coliseum.

14. The Thin Walk

The Thin Walk is a slowly climbing dike built late in the time of the Narsi, a walkway which allows someone to progress past the gatehouse and then up past the old Fountain Path towards the Mages Guild. The various military defenders of Belynar argued against the Walk's construction and continued existence. The Narsi pointed out that their magic could defend against all comers. The military men responded by using the Walk as a place to practice archery. The message was clear – any foe climbing The Thin Walk could be shot off by archers.

15. The Fountain Cleft

On the ninth level, a flue of warm volcanic water bubbles forth in a raging torrential stream. The stream pours down the mountainside, forming the "Fountain Cleft," the distinctive river scar that cuts down the central slope of Belynar. The Fountain River disappeared under the earth near the road, and then filtered into the old lake. The Fountain stopped running when the Devastation hit. The Fountain Path is one of the newer constructions in the city, a stairway from the custom house which met an old animal trail close to the barracks complex. The idea was that someone in the barracks complex could walk up to the Custom's House without entering the city. Plans were drawn up to build a proper walkway to the barracks, but they were never implemented. Instead, the Fountain Path was extended into the Thin Walk, the only direct route from the ground level up onto the slopes.

16. The House of Meeting

This once lavish building was where the Narsi received important visitors, diplomatic delegations and held official diplomatic functions. The House is an empty ruin. Its circular walls stand naked inside. Its floor, once decorated by carvings, carpets and intricate mosaics, is now covered with debris and red sand. Four stories of windows stand empty and open. The roof, and its map, is half intact, but the map is so faded as to be barely recognizable. Cyradon is plainly recognizable. Some of the Shattering Islands are also visible, but little else. A ruby "star" far to the west of the Cyradon map seems to represent Tarahir. The House is linked to the Merchant's Streitos by the Western Fountain Path, a broad stepped path leading upwards. The only thing that survives in the Meeting House is a small Memoriam. The Memoriam has a statue representing the day god as the merchant, but carrying a sigil of the Narsin, a long bejeweled staff.

17. The Fountain Streitos

The Fountain Streitos is the bathhouse street of old. The old hot spring used to burst up from a fissure high on the shoulder of the mountain. The geyser used to shoot out from the mountainside and most of the water pooled just below the vent and formed the source of the powerful mountain stream that carved out the Fountain Cleft over the centuries. The Cyrads caught the water in an artificial reservoir and piped the high pressure hot water around their houses on the east face of the mountain.

The Narsin expanded the pipe system and built a series of baths. Five houses catered to different inhabitants in the city. One was for the Arali, one for the Danae, one for the Narsin, and the last two were reserved for the servants. The Arali, Danae and Narsi baths were rather grand affairs, decorated in the highest of Tarahiri style. The servant's baths were practical and undecorated. Even so, the buildings were quite impressive and had a sort of Spartan charm. These baths, beyond the various buildings erected by the Narsi, or the stadium, represented Belynar at its height and at its most comfortable...and at its most Tarahiri influenced. The baths are sadly dry now, the plumbing is broken and the hot spring that fed them is now dry. The Rhona say that the spring still bubbles, a sullen, filthy puddle of water deep inside the mountain. As a result, the street has a sad, faded, somewhat tawdry look. The frescoes and mosaics are long ago soiled and stained. The stained glass windows which opened to the sky are broken.

Even now, no one comes up here. The pipes are dry. No water flows. It is a cold, miserable place to be, as the wind scythes in off the highlands. Black pumice stones still lie on the paved street, left in heaps by the pseudo eruption which caused the Devastation.

Inside the bath houses, the floors are covered by the slag mounds left by the few actual eruptions of lava that accompanied the Devastation. In one of the lava flows in the Narsin bathhouse, the remains of a Narsi servant can be seen, half burned, half mummified by the poison. He lies, half sunk under the lava, his boney face staring blankly to the sky. The Gryphons have tried to cover him up on many occasions, but whatever shroud or barrow they cover him with always seems to fall away after a few years. Likewise, he cannot be moved. Tools blunt when someone tries to pick at the lava.

18. The Bath Houses

The Arali House is the southernmost of the three houses. It is a plain building outside, built like a Tarahiri mansion. Inside, the remnants of Janieal styled murals and frescos can be seen. The house seems to moan with the wind; it's a very sad, echoing sound.

The Narsin House is the next house, heading north. The Narsin House has a distinctly Memraic temple feel to it; it was built as an echo to one of the largest Memraic temples in old Tarahir. The interior is decorated in the lust, almost gaudy Tarahiri style. The floors are covered by lava. The strange remains of the servant lie there, staring at the heavens. The Servants' Houses are two almost identical houses, except the second house is a lot longer – its facade hides a Memraic temple behind. The servants' baths were larger and more spacious than the bathhouses to the south. They are less sheltered, and now feel a lot colder, and the wind seems sharper inside the buildings. The servants' baths were not decorated. There are apartments on the top floor of both buildings where the servants who maintained the baths dwelled. The floors are scattered with tiny bits of scorched human bone.

19. The Observatory

The Observatory is a large domed structure, 500 feet in diameter, standing about 200 feet tall from floor to the top of the roof. The Narsi built a construct to open and close the sky doors and another construct would raise and lower the telescope. Neither of the constructs still works. The Observatory had three floors: a level where one could view the telescope, a level where the Narsin astronomers worked and a viewing level which served no grander purpose than giving a beautiful view of the mountains and the sky – and access to the lenses of the giant telescope. The telescope itself was about 150 feet long, with a massive lens of about 20 feet in diameter. The lens is a particularly impressive piece of work since it was not built with any form of magic.

UNDERGROUND BELYNAR

The inside of Mount Belnos is a warren of storage chambers, workspaces, sanctums and even living spaces. The tunnels run from naturally occurring lava flues to meticulously carved mining shafts to wide halls for industrial production. The Cyrads made the first deep excavations, where the vile smelling works such as tanning, forging and distillation could be carried on. The Cyrads created filters – made of specially soaked pieces of linen – which could absorb the worst of the smells. The stinking wads were then buried further down, in tunnels opened in the lava flows.

As Belynar became the all important Eastern Gate of the Cyrad realm, the city was expanded further, with vast stairways linking hewed inner levels and the artificial shelves and precipices within the vast cone of the volcano itself. In time the Dwarven friends of the Cyrads established a small complex in Belynar, and contributed much to the beauty, strength and design of the tunnels within the mountain. The Cyrads also used many of the mountain chambers for storage. Most of these chambers are perfectly ordinary store rooms, some are empty and others contain the remains of Narsi stores. A small number of chambers are locked and magically sealed. These chambers are clearly labeled in ancient Cyrad “Stasis Chamber— Emergency Stores.” Opening these chambers breaks the stasis. The contents may prove to be the salvation of the refugees. The chambers contain food, seeds, clothing, cloth, tools, books, and other useful items.

The Narsi also expanded the underground city. They needed workshops and laboratories far from the distrustful and prying eyes of the Arali Elves and the Gryphons. The Narsi turned some of the inner halls into parts of the city

proper, installing eternally glowing magical lighting and sealed off the places below. The “winding path” climbing between the levels on the inner cone of the volcano was one of the wonders of the world, and romantic Arali elves would travel far to see the beautiful universe of lights suspended in the shadow at the center of the mountain. Below, past locked doors, the Narsi set about refining their high magic, learning ways to open paths to new worlds, and seeking to tame their creations and the otherworldly creatures they had captured. Then came the Devastation, and all these fine works of mortals were equally destroyed. What remains – as above, so below – of their work is a confused jumble of debris, ruins and randomly preserved monuments to the creativity, intelligence and hard work – and arrogance – of those who had dwelled in Belynar in times past.

THE COLISEUM

The Coliseum symbolizes the folly and grandeur of the Narsi and the Arali at the height of their power. The building grew out of their mutual obsession with the bizarre, the monstrous, the exotic, and their love of spectacle. In the years after the Narsi came to Belynar, a few of the wizards began researching the origins of monsters. These wizards would use the Royal Roads in their studies, often capturing monsters and bringing them to Belynar for study. The captives were housed in private zoos, and became objects of curiosity and envy. Still other wizards invested their time in building magnificent magical constructs, which they periodically paraded through the streets of the city.

Maintaining a monstrous zoo or magical constructs required power and wealth, and thus became an outlet for the political and social rivalries of the Narsi and the Arali. Owning a zoo of exotic monsters or a collection of constructs soon became de rigeur. Some wizards and Arali even went so far as to recruit the more intelligent monsters as bodyguards and retainers. Monster acquisition and construct design and building and display became an obsession among the aristocracy of Belynar, Desnia and Shival. In time it became necessary to establish the superiority of rival collections.

What began as small private events soon became public spectacles, which naturally required a suitable setting. The Coliseum was built to accommodate 30,000 spectators and provide secure stabling and holding pens for a host of different monsters and constructs. The tunnels beneath the coliseum are a labyrinth of monster pens, stasis chambers for dangerous monsters, storerooms, training rooms, armories and accommodations for guards and trainers.

Coliseum spectacles varied. There were, of course, the perennially popular monster versus monster events, but the sophisticated tastes of the Arali and the Narsi demanded more. Events were designed to show off the monsters and constructs to their best advantage. Some of the larger saurian monsters were trained to be ridden by jousters, and went into battle armored. Other monsters and constructs were trained and designed for mass combat. Many of these events were accompanied by elaborate magical illusions.

Over time the Narsi and the Arali began breeding monsters and building constructs especially for arena combat. Many of these creations were destroyed in the Devastation, but some managed to survive and even thrive. Still others remained in stasis beneath the coliseum in the years that followed. Occasionally a stasis chamber would fail and release a monster. Gryphon and Arali mages responded by magically sealing the coliseum entrances. After the Devastation, many of the Desnian Arali gave up their perilous hobby. Although the human wizards were blamed for the disaster, the Desnians privately at least, acknowledged their role in the events that led to the Devastation. On the Desnian island of Cairnus however, the entrenched habit of monster breeding continued.

THE RE-AWAKENED LAND

The Re-Awakened Land is a loose circle of “healed” land in the heart of the devastation. It is about 240 miles across at its widest point. However, on the fringes of the green area, the pastures are already slowly dying. What’s more, the reawakening has lent the realm a very poignant air. Shoots of grass now sprout amongst ruined temples and houses where the Shivan Arali and the Narsi once lived. The old rivers fill but slowly – much of the snowmelt from the Shival Mountains that should flow down into watershed around the Camal Sea has not filled the network of dry river channels and irrigation ditches. Slow moving trickling streams seep through channels carved by much bigger rivers.

The land has a long way to go before it can ever be properly restored. But the refugees have a fighting chance to survive here.

- 1. Belynar** – In the heart of Cyradon and the center of the Devastation lays the great city of Belynar. Once home to the mysterious Cyrads and later home to the powerful mages of the Narsin, the city is once again alive with the sound of inhabitants. Thanks to the Ritual of Estrousal, performed by the Rhona Gnomes, the land around Belynar has been “Re-Awakened” and is once again healthy and able to support life.
- 2. Nabdur** – This is more of an outpost than an actual town. It sits upon the coast where the river flowing past Belynar empties into a small bay on the Camal Sea. It consists mostly of warehouses, shipyards, and other structures to support both sea and river traffic. Nabdur was also home to a small fleet of barges that were used to shuttle goods up river from the Camal Sea to Belynar.
- 3. Sefnar** – This is the town of Sefnar, located upon a small hill surrounded by fertile fields that are nearly ready to harvest. Once a thriving community the town now stands desolate and bare.

4. **Ruins of Adahar and Khafar (the Twin Cities)** – These two cities are often referred to as the Twin Cities. This is partially because they sit facing each other across a small 3 ½ mile wide channel. It is also because they were founded by twin brothers; twin Narsi that were always in competition with one another. Legend has it that they would battle aquatic monsters and constructs in the Channel between their cities. Whether or not this is true has never been proven.
5. **Ruins of Kausur** – Kausur is a small fishing village built on the coast of the Camal Sea. Sheltered by a thick forest on the landward side, the inhabitants of Kausur tried to stay out of the normal Arali politics and the rivalries that formed between the other Arali and the Narsi. Unfortunately, this could not save them from the energies and baleful magics released by the Devastation. Although the land around Kausur has been restored, the town is still a desolate, empty place.
6. **Ruins of Sansur** – Sansur is easily twice, perhaps even three times, the size of Kausur. Sansur was once a major port for the Camal Sea. It was the gateway port for ships from other port cities and towns around the Camal Sea, and ships that plied the Tanolain River between the inland sea and the city of Taravant and on further to Jalapur.
7. **Ruins of Paliranur** – This town served as a gateway between eastern farmlands and Belynar, Taravant, and Jalapur. It has many large warehouses for holding freight bound for Nabdur or Sansur. This city actually sits outside the Re- Awakened Lands, so there is nothing growing in or around it, except for perhaps a few monsters.
8. **Nostin, a Dwarven Outpost** – This ancient city is located within the cliffs overlooking a large lake at one end of a valley that has been long protected by the Rhona. Nostin was home to the Dwarves that aided the Cyraids in building Belynar. It even has a teleportation chamber leading directly from Nostin to Belynar.
9. **Rhona Valley** – This long valley is protected from the Devastation by the surrounding mountains, and by the later efforts of the Rhona. Within the forests covering the slopes of the valley are a number of areas specifically set aside for the breeding of animals. Since the Ritual of Estrousal has awoken a portion of the land, the Rhona have slowly been releasing these animals into the wild.
10. **Orjavir, a Dwarven Mine** – This distant outpost was the location of an ancient dwarven mine, last used back when the Dwarves aided in the building of Belynar. Like many dwarven outposts, it was abandoned when the minerals played out.
11. **Korolf, a Dwarven Mine** – Unlike the Orjavir Mine, this mine was for a small node of magical minerals. Like all magical ores, the metals and minerals found in this mine regenerate over time. It is quite likely that this mine has fully regenerated in the years since the mine was closed.
12. **Ruins of Adjmar** – This large town was once the center of a large agricultural community. The edge of the Re- Awakened Lands pass right through this town, giving it an odd, extremely disturbing appearance as you can look down one street and see lush growing plants on one side, and the cracked, dusty ground of the Devastation on the other.
13. **The Necropolis** – This area is, literally, a city of the dead. It contains nothing more than thousands upon thousands of small, medium and large crypts, tombs, and mausoleums. They reside on the ridge above the cliffs, on the plains below the cliffs, and even dug into the face of the cliffs.
14. **Jagmar Keep** – High atop a lone plateau, jutting above the highland plains, is Jagmar Keep. This ancient fortress stands like a sentry over the surrounding farmland and the small villages clustered around the base of the mesa. What is strange is that there seems to be no road leading from the base to the top of the plateau, and there do not seem to be any caves or tunnels allowing entrance either.

5 – CREATURES & TREASURES

One of the standard tropes of a fantasy role-playing game is that the player’s characters fight monsters and they find/acquire treasure in the process.

This game is no exception. In this chapter, we will cover the basics of generating a “random” encounter and provide you with a short, but diverse selection of monsters that you can use as opponents and foes of your players.

Then we shall give you a small, but flexible treasure generation system that will allow you to generate the wonderful and perhaps even magical items that players tend to crave for their characters.

MONSTROUS ECOLOGY

Cyradon is a land of excitement and adventure. It is also a land filled with many different types of dangerous creatures. In the decades before the Devastation, the Narsi and the Arali collected creatures from all over the world and possibly even further abroad. They kept these in private zoos as a status symbol, or they experimented on them for use in the coliseum games. A few would even release these creatures into the wild just to see what the effect would be on the local ecology. And of course, some creatures would escape captivity on their own. Due to the magical onslaught caused by the Devastation, most such creatures perished, or were warped and changed into something even more monstrous.

When planning adventures, the Game Master (GM), needs to keep the ecology of the area in which the encounter is to take place in mind. Concepts such as “food chain” are very important, especially within the Devastation, where there is little to no vegetation on the surface for herbivores to feed upon.

The Devastation is mostly filled with apex predators. This means that they are relatively high up on the food chain. To these creatures, just about everything else is seen as prey. They often end up hunting each other, but the introduction of the Re-Awakened Lands is sure to draw them in as they search for easier prey.

Within the Re-Awakened Lands, there is much more variety of life. Not only did the Ritual of Estrousal restore the land to full health, but it also caused the rebirth of many different species of animals. While most of these newly reborn animals and creatures were oviparous, laying eggs that had been petrified during the Devastation, some were not. This poses a conundrum to scholars who are studying the effects of the ritual used by the Rhona Gnomes.

ENCOUNTERS

Creating exciting and interesting adventures and encounters is the GM’s responsibility and at times it could seem like a daunting task. Using the following tables, that task becomes a bit easier.

Encounters come in two types, planned and random. In a planned encounter, the GM will already know what is to be encountered and where and why, along with what, if any, treasure is also found.

Random encounters are those that are not planned, that can happen at nearly any time. And to help in determining when and what a random encounter will be, we provide you with the following rules and guidelines.

RANDOM ENCOUNTERS

The first step is to determine whether or not there shall be a random encounter. Rolls should be made for random encounters based upon the activity of the characters.

If the characters are traveling, then the GM should check for random encounters once for every 4 hours, or portion thereof, of travel. This means that if the characters are going to be traveling for 5 hours, that the GM should make two checks for random encounters.

If the characters are encamped, then the GM should check for random encounters once for every 6 hours, or portion thereof. This means that if the characters are camped for 13 hours, the GM would make 3 checks for random encounters.

ENCOUNTER CHECKS

To make an encounter check, the GM will total all relevant modifiers from the Encounter Check Modifiers table, and then make an open-ended roll on the Encounter Table.

The Encounter Check Modifiers table has different columns to use based on whether the characters are in an urban area, a rural area, or a wilderness area. Each column can provide different

The Encounter Table has 5 columns on which the GM can roll. The first 4 are based on population density of the area in which the characters are. Thus, they could be in a lightly populated urban area or in a densely populated

ENCOUNTER TABLE					
Roll	Population Density				Special
	Dense	Moderate	Light	Unpopulated	
1-30	s	—	—	—	—
31-40	e	s	—	—	—
41-50	e	s	—	—	—
51-60	e	s	s	—	—
61-70	e	e	s	—	s
71-80	e	e	s	—	s
81-90	e	e	e	s	h
91-100	h	e	e	s	h
101-120	h	e	e	e	h
121-140	h	h	h	e	a
141-160	a	a	h	e	a
161-180	a	a	a	h	a
181-200	t	a	a	a	t
200 +	t	t	t	t	t
Area Mod	-10	-5	+10	+15	+20
Encounter Codes					
s = sighting by other group					
e = basic encounter					
h = encounter is hostile to the group					
a = encounter attacks group					
t = trap or ambush or surprise attack on group					

wilderness (lots of animals and such, or perhaps a favorite hunting spot for some villages). The “Special” column is used for special or magical places that may not fit the other areas properly.

<<insert Encounter Table>>

<<insert Encounter Check Modifiers table>>

As mentioned above, the GM first totals all of the modifiers from the Encounter Check Modifiers tables. He adds these to an open-ended roll that he makes on the Encounter Table. The result will either be a dash or a letter.

If it is a dash, then there is no encounter. If it is a letter, then there is an encounter and the letter determines the basic tone of the encounter as follows:

- s** – This means that the characters have been spotted by the focus of the encounter. What happens from there depends upon who or what the encounter is with.
- e** – This is a basic encounter. The reactions of the focus of this encounter will depend upon who or what the encounter is with, and its general outlook.
- h** – For some reason, the focus of the encounter is hostile to the characters. It is up to the GM to determine the source of the hostility and how it might be resolved, if it can.
- a** – The focus of this type of encounter will attack the characters upon encountering them. Again, it is left up to the GM to determine why.
- t** – With this result, the focus of the encounter has laid a trap for the characters, or is planning to ambush them, or if that does not fit, the attack from the focus comes as a complete surprise, with no warning

Once you have determined that an encounter will take place, it is then time to decide what the encounter will be. To do this, we provide you with a series of tables for the various regions of Cyradon, and each table is then broken down into smaller areas.

To use these tables, you simply determine which column on which table to use, based upon where the characters are on Cyradon, and then make a non-open-ended roll on that column, adding in the “Area Mod” from the Encounter Table. Treat rolls outside the 1-100 range as 1 or 100 respectively.

Just remember, if a rolled result does not make sense for the situation, feel free to re-roll it, or to just select one that is more appropriate. The following descriptions detail the entry for each row on the encounter tables, and also provide other information that may be used to help define the encounter.

<<insert Central Highlands Encounter Table – Cyradon, page 147>>

<<insert Southlands Encounter Table – Cyradon, page 148>>

<<insert Westlands Encounter Table – Cyradon, page 149>>

<<insert Northlands Encounter Table – Cyradon, page 150>>

<<insert Eastlands Encounter Table – Cyradon, page 150>>

Normal Animals – These are encounters with normal animals. They may be animals that are native to a given region or that have wandered into less hospitable regions. Most often, animals will run from those who encounter them, unless they are defending their young, or something else is driving them in a given direction. Rarely will they attack adventurers or even venture near a nighttime fire.

Vegetation – Sometimes, the local vegetation can be quite deadly. Plants such as a Giant Venus Fly Trap, or a Strangler Vine, or other dangerous plants comprise encounters of this type.

ENCOUNTER CHECK MODIFIERS			
Condition	Urban	Rural	Wilderness
Traveling at night	-25	-50	+25
Spells employed (flashy, noisy, etc.)	+50	+30	+10
Encamped after 12 hours travel	—	—	+20
Encamped after 16 hours travel	—	—	+40
Light Rain	-10	-10	-10
Heavy Rain	-30	-30	-30
Clear Weather	+10	+10	+10
Patrolled Area	+50	+30	+10
Hostile Area	+100	+50	+25
Pursuit (Hue & Cry)	+100	+100	+50
Night-adapted pop. at night	+30	+20	+10
Night-adapted pop. during day	-30	-40	-50
Terrain	Urban	Rural	Wilderness
Forest & rough	—	-50	-50
Forest & flat	—	-25	-25
Light & rough	—	+10	+20
Light & flat	—	+5	+5
Open & rough	—	+5	+10
Open & flat	—	+50	+50
Travel Speed	Urban	Rural	Wilderness
Sneaking afoot (25% x BMR)	-25	-50	-50
Careful Walk (50% x BMR)	-15	-20	-20
Normal Walk (1x BMR)	—	—	—
Run (2x BMR)	+20	+15	+10
Slow Ride (norm)	+20	+20	+20
Fast Ride (3x norm)	+50	+40	+40
PC Group Size	Urban	Rural	Wilderness
1	-15	-25	-50
2	-10	-10	-20
3-4	—	—	—
5-10	+20	+20	+20
11+	+30	+30	+50

CENTRAL HIGHLANDS ENCOUNTER TABLE						
Encounter	Re-Awakened		Yftelan	Melanae	Shival Mtns.	
	Lands	Devastation	Mire/Wood	Forest		
Normal Animals	01 - 15	01 - 02	01 - 02	01 - 03	01 - 14	
Vegetation	16 - 18	03	03 - 13	04 - 08	15 - 21	
Terrain	19 - 21	04 - 12	14 - 34	09 - 12	22 - 29	
Weather	22 - 23	13 - 18	35 - 39	13 - 18	30 - 36	
Locals	24 - 44	-	-	19 - 29	37 - 54	
Merchants/Traders	45 - 48	19 - 22	-	-	-	
Messengers	49 - 51	23 - 25	-	-	55 - 57	
Pilgrims	52 - 54	26 - 28	-	-	-	
Local Guard	55 - 64	-	-	-	58 - 64	
Military Patrol	65 - 74	29 - 32	-	-	-	
Raiders	75 - 78	33 - 40	40 - 48	30 - 32	65 - 69	
Schirae	79 - 82	41 - 55	49 - 54	33 - 50	70 - 74	
Coliseum Monsters	83 - 88	56 - 67	55 - 62	51 - 61	75 - 81	
Aberrations	89 - 92	68 - 85	63 - 79	62 - 77	82 - 87	
Monstrous Creature	93 - 94	86 - 94	80 - 94	78 - 91	88 - 92	
Trap/Ambush	-	-	-	92 - 98	93 - 94	
Adventurers	95 - 99	95 - 99	95 - 99	99	95 - 99	
Special	100	100	100	100	100	

Terrain – Even the ground can be dangerous to adventurers. Quicksand, landslides, sinkholes, hidden bogs and tar pits are all examples of possibly dangerous terrain. One wrong step and an unwary adventurer could be in serious trouble.

Weather – Cyradon has some really lively weather. There are frequent storms all around its coasts, with the exception of the east coast. There are also sand storms with the Devastation and the layout of the various mountain ranges tends to produce some odd and potentially dangerous weather at times.

Locals – The people who live in a given area are considered locals. In Janieal, this would be the Arali. In the Melanae Forest the locals would be Schirae, in the Madiarian Forest the locals would be the Nagah, and in Selant the locals would be the Ashari Elves. The locals of a given area are most often the non-combatants. This means that they are quite often the women, children, aged, and infirm (for those who let their aged and infirm live). The vast majority of these will be going about their daily tasks as normal and in areas that are hostile to the characters; they will immediately attempt to sound the alarm about the intruders.

In other areas, the locals will have attitudes that range from friendly to outright rudeness to distrust. It all depends upon the culture from which the locals come.

Merchants/Traders – These are traveling merchants and traders. They often care little for the politics between various regions, wanting only to continue in their trading.

Encounter	Llyrius & Neras Mellianour Qumar Cairnus Andalasa					Blackflame Region
	Normal Animals	01 - 09	01 - 08	01 - 11	01 - 07	
Vegetation	10 - 13	09 - 11	12 - 15	08 - 11	18 - 21	10 - 13
Terrain	14 - 18	12 - 14	16 - 21	12 - 14	22 - 27	14 - 20
Weather	19 - 25	15 - 21	22 - 30	15 - 23	28 - 36	21 - 25
Locals	26 - 40	22 - 29	31 - 48	24 - 42	37 - 63	26 - 32
Merchants/Traders	41 - 49	30 - 36	49 - 59	43 - 47	64 - 74	33 - 40
Messengers	50 - 54	37 - 39	60 - 66	-	75 - 78	41 - 45
Pilgrims	55 - 57	40 - 41	67 - 68	-	-	46 - 49
Local Guard	58 - 68	42 - 48	69 - 79	-	79 - 87	-
Military Patrol	69 - 80	49 - 61	80 - 86	51 - 59	88 - 91	50 - 62
Raiders	-	-	-	-	-	-
Schirae	81 - 89	62 - 76	87 - 89	60 - 74	-	63 - 73
Coliseum Monsters	-	-	-	-	-	-
Aberrations	90 - 91	-	-	-	-	-
Monstrous Creature	92 - 94	77 - 87	90 - 94	75 - 85	92 - 94	74 - 90
Trap/Ambush	-	88 - 94	-	86 - 94	-	91 - 94
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99
Special	100	100	100	100	100	100

Awakened Lands as well. Pilgrims – Word of the arrival of humans in Belynar is quickly spreading across Cyradon. As it spreads, there will be those who decide to take a pilgrimage to Belynar, and perhaps other sites, in order to visit the ancient city and see the strangers. Some pilgrims also undergo a journey for more spiritual reasons. This latter type will often travel all across Belynar just to visit ancient sites of a spiritual nature. Some pilgrims may also be the descendants of those few who escaped the Devastation, and wish to return to Belynar and the surrounding area to reclaim their heritage.

Local Guard – This is your average city guard or town sheriff. His job is to keep the peace, and to capture local criminals as best as he can.

Military Patrol – This is a squad of soldiers, often found patrolling a border or protecting something of importance. The size of the squad may vary, and quite often you can find several squads working in concert to accomplish their goals. In Cyradon, border patrols tend to be made of larger units, platoons and sometimes even full companies, depending upon how serious the Schirae threat is in a given area.

Raiders – Raiders are groups of bandits and thieves, and perhaps others with even more nefarious plans. Most often, raiders will be comprised of one of three major groups, although others are possible. The most common

Encounter	Janieal	Desnia	Penlasse	Arimispia	Ischea	Mtns. of Morning
	Normal Animals	01 - 13	01 - 09	01 - 08	01 - 11	01 - 11
Vegetation	14 - 19	10 - 16	09 - 15	12 - 17	12 - 23	10 - 15
Terrain	20 - 23	17 - 19	16 - 19	18 - 20	24 - 34	16 - 23
Weather	24 - 26	20 - 26	20 - 26	21 - 27	35 - 38	24 - 28
Locals	27 - 47	27 - 51	27 - 55	28 - 50	39 - 45	29 - 35
Merchants/Traders	48 - 58	52 - 62	56 - 64	51 - 59	-	36 - 41
Messengers	59 - 67	63 - 66	65 - 71	60 - 68	-	42 - 45
Pilgrims	68 - 70	67 - 68	72 - 73	69 - 68	-	46
Local Guard	71 - 77	69 - 79	74 - 84	69 - 82	-	-
Military Patrol	78 - 88	80 - 94	85 - 93	83 - 91	46 - 51	47 - 59
Raiders	-	-	-	-	-	60 - 62
Schirae	89 - 91	-	-	-	52 - 58	63 - 73
Coliseum Monsters	-	-	-	-	-	74 - 78
Aberrations	-	-	-	-	-	79 - 85
Monstrous Creature	92 - 94	-	94	92 - 94	59 - 73	86 - 91
Trap/Ambush	-	-	-	-	74 - 82	92 - 94
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	83 - 87	95 - 99
Special	100	100	100	100	88 - 100	100

They often care little for the politics between various regions, wanting only to continue in their trading. The more prosperous they are, the more likely they are to have guards escorting them and protecting them from bandits and raiders. Merchant caravans are quite often willing to do a little trade with those along their routes, as well as hiring extra guards for the more dangerous stretches of their route. Many merchants are also willing, for a small fee, to allow others to travel with them and gain the protection of those guards. Thus it is not unusual to find some pilgrims along with a merchant caravan.

Messengers – Magical communication is expensive, and is not the norm. Messengers are often used to transport important messages from place to place. Using mounts, or traveling by foot, they ensure that the messages are delivered. Cyradon has a network of messengers already established. With the restoration and revival of Belynar, they will be expanding their routes to include the Re-

Encounter	Aneirin	Selant	Tanolain Southland			Ashman Range
			Delta	Plains	Jalapur	
Normal Animals	01 - 11	01 - 03	01 - 07	01 - 09	01 - 04	01 - 09
Vegetation	12 - 24	04 - 06	08 - 18	10 - 14	05 - 11	10 - 16
Terrain	25 - 27	07 - 10	19 - 36	15 - 18	12 - 17	17 - 27
Weather	28 - 29	11 - 15	37 - 41	19 - 22	18 - 20	28 - 31
Locals	30 - 50	16 - 41	42 - 45	23 - 38	-	32 - 40
Merchants/Traders	51 - 61	42 - 48	46 - 48	39 - 44	-	41 - 47
Messengers	62 - 64	49 - 51	49 - 48	45 - 53	-	48 - 52
Pilgrims	65 - 67	52 - 52	49 - 51	54 - 56	21 - 23	-
Local Guard	68 - 75	53 - 63	52 - 51	57 - 61	-	-
Military Patrol	76 - 81	64 - 80	52 - 62	62 - 73	-	53 - 63
Raiders	82 - 88	81 - 83	63 - 71	74 - 82	24 - 44	64 - 66
Schirae	89 - 91	84 - 84	72 - 74	83 - 84	45 - 61	67 - 71
Coliseum Monsters	-	-	-	-	62 - 70	72 - 74
Aberrations	-	-	75 - 77	-	71 - 87	75 - 81
Monstrous Creature	92 - 94	85 - 87	78 - 94	85 - 91	88 - 94	82 - 83
Trap/Ambush	-	88 - 94	-	92 - 94	-	84 - 94
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99
Special	100	100	100	100	100	100

raiders will be either Nagah or Ashari groups making incursions into the Devastation or neighboring lands. Along the eastern and northern coasts, raiders are more likely to be comprised of Schirae.

Schirae – The Schirae are a savage people. They hate all of the other races with a passion, and wish to kill them or enslave them for unknown purposes. Groups of Schirae are always hostile and aggressive.

Coliseum Monsters – During the many years the Narsi lived in Belynar, they captured and imported many unusual and dangerous creatures for use in the coliseum games. Some of these they improved upon using their magic, while others were kept in their natural forms. Many of these were kept in stasis chambers under the coliseum, while others were kept in chambers located at the homes of the Narsi and Arali who owned them.

Over the centuries, these stasis chambers have occasionally failed, releasing these creatures into the wild. Some have survived, most have not.

However, those that have survived have sometimes found their way out of the Devastation and into other lands.

Aberrations– The Devastation destroyed many people and creatures, but not all of them. Some were changed into what are now commonly called the Aberrations. These are creatures that were altered even more than the Schirae were by the wild magics released. Aberrations are tied to the Devastation. They are dangerous in the extreme, and are usually without reason.

Monstrous Creature – The Narsi brought many creatures to Cyradon. Some of these escaped, while other were purposely released into the wilds. Other creatures may be natural to Cyradon, or been transported there by other means. Whatever the case of their origins, there are a number of monstrous creatures roaming the wilds. While never numerous, one does occasionally find its way into civilized lands and cause problems until dealt with.

Trap/Ambush – Traps and ambushes are set by thinking beings. They are intended to capture or kill those caught within. A number of races employ traps, and may have left them unattended. Others may prefer to employ ambushes to capture or kill foes. Occasionally, those for whom the trap or ambush was not set may happen upon them.

Adventurers – Often the most dangerous of any creature, adventurers seek out excitement and danger for their own purposes. They often react badly to those who stand in their way or who are after the same goals.

Special – This option allows for the GM to introduce any type of encounter that he wishes. It is completely his option, and his decision on what the encounter could be. Perhaps it is something like a meeting with an unusual stranger or a creature that goes against the norms, like a friendly and helpful Schirae. This could also be a special event, like a dimensional rift opening near the characters and dumping a few demons into the mortal world. Anything is possible.

MONSTROUS LOCATIONS

In the previous section, we gave you encounter tables for the various regions of Belynar; however that does not tell you what monsters are where. The following tells you where you can find the various creatures listed within this chapter.

Ant, Giant – These creatures can be found in almost any location, though most civilized regions try to destroy any nests that they find since they are voracious scavengers. Within the bounds of the devastation, it is not unusual to find mutated variants of the Giant Ant.

Aoifar – This race of Leonar is normally only found in the grasslands and plains of the western southlands. It is rare for them to travel elsewhere, but not impossible.

Ape, Giant – This vicious creature is normally found only in the Madiarian Forest, but some do occasionally wander over across the mountains. There are also some mutated strains that can be found within the Devastation, descendants of Coliseum creatures, or reborn through the Ritual of Estrousal.

Ashari – These Elves are an offshoot of the Arali; changed from the prolonged exposure to the tainted waters of the Tanolain River and Delta. They most often stay within Selant, but do send raiding parties into the Devastation to search for magical treasures.

Barghest (Demon Dog) – This creature was a perennial favorite in the coliseum. They have not only survived, but thrived in the wastelands of the Devastation. The rebirth of the lands around Belynar provide them with even more food.

WESTLANDS ENCOUNTER TABLE					
Encounter	Madiarian			Nagral City States	Northern Penninsula
	Ciastan	Forest	Mtns. Of Evening		
Normal Animals	01 - 11	01 - 11	01 - 09	01 - 07	01 - 17
Vegetation	12 - 15	12 - 20	10 - 16	08 - 13	18 - 26
Terrain	16 - 18	21 - 33	17 - 27	14 - 19	27 - 34
Weather	19 - 21	34 - 38	28 - 30	20 - 23	35 - 43
Locals	22 - 42	39 - 47	-	24 - 44	44 - 57
Merchants/Traders	43 - 53	-	-	45 - 49	58 - 65
Messengers	54 - 58	-	-	50 - 52	66 - 70
Pilgrims	59 - 61	-	-	53 - 54	71 - 74
Local Guard	62 - 70	48 - 58	-	55 - 65	75 - 77
Military Patrol	71 - 81	59 - 71	31 - 43	66 - 78	78 - 81
Raiders	82 - 87	-	44 - 58	79 - 90	-
Schirae	88 - 90	-	-	-	-
Coliseum Monsters	-	-	59 - 65	-	-
Aberrations	-	-	66 - 74	-	-
Monstrous Creature	91 - 94	72 - 85	75 - 85	91 - 94	82 - 94
Trap/Ambush	-	86 - 94	86 - 94	95 - 94	-
Adventurers	95 - 99	95 - 99	95 - 99	95 - 99	95 - 99
Special	100	100	100	100	100

- Beetle, Giant** – These creatures can be found in almost any type of location. They tend to adapt quickly
- Bounder** – Bounders are most common in the Madiarian Forest, the Yftelan Mire, and the Tanolain Delta. It is rare for them to be spotted elsewhere. Rare, but possible.
- Cat, Large** – There are many species of Large Cats, such as Mountain Lion, Cougars, Panthers, etc. They can be found in most ecosystems on Cyradon.
- Ceres Hound** – This creature is left over from the Coliseum games held by the Narsi. They can primarily be found within the confines of the Devastation, but they sometimes find their way into other lands.
- Cliff Rukh** – These large avians are most commonly found in mountainous regions unless they are out hunting prey. The restoration of the area around Belynar has revived a number of these creatures. PDF format
- Cockatrice** – These creatures are usually found within the Devastation, but one occasionally wanders into more civilized lands.
- Demons** – The Devastation weakened the barriers between the dimensions, and demons occasionally slip through.
- Fey Drake** – These small creatures are most common in Aneirin and the forests of northern Janieal and southern Ischea.
- Golem, Iron** – Made to guard crypts and for fighting in the Coliseum, Iron Golems are usually found within the Devastation.
- Gorger** – These creatures are Aberrations and freely roam the Devastation. Infrequently, a group of Gorgers may find their way into other lands.
- Harpy** – These creatures prefer forested lands, since it hides them from above, but the search for prey can drive them further than normal
- Hydra** – This many-headed creature prefers to lair in swampy lands, though one may occasionally be found outside of swamps in search of prey, or in search for a new home.
- Leshii** – These elusive beings are only found in Aneirin. It is rumored that a few may live within the bounds of Ischea, but that is unknown.
- Malas** – The Malas live in hilly ground and forested lands. This would make them common to the Madiarian Forest. They are less common, but also found in the wilds of the Re-Awakened Lands surrounding Belynar.
- Manticore** – These vile creatures are most commonly found around the foothills of the Mountains of the Moon, a spur of the Mountains of the Morning.
- Murshie** – These creatures are most commonly found in the Yftelan Mire, but it is rumored that they may also dwell in shallow rivers, and perhaps even in both the swamplands of the Madiarian Forest and the Tanolain Delta.
- Nagah** – Nagah live exclusively within the Madiarian Forest, however, it is not unusual for raiding parties to leave the forest.
- Nagaral** – The Nagaral live only around the bay where they built their cities. However, a few Nagaral do travel, and they can be spotted in Ciastan, and, more rarely, Llyrius.
- Patago** – These creatures live solely in the Madiarian Forest.
- Quinakh** – These creatures live in deep pools of water in swamps and rivers. They can be found from the Yftelan Mire down to the Tanolain Delta. Luckily, they are quite rare.
- Rainbow Beetle** – This giant insect is prized and bred for various purposes. They can often be found in great numbers in wet woodland areas when located in the wild.
- Rasicar** – Originally a creature designed and created by the Narsi, the Rasicar are now pure Aberrations of the Devastation. Luckily, not many of these huge scavengers have found their way into other areas.
- Rat, Giant** – Scavengers born of the magics that created the Devastation, these creatures have spread across Cyradon and may be found almost anywhere.
- Sabertooth Tiger** – This mighty hunter prefers open plains with tall grasses. They are one of the species reborn within the Re-Awakened Lands.
- Schirae** – The Schirae live scattered around the outskirts of the Devastation, most notably in the Melanae Forest.
- Scorpion, Giant** – Rough terrain is where you will find these creatures. The hills and mountain ranges of Cyradon make for the perfect hunting ground for Giant Scorpions.
- Spider, Lesser & Greater** – Large forests and rocky defiles are the favorite homes of these creatures.
- Stionoir** – These avians thrive in the highland plains of the Re-Awakened Lands, and the restoration has generated many wild herds of these creatures.
- Swamp Octopus** – This creature lives primarily in swamps such as the Yftelan Mire and the Tanolain Delta. It is not known if they can live in streams or rivers outside the swamplands.

Tagus – These creatures are only rarely found in the wild, but when they are, they are most often found in mountainous and rocky terrain, which suits them quite well.

Trapping Plant – There are several varieties of Trapping Plants. One thing that they all have in common is that they grow where other plants grow, and also near food or water sources used by other creatures.

Undead – Ruins and crypts are the haunting grounds of the various types of undead that can be found in Cyradon.

Vulakah – Being creatures created by the same magics that cause the Devastation, that is where they can usually be found.

Wasp, Great – These giant insects can be found all over Cyradon, especially in near older forest, and within the Re-Awakened Lands.

Wolf – These creatures live in forest and on the edges of the plains mostly, but it is possible to find them nearly anywhere.

Wyvern – Highly uncommon, Wyverns prefer caves near mountainous regions.

Zenasant – This creature of the Coliseum can be found throughout the Devastation, and even within the Re-Awakened Lands.

MONSTROUS TEMPLATES

The Devastation is home to many monsters, including the warped and twisted versions of normal animals and creatures, collectively known as Aberrations. Since the time of the Devastation, other monsters and creatures have moved back into the Devastation and adapted to its conditions and now compete with the Aberrations. Not all monsters encountered within the confines of the Devastation will be Aberrations, some are escaped Coliseum Monsters that have survived and flourished and others normal monsters who have since moved into the area of the Devastation. The Schirae, created by the Devastation, are not considered to be Aberrations, and it is highly recommended that the Aberration Template never be applied to the Schirae.

The following Aberration template may be applied to any animal or monster that the GM wishes, turning it into a Devastation Monster.

ABERRATION TEMPLATE

Aberrations are giant, misshapen versions of normal creatures. All Aberrations encountered so far have had the following abilities; however it is quite possible that some Aberrations may have additional or completely different abilities.

- **Aura of Fear** – All characters within a 20' radius of the Aberration must make a Fear RR, against the level of the creature.
- **Bane Fury** – Aberrations will attack anything on sight. They receive a +2 on critical rolls for every 5 points above the Damage Cap for their attack size instead of the normal +1.
- **Gigantism** – The creature is approximately 2-3 times its normal size. All natural attacks are increased in size by one. The Aberration also receives +20 to its OBs, and +30 hits.
- **Immortality** – So long as the creature is within the bounds of the Devastation, it will come back to life within 2d10 days of being killed so long as the body has not been completely destroyed, such as through being burned. During the time that it is “dead”, its body will fully repair all damage done to the Aberration. Being within the Re-Awakened Lands is not considered to be within the confines of the Devastation.
- **Toughness** – All Aberrations are covered by a toughened hide or by thick scales, fur, or rigid plates, giving the Aberration a +20 to its DB.
- **Level Bonus** – When this template is applied to a creature, that creature is treated as if it were 2 levels higher than the base creature. (i.e. a Giant Ant with the Aberration Template would be considered to be level 3 in all respects, not its normal level 1).

COLISEUM MONSTER

The stables beneath the coliseum once housed the monsters and constructs that the Narsi and their Arali allies used in the coliseum games. These creatures, when not being trained or improved were kept in stasis chambers within the stables. These stasis chambers were patterned on some of the stasis chambers discovered under the Cyrad portion of Belynar, however they are not as stable as the Cyrad stasis chambers, and one will occasionally fail, setting free the creature or creatures within.

With the arrival of the refugees from Anias, the chances are good that one or more of these chambers will be opened by the curious. The newly awakened monsters are likely to be very hungry and quite willing to snack on whoever opens its chamber.

Most of the creatures held within the stasis chambers have been “improved” to make them tougher and more deadly, so that the coliseum games would be more exciting. Some of the creatures were awaiting improvement when the Devastation struck, so are still normal, but this is the exception, not the rule.

The following templates are just a few examples of the improvements that have been made on creatures for the coliseum. The methods for making these improvements is long gone, lost in the destruction of the Devastation, but the effects can still be seen when one of the creatures escapes the stables as its stasis chamber degrades.

ELEMENTAL TEMPLATE

This template may be applied to any creature or construct. No creature will have more than a single Elemental Template applied to it, as the rules of the coliseum games disallowed this; however, this template has often been mixed with other templates to create better monsters for the coliseum.

There are seven varieties of this template, one for each of the seven elements. The following table shows what the elements are and what their opposing elements are as well.

Element	Opposing Element(s)
Air	Earth
Dark	Light
Earth	Air/Water
Fire	Ice/Water
Ice	Fire
Light	Dark
Water	Earth/Fire

This template provides the following abilities to the creatures to which it is applied:

- **Elemental Affinity** – When the creature is struck by an attack based on the same element as the one the creature is attuned to, the creature is healed a number of points equal to the amount of damage that the attack would have normally done. If the creature is struck by an attack of the Opposite Element, it does double the normal amount of damage to the creature.
- **Elemental Manifestation** – The creature can surround itself with a field of elemental energy of the same type as the element to which it is attuned. It costs 1 PP to create this field, and it has a base radius of 1'. The creature may put additional PP into the field as it desires. Each additional PP increases the size of the field by 1'. All creatures within the field, including the creature that created it, receive a Tiny Elemental Critical each round that they are in, or in contact with the field. The creature may increase the severity of the elemental attack done by the field for an additional 4 PP for every increase. Of course being within this field is healing to the creature that created it. The actual critical done is based upon the Element that the creature has been imbued with.

Element	Critical
Air	Impact
Dark	Cold
Earth	Impact
Fire	Heat
Ice	Cold
Light	Electricity
Water	Impact

- **Elemental Imbuement** – All normal, physical attacks by the creature do an additional Elemental Critical of equal severity as the physical attack it accompanies. This additional critical uses the same roll to determine what damage is done with this attack.
- **Level Boost** – This template raises the level of the creature to which it is applied by 2 levels. (i.e. a Giant Ant with a Fire Elemental Template would be 3rd level, not 1st).

GIGANTISM TEMPLATE

This template was applied to many creatures to make them more entertaining in the coliseum games. It was often combined with other templates to create more interesting combatants. The effects of this template are as follows:

- **Size Increase** – The creature became twice its normal size.
- **Stat Bonuses** – The creature gains a +20 to its OBs and a +30 its total hits.
- **Movement Increase** – The creature gained +5 to its BMR, however it also received a -5 to its initiative bonus.
- **Level Boost** – Creatures with this template are considered to be 2 levels higher than those without it. (i.e. a Giant Ant with this template is level 3, not level 1).

DEMONIC TEMPLATE

One of the Narsi's "greatest achievements" in improving monsters was the ability to infuse the monsters with a bit of demonic energy, making them much more deadly than before. Creatures and constructs with this template tend to turn a shiny black in color, and have red glowing eyes, giving them a baleful appearance. This template also gives them the following abilities:

- **Dark Vision (Demonic)** – The creature can see up to 100' in total darkness.

- **Demonic Hide** – The creature’s tough hide grants it a bonus of +20 to its natural DB.
- **Soul Burn Strikes** – When the creature makes a physical attack, if it does damage, the target of the attack must make a Constitution-based RR against the creature’s level or lose 1d10 points from its Constitution and 10x that amount in concussion hit damage.
- **Demonic Stats** – The creature gains a +10 to its OB and hits.
- **Level Boost** – Creatures with this template are considered to be 2 levels higher than they are without it. (i.e. a Demonic Giant Ant is level 3, not level 1).

Note: It is rumored that some of the Narsi would improve various monsters and then set them free in the wild just to see the effect that they would have on the ecology. This is only a rumor however and has never been proven.

MONSTROUS DESCRIPTIONS

This section contains a description of the monsters listed previously.

<<insert Monsters table>>

NOTATIONS

This section describes the various information found on the Cyradon Monsters table. This is sorted by column.

LEVEL

This column represents the average level of the listed creature. The level of any individual creature may vary.

MOVEMENT STATISTICS

The Movement Statistics for a given creature assume a creature with an average quickness and encumbrance, and may be adjusted for special cases.

Base Rate

This indicates the creature’s Base Movement Rate for its primary method of movement. Thus, if the creature was an avian, the Base Rate describes its Base Flight Rate. For an aquatic creature, it describes its Base Swimming Rate.

Max Pace

This column tells what the maximum movement pace that the creature can use when moving. For flying creatures, a maximum pace of FSpt (Fast Sprint, 4x BMR) and Dash (5x BMR) may only be achieved when diving. For humanoid creatures that wear armor, the maximum pace is for their unarmored form. Any armor worn may adjust this accordingly.

MN Bonus

The number indicates the bonus that the creature receives on any moving maneuvers that it needs to perform at movement paces above a walk.

Speed MS/AQ

A creature’s speed is given in terms of Movement Speed (MS) and Attack Quickness (AQ). Movement Speed is primarily used to help determine the creatures bas DB while Attack Quickness is primarily used to determine the creature’s initiative modifier.

Both factors can be used to adjust the creatures DB in certain tactical situations. As mentioned, the DB of the creatures in this chapter already figure in the Speed adjustments. However, they do not take into account the adjustments to be used in flee/evade or charge/lunge situations.

<<insert Speed Table>>

		SPEED TABLE			
Code	Rate	(MS)		(AQ)	
		Base	Flee/ Evade	Charge/ Lunge	Init. Mod.
IN	= Inching	-25	+0	+0	-25
CR	= Creeping	-20	+0	+0	-20
VS	= Very Slow	-10	+0	+0	-10
SL	= Slow	+0	+0	+0	+0
MD	= Medium	+10	+5	-5	+10
MF	= Moderately Fast	+20	+10	-10	+20
FA	= Fast	+30	+1	-15	+30
VF	= Very Fast	+40	+20	-20	+40
BF	= Blindingly Fast	+50	+25	-20	+50

COMBAT STATISTICS

The next set of statistics is mostly found on the Cyradon Monsters table, but the creature descriptions may include some additional information.

Size

The letter before the “/” refers to the creature’s actual size, while the codes after the “/” refer to modifications to the criticals that it receives.

The letter refers to one of 5 size classifications that exist as follows:

- T** Tiny (none creatures in this product)
- S** Small
- M** Medium
- L** Large

H Huge

This provides an approximation of the creature's size, with Medium being approximately man-sized.

Crit

This refers to the critical modifications that some creatures will receive. The codes are as follows:

- Use normal critical procedure.

I Decrease the critical severity by one ('A' - modify by -20, 'B' becomes an 'A', 'C' becomes a 'B', etc.).

II Decrease the critical severity by two ('A' - modify by -50, 'B' becomes an 'A'-20, 'C' becomes an 'A', etc.).

LA Use the large creature critical table.

SL Use the large critical tables, but modify for the creature being "super large".

@ Stun results do not affect creature.

Stun results and hits/rnd do not affect creature.

Creatures that are immune to stun results are not immune to physics. When such a creature is knocked "Down" or "Out", they are knocked Prone and characters will receive the "Prone" combat modifier for attacks against them. However, such creatures have no restrictions to their activities, nor any stun-based penalties. They are free to attempt to attack from the prone position or to get up normally.

CYRADON MONSTERS												
Type	Lvl	MOVEMENT STATISTICS				COMBAT STATISTICS				ENCOUNTER STATISTICS		
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Outlook	
Ant, Giant	1	30	FSp/20	VS/MD	S/II	40	SL (20)	35 MPi	2-20	—/—	Aggress	
Aoifar	4	90	Dash/10	MF/MF	M/-	80	SL(30s)	75 Melee/40 Missile/50 MCl	*	*	varies	
Ape, Giant	5	70	Spt/20	ME/FA	L/-	120	RL (10)	55 MCl / 70 LGr / 60 Weapon	1-10	—/—	Aggress	
Ashari	6	80	Dash/15	MD/MD	M/-	50	CH(60s)	100 Melee/100 Missile/Spells	*	*	varies	
Barghest (Demon Dog)	4	120	Dash/60	FA/FA	M/I	70	SL(30)	50 MBi/50 MBa/60 FBr (Fire Breath)	1-10	—/—	Hungry	
Beetle, Giant	2	50	Spt/10	SL/MF	M/II	65	PL(10)	70 MPi (poison)	1-5	VP/VP	Hungry	
Bounder	6	120	Dash/10	VF/VF	M/I	160	SL(30)	70LBi/80MCl/85MBa	1-2+	—/—	Hungry	
Cat, Large	5	100	Dash/30	FA/MF	M/-	100	SL(40)	40 MCl/60 MBa/60 MBi	1-2	—/—	Aggress	
Ceres Hound	6	140	Dash/20	VF/FA	L/II	150	SL(50)	80 LBi (3x)/60 LSt (poison)	1	VP/P	Protect	
Cliff Rukh	8	100	Dash/30	BF/BF	L/I	240	SL(50)	90 LCl/100 LPi	1-10	—/—	Hungry	
Cockatrice	5	90	Dash/20	VF/MF	M/-	70	SL(60)	50 MPi/50 SCl/Special	1	N/R	Greedy	
Demon	Pale I	1	90	Dash/10	MF/FA	M/I	35	No(20)	40 MCl (2x)/30 MBa	1	—/—	Berserk
	Pale II	4	110	Spt/10	FA/FA	M/II	60	SL(30)	50 MCl (2x)/40 LBa	1	—/—	Berserk
	Pale III	8	130	FSp/20	VF/FA	L/II	120	SL(50)	60 MCl (2x)/70 LBa	1	—/—	Cruel
Fey Drake	2	50	Dash/20	VF/MF	S/-	50	SL(60)	45 TBi/40 TCl (2x)	1-20	—/—	Protect	
Golem, Iron	15	50	Spt/0	MD/MD	M/SL#	200	PL(30)	120 LBa/70 LGr/170 LCr«	1	—/—	varies	
Gorger	2	50	Dash/10	MD/MF	M/I	60	RL(20)	50 MCl (2x)/50MBa/70LBi	2-20	—/—	Berserk	
Harpy	4	90	FSp/20	MF/MD	M/-	50	SL(40)	30 MCl(2x)/50 Weapon	1-10	R/N	Cruel	
Hydra	20	100	Run/10	MD/VF	H/SL	380	SC(40)	150 HBa/90 LBi (3-9x)/60 FBr (3-9x)	1	VR/VR	Hostile	
Leshii	20	60	Run/0	MD/MD	M/LA	350	RL(50)	120 HBa/Spells	1	*	Aloof	
Malas	5	100	FSp/30	FA/VF	L/-	150	SL(30)	75 LCl/90 MBa/110 LBi	1-2	—/—	Normal	
Manticore	5	90	Dash/20	FA/VF	L/I	170	RL(40)	80 Special (2x) (poison)/100 LCl	1-5	R/R	Cruel	
Murshie	8	90	Dash/10	ME/VF	M/-	130	RL(30)	100 LCl (2x)/50 Weapon	1	N/P	Hungry	
Nagah	3	60	Dash/20	MD/VF	M/-	50	SL(45s)	70 Melee/45 Missile/40 SCl (2x)	*	*	Cruel	
Nagaral	3	50	Dash/10	MD/VF	M/-	60	RL(45s)	65 Melee/50 Missile/40 SCl (2x)	*	*	varies	
Patago	4	80	FSp/40	VF/FA	S/-	65	SL(40)	70 MBa/60 MGr/60 MBi«	1-100	—/—	Normal	
Quinakh	10	140	FSp/30	VF/VF	L/LA	250	RL(40)	60 LBi/70 LCl/50 HBa	1	—/—	Hungry	
Rainbow Beetle	1	50	Spt/10	SL/MF	M/I	50	PL(20)	50 MPi	1-5	—/—	Hungry	
Rasicar	10	75	Spt/20	MD/MD	L/LA	190	PL(35)	80 MPi/60 MCl	1-5	N/R	Hungry	
Rat, Giant	3	60	Dash/20	MD/FA	M/-	50	SL(30)	40 MBi/30 SCl (2x)	1-10	P/P	Hungry	
Sabertooth Tiger	7	120	FSp/30	FA/VF	L/I	200	SL(40)	90 LCl/100 MBa/120 LBi	1-2	—/—	Aggress	
Schirae	4	60	Spt/10	MD/MD	M/-	70	RL(40s)	80 Melee/60 Missile	*	*	Cruel	
Scorpion, Giant	4	80	Run/10	MF/VF	M/I	85	RL(40)	60 LPi (2x)/80 LSt (poison)	1-2	VP/VP	Hungry	
Spiders	Lesser	3	60	FSp/30	ME/FA	S/-	30	SL(30)	20 SPi / 40 SSt (poison)	2-20	N/N	Hungry
	Greater	8	80	Spt/30	MF/FA	M/I	160	SL(40)	70 LPi / 75 LSt (poison)	1-10	VR/R	Hungry
Stionoir	4	100	Dash/20	FA/FA	L/-	90	No(20)	50 MPi/40 SCl	2-20	—/—	Aggress	
Swamp Octopus	6	60	Run/10	MD/MF	L/II	110	SL(10)	60 MGr(1-8x)/80 LPi	1	—/—	Aggress	
Tagus	4	90	Dash/40	MF/FA	L/I	160	RL(40)	60 MCr/60 MBi	5-50	—/—	Normal	
Trapping Plant (General)	2	—	—	-/MD	M/II@	50	RL(10)	20 SGr (1-10x)/Special	2-20	P/P	Aggress	
Undead	Class I	1	40	Run/0	VS/SL	M/I#	25	No(10)	25 SBa/15 Weapon	1-30	—/—	Berserk
	Class II	3	50	Run/0	SL/MD	M/I#	50	No(20)	40 MBa/45 Weapon	1-20	—/—	Berserk
	Class III	6	50	Spt/0	SL/MF	M/I#	100	No(30)	60 MBa/50 Weapon	1-10	—/—	Berserk
Vulakah	8	50	Spt/30	MD/FA	M/II	170	SL(30)	120 LCl/110 LBa/90 LBi	1-5	—/—	Hungry	
Wasp, Great	2	130	FSp/20	VF/FA	M/@	50	SL(45)	60 LPi/50 MSt (poison)	1	P/VP	Berserk	
Wolf	3	110	Dash/20	FA/FA	M/-	110	SL(30)	65 MBi	2-20	—/—	Aggress	
Wyvern	8	180	Dash/50	BF/VF	H/LA	200	SC(35)	70 LCl/110 HSt (poison)/80 LBi (poison)	1	R/R	Hungry	
Zenasant	8	90	Dash/10	MF/VF	M/II	130	RL(30)	100 LCl (2x)/80 MBi	1-10	—/—	Berserk	

* — Special.

Hits

This refers to the number of Concussion Hits that an average specimen of this creature normally has.

Armor Type & Defensive Bonus “AT(DB)”

This column has two purposes. The first is the Armor Type. This is what determines the column used on the Attack Tables when you make an attack against this creature. The codes and what they mean are as follows:

- No** = No Armor
- SL** = Soft Leather
- RL** = Reinforced Leather
- CH** = Chain
- SC** = Scale
- PL** = Plate

In most cases, this code is used simply as a comparative reference about how tough the hide of the creature is. In some cases, such as for creatures who wear armor, this reflects the normal armor worn by an average creature of this type. For these creatures, special cases may have different armor types.

The second part of this column is the part within the parenthesis. This is the creature’s DB, its Defensive Bonus, the number that is subtracted from all attacks made against the creature. In most cases, this does not include any sort of shield. If the creature is of a type that will use a shield, and if the bonus from a shield is figured into their DB, then the number will have an “s” beside it to indicate that a normal shield was factored into its DB.

Attacks

In this section of the table, there are multiple entries for almost every creature. Each entry is separated by a “/”. Each entry is comprised of a number and a letter code. Some entries are followed by a short note in parenthesis, and a couple have a symbol at the end.

The number is the creature’s OB for that specific attack.

The letter code is either 3 letters or a word. The first letter of the 3 letter code represents the size of the attack, while the second 2 letters represent the type of the attack. The attack types can be found on the Animal Statistics table on page **xx**.

The sizes are as follows:

- T** Tiny
- S** Small
- M** Medium
- L** Large
- H** Huge

If the number is followed by a word, then that word has a special meaning. Here is a list of the possible words and what they mean:

Melee – The GM should select an appropriate melee weapon for the creature.

Missile – The GM should select an appropriate missile or ranged weapon for the creature.

Weapon – The GM should select an appropriate weapon, melee or ranged, for the creature.

Spells – the creature has the ability to cast spells, refer to the creature’s description for more information.

Special – The creature has a special attack that is described in its description.

If an attack entry is followed by a something like “(2x)” or “(1-8x)”, that means that the creature makes multiple attacks in a single round when using that given attack. The number indicates the actual number of attacks.

If an attack entry is followed by “(poison)”, that means that the attack also delivers a poison to the target if the attack delivers a critical. The poison and its effects will be more fully described in the creature’s description.

A couple of attack entries are followed by the “«” symbol. What this means is that this particular attack cannot be performed unless the attack before it was successfully made. For example, this symbol can be found on the last attack type for the Iron Golem. The attack before that is a Grapple attack, and the one the symbol is on is a Crush attack. Thus, the Crush attack cannot be performed unless the Iron Golem successfully performs a Grapple attack on that same foe in the round before.

Other than the requirements caused by this symbol, the GM is free to select which attack(s) a creature will use each round.

ENCOUNTER STATISTICS**# Enc**

This stands for “number encountered” and represents how many of this particular type of creature will be encountered on average. The numbers represent encounters away from the home or nest of the creature. As always, the GM is free to adjust numbers accordingly.

In some cases, there is an asterisk rather than an entry. In this case, the creature is a member of a sentient race, and the number encountered will depend upon the purpose for the creature being in the area where it is.

Treasure

These to codes are used for randomly generating the treasures for the creatures. For most creatures, this treasure will be located in the creature’s lair or nest and not on the creature. Occasionally, a creature may have actually ingested the treasure, presuming the creature ate whoever was wearing it before.

The letter codes represent the relative wealth of the treasure of the creature. They, along with the actual treasure generation rules are more fully explained in the Treasure section, starting on page xx.

Additionally, some entries in this column also have an asterisk, representing that they are special and should not be determined with care, and that the situation in which the creature finds itself should have some bearing on the treasure that it carries.

The GM should also remember that if a sentient creature does have some sort of magical treasure that it is most likely going to be using it for itself. In this case, such treasures should be determined before the actual encounter.

Outlook

This column gives the general outlook of the creatures. Refer to the Creature Outlook table for more information about what each outlook means.

<<insert Creature Outlook Table>>

CREATURE OUTLOOK TABLE	
Code	Description
Aggres	Aggressive and will attack if provoked or hungry.
Aloof	Ignores other creatures unless interfered with or attacked.
Altru	Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
Bellig	Belligerent, often attacks without provocation.
Berserk	Attacks closest living creature until it is destroyed.
Carefree	Does not believe that danger or misfortune exists for it.
Cruel	Not only hostile, but delights in death, pain, and suffering.
Domin	Desires power, attempts to control or dominate other creatures
Good	Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are "good".
Greedy	Will attack or attempt to steal from other creatures if the risk does not seem to high.
Hostile	Normally attacks other creatures on sight.
Hungry	If hungry, will attack anything edible; otherwise Normal.
Inquis	Inquisitive/Curious will approach and examine unusual situations.
Jumpy	Normally bolts at any sign of other creatures.
Normal	Watches and is wary of other creatures, will sometimes attack if hungry.
Passive	Ignores the presence of other creatures unless threatened.
Playful	Mischievous/Playful, will attempt to play with or play pranks on other creatures.
Protect	Protective of a thing, place, other creature, etc.
Timid	Skittish around other creatures, runs at the slightest hint of danger.

DESCRIPTIONS

ANT, GIANT

Giant Ants adhere to a complex social organization based on a nest or colony that contains a single relatively huge, egg-laying queen (normally dormant or producing eggs in nest; wings permit flight) and dozens of specialized servants. Small males and mostly sterile females compose the queen’s mates, workers (routine confined to nest-building or defense), and in some species soldiers (programmed to defend nest until they die; abnormally large head contains huge jaws; abdomen contains a retractable slinger which injects a mild lvl 1 poison). The most common type of Giant Ant is the hunter/scavenger, the one who goes out searching for food for the nest.

Using chemical deposits secreted from glands in the abdomen, ants can communicate with one another and act in relative unison. Exceptionally strong jaws complete their formidable arsenal, and these pincher-like mandibles are made all the more deadly by virtue of the ant’s incredible strength. All varieties are capable of lifting loads equal to many times their own body weight. The varied ant diet includes plant and animal matter, for food-gathering and nest-building both require considerable effort.

AOIFAR

The Aoifar are a race of lion-centaurs more commonly called leonars. They live a nomadic lifestyle on the plains in the south-western portion of Cyradon. There are nine major tribes of Aoifar, each tribe consisting of nine major clans with each clan consisting of nine prides. The prides, clans, and tribes all move about the plains constantly, in seemingly random patterns created thousands of years ago.

The Aoifar came to Cyradon all those many thousands of years ago; they are at war with the Nagah, and patrol the banks of the large river south of the Madiarian Forest, preventing the incursions of the Nagah with their spears and slings.

Physically, the Aoifar are about the same height as humans; possibly a little shorter. They stand around 5'6" and have a humanoid upper body sprouting from where the neck and head of a large feline would be coming out of its shoulders. The Aoifar are covered from head to toe with a short course fur, their heads and faces have a definite feline cast to them, and some even have a shaggy lion-like mane on their heads.

APE, GIANT

Great Apes are tail-less primates that stand up to 5’ tall, and Gorillas can often get up to 6’ tall. Most members of these primate families are normally peaceful, except when protecting their nest. Giant Apes, however, grow to be up to 8’ tall and unlike their calmer cousins are very aggressive towards any who encounter them.

A single Giant Ape nest can have up to 8-10 members in it. The nest is usually led by the strongest and largest Ape, having killed all potential rivals.

Giant Apes are omnivores, willing to eat almost anything.

ASHARI

The hidden city of Selant in the Tanolain Delta was originally founded by Arali who wanted to search the Devastation, against the wishes of their brethren, for magics that they hoped would reverse the damage to the land. Over the centuries since they settled there, the Arali have changed and been warped by the tainted waters flowing down the Tanolain River. Their distance from the Devastation has helped them survive, but the changes have been wrought, and the Elves can no longer be called Arali.

Approximately 100 years ago, they renamed themselves the Ashari, the grey ones. This is an apt title for them as their skin has a greenish-grey cast to it, and they have adapted in ways that allow them to survive better within the Devastation. A few even have weakened versions of the same abilities held by the Aberrations.

The Ashari still scour the Devastation looking for forgotten magics. However, they are no longer trying to find them to reverse the Devastation, but just to hoard and use the magics for themselves.

BARGHEST (DEMON DOG)

The Barghest, or Demon Dog, is a huge black wolf-like creature that normally stands about 3’-4’ high and about 5’-7’ in length. It is nocturnal, and it has a strong craving for fresh flesh.

As if their great size alone were not enough to make them dangerous, these savage creatures are capable of breathing fire. This Fire Breath has a range of 50’. The Demon Dog can use this Fire Breath in two ways. First, it can spit out a glob of fire (treat as a Fire Bolt, see page xx). The second method allows it to breath out a cone of fire. This cone extends to the full range (i.e. 50’) and it is 10’ wide at the far end. All within the area of the cone are treated to an attack on the Ball Attack table, with Heat criticals. Targets of this cone attack are allowed their shield DB (unlike for ball attacks), and receive a +1 modifier to their DB for every 2’ that they are from the Demon Dog when he makes this attack.

BEETLE, GIANT

The blue-green Giant Beetle is a nocturnal predator. They can grow to be up to 8’ long, with pincers around 6” long.

These giant beetles are sometimes referred to as Jadebacks. They are well-armored and have adapted to virtually any ecosystem. A Jadeback will eat virtually anything they can get their pinchers on, which includes men. Their poisonous bite can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).

The bite of a Giant Beetle delivers a 4th level poison that has the following effect:

<<insert Beetle Poison table>>

RR Failure	Effect
1-25	Victim takes 4 hits/rnd, beginning in 10-100 rnds, and lasting until they are unconscious.
26-50	Victim begins bleeding through his pores at a rate of 3 hits/rnd, beginning in 20-200 rnds.
51-75	Begins in 30-300 rnds. Victim is incapacitated and lapses into a coma for 1-100 days.
76-100	Victims internal organs turn to jelly and the victim dies in 1-10 hours.

BOUNDER

Bounders are four-legged, tailless creatures with smooth, dark green skin and bodies between 5’-7’ long. Their bodies are graceful and catlike, and their heads appear froglike—that is until a

Bounder opens its jaws to reveal rows of sharp, businesslike teeth. A Bounder’s front legs are larger and more powerful than its hindquarters, giving it a bounding motion when it runs. It is agile and sure footed. The powerful claws on each leg provide additional traction—and weapons.

Bounders are reptiles and can be found in either the Madiarian Forest or hot, humid swamps, or even underground. They are fairly intelligent. Bounders live and hunt in mated pairs. They bare live young, which take about 3 years to mature. When hunting moving prey, Bounders will attempt to tire their prey before moving in for the kill with the powerful jaws and sharp claws. A bounder will hurl itself against a stationary target at full speed in hopes of overwhelming the target.

CAT, LARGE

There are many different varieties of felines. Large cats come in a variety of species, from cougars, and leopards, to lions and tigers. Most large cats range in size from about 4’ long to over 9’ long.

Large Cats are hungry and stealthy predators of the first order. They will stalk and run down their prey, delivering death with bites from their powerful jaws. Occasionally, several Large Cats will work together to bring down especially strong prey.

CERES HOUND

This creature was one of the more popular varieties in the coliseum games. Approximately 6’ long and standing 4’ tall, this vicious hound would savage its opponents with its three powerful jaws.

The Ceres Hound was also a favorite for the “improvements” that the Narsi liked to make on creatures. It is not unusual to find them with either Elemental or Demonic Templates. Since the Devastation, some have even acquired the Aberration Template as

RR Failure	Effect
1-25	Victim takes 4 hits/rnd, beginning in 10-100 rnds, and lasting until they are unconscious.
26-50	Victim begins bleeding through his pores at a rate of 3 hits/rnd, beginning in 20-200 rnds.
51-75	Begins in 30-300 rnds. Victim is incapacitated and lapses into a coma for 1-100 days.
76-100	Victims internal organs turn to jelly and the victim dies in 1-10 hours.

well.

What makes the Ceres Hound even more deadly is that its bite is also poisonous. Anybody bit by the Ceres Hound must make a RR against a 3rd level poison or be affected as follows:

<<insert Ceres Poison table>>

CLIFF RUKH

The Cliff Rukh is an extremely large bird of prey that likes to nest in the crags of high mountains. While they are most often found within the mountain ranges where they nest, they will sometimes venture into other types of terrain that are nearby.

Until the Rhona performed the Ritual of Estrousal, the only place where Cliff Rukhs could be found was on the more remote mountains of the islands surrounding Cyradon. A side effect of the Ritual restored those long lost eggs to life, and quickly brought not only the eggs, but the newborn hatchlings to maturity as well. Thus there are now dozens of these large airborne predators soaring across the sky.

These birds have a 10' wingspan and a body that is generally about 4' in length. The average Cliff Rukh is amazingly strong for its size and can easily lift prey weighing up to 50 lbs, meaning that it is capable of carrying off small children when hungry. The Cliff Rukh is not above stealing food from other Rukh, or attacking other animals in order to steal their food. Normally, there will be only one Cliff Rukh within a given 50 mile radius.

However, the sudden birthing caused by the Ritual has left the skies above Cyradon teeming with dozens of these creatures, all of which are ravenous.

COCKATRICE

The Cockatrice is like a cross between a reptiles and a bird. It is from 3' to 12' long, from beak to tail, and it has a wingspan of 3'-12'. It has bird-like wings and a feathered crest. The wings are topped with deadly claw that is only outdone by its sharp beak. The Cockatrice likes to nest in trees as they are solitary creatures, except when mating.

Petrifying Gaze: If the Cockatrice makes eye contact (a Medium Maneuver), it can turn its target to stone. The duration of which depends upon the how severely the target fails its RR against Essence. Failures of 1-25 results in 1-100 minutes (open-ended) as stone; 26-50 = 2-20hrs; 51-100 = 1-100 days, open-ended; 100+ = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs).

DEMON, PALE I

Standing 7' tall, these grey skinned creatures are hairless, except for a tuft growing from the top of their head. These bestial creatures have barely any intelligence at all, relying mostly on instinct. They use either simple 1 handed weapons, such as clubs, or bash things with their bare hands. They know nothing of shields.

DEMON, PALE II

Demons from the second Pale are larger, more agile and more intelligent overall than their bestial brethren. These creatures are completely hairless and a darker shade of grey. Being more intelligent, they are able to use tactics and often wield wicked looking swords.

Coming from a dimension filled with a dark murky liquid, these demons also have webbing between their fingers and their long, clawed toes. They have large hands that also aid in their swimming, and they can breath just as well underwater as they can in the air.

DEMON, PALE III

Standing at 9' tall, these hairless, dark grey creatures have large ears and noses, both of which are formed of gnarled bone, giving them a bat-like appearance. These demons have superb senses of hearing and smell as well as a sonar-like echolocation sense. This is very important to them because they are blind in all but the brightest light. These demons are also possessed of powerful wings that allow them to fly and glide, just like the bats that they resemble.

In combat, these creatures wield large two-handed weapons to great and deadly effect.

FEY DRAKE

Fey Drakes are small Dragonets; their bodies are roughly 5"-7" in length with a thin, whip-like tail of equal length. These creatures are prized as intelligent and trainable familiars, although in their native environment they can be annoying as they swarm and bite anyone near their colonies. These creatures have iridescent scales and small powerful wings that they beat rapidly in order to hover and maintain flight Fey Drakes form colonies, building nests from tree bark, mud, and other materials to create what eventually becomes a nest as tall as a man. Up to a dozen of the creatures live within it. At night, they gather in the colony for warmth, and feed on small insects and other tiny creatures they have stored in a hoarding chamber. During the day, they roam rapidly around the forests and plains where they build their colonies, feeding on nectar and trapping insects to return to the colony's hoard. Fey Drakes are territorial, and they will attack anything they perceive as a threat to the colony. This means anything that blunders to within a few hundred yards of the colony, whether the unfortunate victim has the hive within sight or not. These creatures attack en-masse, swarming intruders, snapping tiny jaws, and lashing out with their tails.

Fey Drakes aren't especially dangerous; they are merely an annoyance to surprised "intruders". In combat Fey Drakes will continue to fight as long as they think there is a threat to the colony or themselves. Once the threat has left the proximity of the colony, they will usually retreat. Swarms of the determined creatures, however, could potentially kill a smaller creature, such as a Halfling or a human child.

It is rumored that the Narsi tried to improve upon the Fey Drakes to make them more exciting for the coliseum. There have been reports of colonies of Fey Drakes who seem to have received an Elemental Template, but these reports have never been verified.

GOLEM, IRON

Golems are formed of solid substances imbued with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are animated sculptures. All appear and act as living statues. They serve only their maker, responding to simple instructions (e.g. one-liners). Whenever a golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (range 200'; bash attack at 50% OB). Should their maker perish, they will attempt to complete their last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Golems are composed of a single piece of a particular substance. Mannish in appearance, their features are only as defined as their maker's sculpting skill allows.

GORGER

The Gorger was created by the ritual that caused the Devastation. The ape-like gait and massive jaws are perhaps its most remarkable characteristics. With great gaping maw, and a body resembling a hairless Giant Ape, the Gorger combines the attributes of a shark with the mobility of a biped. Its mouth is filled with multiple rows of teeth capable of cutting through leather as easily as paper. As it feeds, the jaws oscillate with a frightening buzz, allowing them to chew through materials even tougher than leather.

In some cases, the Gorger can bite right through metal. The Gorger has no known ecology or method of reproduction; in fact no one really knows a lot about the creature other than it was never seen prior to the Devastation.

The grey, hairless body reveals no gender, and it bears no resemblance to Demons or mythological creatures known to sages and wizards. Those who survive the feeding frenzy of the beasts will swear they have never seen such a voracious appetite or ability to eat almost anything. What is known about the Gorger is that the creature is fearless and will attack communities in small groups.

Gorgers will travel in these small packs, usually at least 10 in number. It's easy to bring one down with a few well-aimed axe blows. They become dangerous when their jaws lock onto an arm or leg. Their fearless demeanor combined with their voracious appetite has led to an increasing number of encounters with the monstrosities in recent time.

HARPY

Hatred tightens the pale asymmetries of her woman's face and gleams from her narrowed eyes; tension tempers her slender neck and small breasts. Reflected in the shining, blue plumage of her wings and avian body, her psyche hungers for violence. Directed towards all except her own kind, the harpy's malice seeks always to bring hurt and misfortune.

Her keening cries paralyze her foes with fear, increasing the deadliness of her cruel talons. The harpy feasts on those she defeats and fouls with excrement their undesired remains. Females encountered more often (85%) than males.

HYDRA

Hydras are flightless relatives of dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare. Fully scaled, their armor rivals that of great drakes. Their appearance is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three (01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9). These fanged skulls operate independently and, if killed, their neck will split and regenerate as two new heads (in 2-20 rounds).

Only a cauterizing wound will stay this horrible process. One head, however, serves as the original (and immortal core). It cannot regenerate, nor can it be stunned; but if slain, the hydra perishes. Alternatively, one can kill a hydra by destroying its body.

The primary head and body are treated as Super Large in regards to critical received, while the other heads are treated as Large. Each head of the Hydra is able to employ its Fire Breath.

Fire Breath: For the Hydra, the Fire Breath manifest as a cone attack. The cone has a length of 40' and a base of 25' at the point furthest from the Hydra. It can be used once per minute, up to a maximum of 10 times per day and some Hydras(5%) have heads which use individualized breath weapons. (i.e. other than fire, GM's choice of which type(s)).

LESHII

The Leshii are powerful forest spirits and Mages. Their true forms are unknown. A Leshii may change its shape and size at will, though it does have a few favorite forms. The first form is often that of a humanoid, made completely out of wood, with clothing that seems made from bark and hair of foliage and leaves. In this form, the Leshii carry a large club which it uses to great effect. Its other favorite form is that of a giant talking mushroom.

The Leshii can only be found in their home forests, from which they never travel. Most of the Leshii on Cyradon are found within the Idrisil Forest in Aneirin, although there are a few in other areas around Cyradon. A Leshii's forest demesne normally is no more than about 10 or 20 miles in diameter.

A Leshii will monitor all visitors within its domain, attacking all who wantonly kill animals, plants, and trees.

So long as intruders into its demesne are respectful of nature, it will leave them alone. Occasionally, one will befriend an outsider and possibly even teach them some magic. Leshii all possess *Nature's Gift*, which is the knowledge of all plant, tree, and nature related spells, as well as instantly knowing when somebody enters their demesne, and where that person is at all times while within their sphere of influence.

MALAS

The Malas is a large marsupial cat about the size of a leopard, which ambushes prey by springing on it from hiding. The Malas is not fast, but it is extremely powerful, able to make incredible leaps (up to 30' in distance) to pounce on prey.

The Malas has a rear-facing thumb claw that it uses to help it latch onto large prey in order to wrestle it to the ground. Its incredibly powerful forearms are well suited to wrestling larger prey.

MANTICORE

The Manticore has the body of a lion, a spiked tail that can deliver a virulent poison, and a head that resembles that of a human with an impossibly large mouth filled with huge sharp teeth. Those few who have encountered the Manticore and survived all seem to agree that it is the deadliest predator around. There was no record of these beasts before the Devastation; therefore it is assumed that it was the Devastation that created them. Certain Arali scholars believe that Manticores were originally members of the Narsin who were utterly transformed into these beasts.

Manticores share many traits with other Devastation Monsters (see the Aberration Template), though it is different in a few respects. For instance, it is only the size of a large lion rather than a being of gigantic size like many other Devastation monsters. The Manticore will slay anything that comes within its territory. They are able to eat flesh, bone, leather and metal; the Manticore leaves nothing behind of its prey. The tail spikes on the Manticore carry a potent poison that totally incapacitates its prey so that it may eat it at its leisure. Victims of the Manticore's poison are fully aware of their surroundings, and a Manticore will often terrorize captured prey before eating it.

Tail Spikes: The Manticore is able to flick its tail and shoot forth up to 2 tail spikes each round. These spikes are actually made of metal and when the Manticore attacks by flinging one, that attack is treated as if it were a heavy crossbow in all respects (range, attack size, attack table, etc.).

Manticore Poison: A target damaged by the Manticore's tail spikes must make a Constitution-based RR against the Manticore's level or be paralyzed for one hour for each point by which the Resistance Roll is failed.

MURSHIE

The Murshie are hideous, green-grey skinned creatures who dwell in the sucking black mud of the swamplands. They are often mistaken for undead creatures or trolls, and some say they are the twisted spirits of those who perish in the swamps. The reality, however, is much worse, as they are creatures that seem to be part demonic. It is rumored that the first Murshie were created when the apprentices of one of the Narsi, who lived near the Yftelan Mire, attempted to improve a creature with a demonic infusion. Due to flaws in their ritual, they themselves were infused with the demonic energies, transforming into the first of the Murshie. They escaped into the Mire after killing their master and most of the servants within the compound.

Murshie are poisonous creatures, tainting the land with their presence. They are squat, inhuman creatures who sleep in the darkest depths of quagmires. Their claws are long, bone yellow, and sharp. They reek of death and rot. Where the Murshie live, trees grow gnarled and stunted, water pools into fetid ponds, plants die and lichen and fungi thrive. Those who are foolish enough to enter the Murshie's swamp make warm, raw, tasty food.

The Murshie tend to hunt alone, but lair in packs of three or more. A Murshie will attack with its long sharp claws and jagged teeth, but it will fight defensively, as it is not a particularly strong creature, bound as it is in the physical world. It will use its knowledge of the terrain and natural camouflage (that sickly, green-grey hide blends in rather well with the swamp) to ambush PCs and pick them off, one by one.

All Murshie have the abilities listed in the Demonic Template on page **xx**.

NAGAH

The Nagah live solely in the Madiarian Forest in the western portion of Cyradon. They are a tribal race of lizardmen with extremely long tails that they use in combat to bash and unbalance foes, and powerful claws on their hands for rending the flesh of enemies. Legend has it that the Nagah, along with the ancestors of the Nagazi and the Nagal, were created by a black dragon ages ago to act as servants and warriors against her foes. The Nagah still worship a dragon totem, a small dragon head carved out of obsidian.

The tribal shamans say that the totem is a conduit to their goddess, the Black Dragon, and that she can both see and speak to them through the totem.

The Nagah are constantly at war with one another and any who they come across, including the Nagal to the north of the forest, the Aoifar to the south, and the Schirae in the mountains to the east. Occasionally, Nagah war parties will slip through these foes and venture into other parts of Cyradon. Fortunately, these war parties are small due to tribal infighting. Should the Nagah ever unify, they would truly be a force to be reckoned with.

NAGARAL

There are 5 large city-states on the northwestern coast of Cyradon inhabited by lizardmen known as the Nagal, who are cousins to both the Nagah and the Nagazi.

Physically, they are discernible from their cousins by the length of their tail, as Nagal tails hang to their knees, whereas the Nagah are long-tailed, and the Nagazi short-tailed. Centuries ago, the Nagal and Nagazi were part of the tribal nations of Nagah, but a schism developed with the influential return of the Black Dragon, goddess of the Nagah. Both the Nagal and the Nagazi left the Madiarian Forest. The Nagal eventually settled on the shores of the northwestern coast while their Nagazi cousins migrated east to found their own nation.

The Nagal first formed four separate city-states, and then a fifth on a large island at the mouth of the bay surrounding the area. The Nagal value strength of arms and combat prowess over most other traits, which is strongly reflected in their culture. They hold weekly tournaments in arenas where warriors pit themselves against one other.

Each city-state is a separate nation unto itself, and is often in conflict with the others. However, rather than fighting costly wars (especially with the Nagah on their southern borders), the city-states use the arenas to settle their differences. All of the city-states meticulously follow these ritualized duels of honor.

Although the Nagal trade with their Nagazi cousins, they have little respect for those that they consider to be the weaker races. It is extremely rare for individuals of another race to gain the respect of the Nagal. The Nagal are currently more interested in their internal conflicts between the city-states, but scholars generally agree that should the entire Nagal unite under the banner of a powerful leader, it is possible that they could pose a major threat, especially if that leader had a desire to expand.

PATAGO

The Patago are hunched, nocturnal creature roughly the size of a monkey that are humanoid-bat hybrids. These hybrid creatures appear to have been magically intermingled, bat and monkey, fused into a creature with a malicious demeanor. They have wing flaps under their arms that allow them to fly, and they have incredible night vision and a keen sense of smell. Their tiny red eyes gleam with a spark of intelligence uncommon amongst most animals.

These creatures love to drink blood; it is one of the few things they do well, other than infest and destroy herds of livestock. These creatures are exceptionally cunning, and can undo latches, work door handles, open gates, locks, and windows. Where these creatures have bred to vast numbers, they become a menace to all life, stealing into any location to find blood. Some will even boldly invade rooms in the midst of the night.

Patago have a colony-based ecology, like the colonies of the common bat. However, Patago are much more competitive and intelligent than the common chiropteran. Given enough time, Patago will try to eliminate any other predators that they directly compete with in order to secure a food source. They will drink packs of wolves dry, kill any natural animals incapable of fighting back, and terrorize the local environment. Luckily, the Patago has one fatal weakness – itself. Patago in frenzy will drink blood from anything, including other Patago, and when hungry all sense of intellect leaves them and is replaced by a terrifying appetite. The most efficient way of dealing with the creatures is to seal up a cavern where a colony exists, and wait for them to cannibalize one another. This tactic has saved many a small community from bleeding dry at the hands of these voracious little predators.

Patago have no fighting style; they just latch on, bite, and drain. This tactic usually isn't very efficient for survival unless there is a cloud of these creatures attacking a given target. The normal tactic is to swarm a target, with several of them latching on and biting into the flesh, draining the body of its blood in a few minutes. Bloated Patago can't fly well, and often a well-fed Patago will crawl under a nearby rock or bush to digest its meal, and fly away when it feels light enough.

Exsanguination: A Patago that successfully scores a Grapple critical hit against its foe does not do critical damage as normal. Instead, the creature latches on and sinks its jaws into the victim. The victim suffers an automatic Tiny Puncture critical and in the next combat round the victim loses 1-10 Concussion Hits, and does so per combat round until the Patago has drained a number of hits equal to its hits or is torn off. Even then the wound bleeds 1 hit for 1-10 rounds.

Removing the Patago is a Very Hard Strength-based Maneuver Rol. Slaying it will also cause it to let go. Once sated the creature will then let go and fly off at half of its BMR due to its bloated and heavy stomach.

Frenzy: Patago that do not feed to full at least once per week begin to starve, and their hunger drives them into a frenzy to find food. A frenzied Patago is a danger to anything that has blood in its veins. Frenzied Patago gain +10 to initiative, +10 to attack rolls, +20 to resist all Stuns, and loses its Stat bonus for determining its DB. The creature loses all sense of reason and may not use skills or special abilities other than Exsanguination. A frenzied Patago will seek to fill its belly by any means, attacking the nearest living being and drinking until its stomach is full, then it will fall into a deep slumber for 1-10 hours.

QUINAKH

The Quinakh is one of the Narsi's major accomplishments, but also one of their greatest mistakes. Originally bred for the coliseum games, these monstrous creatures escaped into the wild and have taken up residence in the Yftelan Mire and several other bodies of water, including the swamp at the mouth of the Tanolain River. The Quinakh is a large reptilian creature about 20' in length, with a mouth filled with many extremely sharp teeth that can hew through almost anything, even metal.

The Quinakh mates once every ten years, and its young are totally aquatic in nature for the 5-7 years that it takes them to mature. At this point, the young Quinakh begin a feeding frenzy, often devouring each other, as they grow and change from their fish-like forms into smaller versions of their adult forms. Those that survive this leave to seek their own hunting grounds, which are always near water.

All Quinakh have the abilities listed in the Demonic Template on page **xx**.

RAINBOW BEETLE

The Rainbow Beetle is one of the most beautiful animals on Cyradon. These 3' long beetles have carapaces in deep glowing colors; rich reds, greens, blues, purples, and even, in rare cases, gold and silver. The beetles shed their carapaces twice a year, and these discarded carapaces are highly prized by the Arali Elves. The Elves maintain herds of Rainbow Beetles to ensure a steady supply of these carapaces. The beetles also secrete a resin-like substance, which has a variety of uses.

Discarded carapaces are carved into scales or molded into armor. This armor has the strength as Scale armor, and the encumbrance of reinforced leather. They are considered as being leather armor for the purposes of spell casting. Beetle armor is very durable.

The carapaces are also used for decorative inlay, jewelry making, and many other decorative arts. Some of the ancient mosaics of Belynar are made from Rainbow Beetle carapaces, proving that the Cyrads also valued these giant insects.

The beetle resin has a variety of practical applications. A light coat of this resin will harden soft leather armor in a few hours, converting it into the equivalent of reinforced leather armor. (The resin must coat the entire piece of armor.) It is also used to strengthen and waterproof small light fishing coracles, stiffen cloth, lacquer wood, and to protect and beautify a variety of objects.

Rainbow Beetles are omnivorous, and about as intelligent as most insects. Their minds run to normal insect activities, food, mating, etc. They cannot be trained, and are normally not aggressive unless they are hungry or feel threatened.

RASICAR

The Rasicar was originally developed by the Narsi as a creature to clean their streets of debris and garbage. They resemble large centipedes, with black metallic hides. The Rasicar can and will literally eat anything. They metabolize all organic matter that they consume, so their only waste product is any inorganic matter ingested. The Narsi trained the Rasicar to excrete this waste in a single location where servants could recover an inadvertently ingested material. This was before the Devastation.

The Rasicar survived the Devastation and retained their original form, but grew to many times their normal size. Where the original Rasicar were not large enough to swallow a person, the Aberrant form of the Rasicar is much larger, being about 4' wide and tall and about 20'- 25' in length. On either side of its mouth is a large mandible that can be used to tear apart anything not small enough to fit in its maw.

RAT, GIANT

While certain species of normal rodents can grow to be up to 4' long, most are much smaller than half that size. For Giant Rats, on the other hand, 4' is usually the smallest size you will find them. They normally grow to be up to 6' to 8' in length, including their tails.

Just as with their smaller cousins, Giant Rats will eat almost anything. This makes them particularly dangerous if food is in short supply, as they are large enough to take on full grown humans and win.

Some scholars think that they were developed by the Narsi for the coliseum games, and the fact that some have been found with Elemental or Demonic Templates seems to bear that supposition out.

SABERTOOTH TIGER

Smilodons are awe-inspiring stripeless tigers that are approximately 10' long. They are easily identifiable from most other large cats by their 5"-7" long tusks that protrude down out of their upper jaw.

Often dwelling in caves or under overhangs, they are well-suited to rugged, open terrain; otherwise their aggressive predatory habits mimic those of normal tigers. These meat-eaters leap well (up to 40' on the run) and are accomplished wrestlers. Generally, sabertooths will ambush their quarry, making a quick charge, leaping, and immobilizing the shocked or downed prey with their long claws and powerful, toothy jaws. They make terrible pets.

SCHIRAE

Born out of a desire and a dream to soar among the clouds like the Gryphons the Arali known as the Shival wanted the Narsi to give them wings, to improve them like they had so many of the creatures that battled in the

coliseum. At a crucial moment, however, the aspects of the ritual were altered through the intervention of others. This interruption changed the ritual, ultimately causing the Devastation. The Shival that survived were scarred in both mind and body. They became twisted and deformed, robbed of much of their intellect and grace. In the language of the Arali, this accursed race became known as the Schirae.

Vicious, bloodthirsty and cannibalistic, the Schirae are savage beyond belief. They are no longer Elves at all, but are quite different and infinitely more dangerous. The Schirae have the pointed ears of their cousins, but that is where similarities end. They all possess vestigial wings upon their backs, and numerous ritual scars upon their stocky, muscular bodies. Their lives are much shorter than the Elves from which they came, their longevity burned away in the horrific aftermath of the Devastation that formed them.

The Schirae create totems to primal, elemental spirits, all of a violent nature. One of their favorite sports is hunting Gryphons as they believe that the skin and feathers of the Gryphons contain its spirit, and that should they collect enough of the spirits, they will be able to complete their transformations and remove their curse.

SCORPION, GIANT

The Giant Scorpion or Gemsting as it is sometimes known is another arachnid known for hunting large prey, including man. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike.

The stinger on their tails injects a 6th level respiratory poison that could kill the victim. The following table shows the effects of failing the RR against it.

<<insert Scorpion Poison table here>>

RR Failure	Effect
1-25	Mild euphoria (-20) beginning in 2-20 rnds. Lasts 1-10 minutes.
26-50	Significant euphoria (-50) beginning in 2-20 rounds & some choking pain (1-5 hits/rnd) for 1-100 rnds. Euphoria lasts for 1-100 minutes.
51-75	Begins in 1-100 rnds. Severe uncontrollable coughing (1-10 hits/rnd for 1-10 rnds), and then lapses into unconsciousness. 50% chance of sliding into coma for 1-10 days.
76-100	Dead in 2-200 rounds due to extreme respiratory failure and oxygen starvation.

SPIDERS, LESSER & GREATER

Giant spiders are huge predatory arachnids, the largest variety of venomous, eight–legged web spinners. Armed with both reduction and muscle poisons, they lurk in large trees and rocky defiles, suspending themselves above their complex web traps.

Groups build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach. Then, the spiders close on their victim, injecting a muscle poison. The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinnertime. Just before being consumed, the victim is injected with a reduction poison. This breaks its innards down into a savory jelly that the spider simply sucks out of the imprisoned body.

Muscle Poison: The Lesser Spider’s poison is 2nd level while the Greater Spider’s poison is 4th level. When injected, the victim must make his RR or he will be paralyzed for 1 minute for each point that he failed the RR by.

Reduction Poison: The Lesser Spider’s poison is 3rd level while the Greater Spider’s poison is 6th level. When injected, the victim must make their RR or suffer the effects as described in the table below.

<<insert Spider Poison table>>

RR Failure	Effect
1-25	Victim takes 4 hits/rnd, beginning in 10-100 rnds, and lasting until they are unconscious.
26-50	Victim begins bleeding through his pores at a rate of 3 hits/rnd, beginning in 20-200 rnds.
51-75	Begins in 30-300 rnds. Victim is incapacitated and lapses into a coma for 1-100 days.
76-100	Victims internal organs turn to jelly and the victim dies in 1-10 hours.

STIONOIR

The Stionoir is a large, flightless, bird-like creature native to Cyradon. There are several different breeds of Stionoir on Cyradon, and they are often used as mounts due to their carrying capacity and ability to maintain a steady pace.

The most common type of Stionoir is the Aumo which stands 7' tall (treat as a Lesser Warhorse with a carrying capacity of 700 lbs). Other common types include the VatoH at 5' tall (treat as a Riding Dog with carrying capacity of 200 lbs.), and the Okin at 6' tall as a Light Horse with a carrying capacity of 500 lbs). One variety of Stionoir, the Areya, is much slower than its cousins and is often kept as livestock and a food source for the races of Cyradon.

Stionoir are omnivorous, and will eat almost anything, having an amazing digestive system. They can live on food that would not support many other creatures. Stionoir make the best mounts when captured young or bred in captivity, as they are notoriously hard to break to a saddle. Like the Cliff Rukhs, the egg-laying Stionoir were brought back to life and to maturity within the space of a few days. Not only did this include the various riding types, but also many of the livestock breed as well.

SWAMP OCTOPUS

Swamp Octopi resemble their ocean counterparts; their bodies are about 2' long and their tentacles can reach up to 6' long. Their coloration ranges from muddy browns and grays to dull greens and black. Swamp Octopi make their homes in swamps, marshes and slow moving rivers. They use their coloration to their advantage, lying motionless for long periods of time waiting to ambush their prey. A Swamp Octopus will grapple its prey with its

tentacles and shred its prey with its sharp beak. It hunts fish, small mammals, birds, lizards and amphibians. It generally will not attack anything larger than a medium size dog. Swamp Octopi are shy, and are normally no threat to the sentient races of Cyradon

TAGUS

This elegant animal is a reptilian warhorse with grey, green or azure scales, a snake like tail, the head of a lizard and a long reptilian fin in place of a mane. They do not have hooves, but instead have lizard-like feet, allowing them to navigate rough terrain easily. The Tagus is about the size of a large warhorse, and is stronger and hardier than a horse. It can travel about 20% longer than a normal horse, and is just as fast as their equine counterparts.

A Tagus can carry 400 pounds. They live in small herds and are omnivorous. The Tagus is extremely rare on Cyradon, and is extremely prized. They were particularly sought after as mounts for coliseum jousts prior to the Devastation. They are easy to train, and if well treated, make loyal companions. In the wild, they are shy and elusive.

TRAPPING PLANT

There are many varieties of plants that trap live prey. The one that most concerns us are those plants that are large enough to capture and trap prey that is the size of a human.

While the physical aspects of this type of plant will vary from plant to plant, they usually have some common features. These include a number of tentacle-like vines by which the plant will grab and attack the prey. Once the target of such an attack is immobile, these tentacle-like vines will then place the prey into some portion of the plant that will hold and dissolve it (i.e. like a large upside down bell-shaped portion of the plant), or that snaps shut around the prey (i.e. like two giant petals that snap shut on either side) and then dissolves it. Once in this “stomach”, the plant will begin delivering a Tiny Acid critical to the prey each round until it is completely dissolved.

Usually there is nothing left but a pile of metal, scrubbed bright by the plant’s acids. This often helps to attract even more prey into the range of its vines.

UNDEAD

Unnatural extension of human or bestial existence gives birth to the undead — transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spell caster who created them. All have passed through the gates of death and linger in the world unnaturally. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since man’s fear of the unknown is heightened by dark. Ironically, the force of life feeds this terror, since often slaughter by undead creates undead.

While there are many types of undead, we provide you with only three basic types due to space limitations. Later products will expand the selection further.

Killing the Undead

Normally undead are not “killed” when given their hit total or incapacitated due to criticals. Enough hits to cause “unconsciousness” in a living being will cause an undead to “drop” due to loss of physical structure; however hits are “healed” at a rate of one every minute, and the undead will become active when its “hits taken” total drops below its hits total.

While “dropped” the undead may be given more hits by attacking its inert form. Enough hits to “kill” (or similar major critical damage) a living being will cause the undead to fragment; at this point the hits heal at a rate of one every 10 minutes as the pieces come back together.

When the “hits taken” falls below the “death” point (i.e., the undead has pulled itself together), the hits will “heal” at the rate of one every minute as specified above. If physical barriers separate the pieces of the body, this process will be hindered or delayed with respect to those pieces (e.g. an undead might be missing a head, hand, or arm and still be functional with a penalty).

To actually destroy an undead other steps must be taken. The standard and most straightforward method is to burn the pieces of the undead’s “body”; this consists of merely applying a flame to each piece.

Damage caused by holy weapons and appropriate “slaying” weapons is never “healable” by undead and thus can destroy them. Other methods of destruction may be allowed for specific undead or at the discretion of the GM (i.e., spells, rituals, holy water, etc.).

Undead, Class I

These corpses are weakly animated, their flesh still in the state it was before animation (Rotting, dried, or merely dead), only the underlying skeleton will repair itself during animation, the flesh merely adheres to and clothes this unholy frame.

They are easily avoided except in cramped spaces, as they are rather slow. When they fight, their blows are as hard as those of their mortal form, but slow, clumsy and uncoordinated. They cannot negotiate terrain more complicated than open ground or stairs without falling over and crawling.

Mute, the only sound they make is the step and drag of their feet. They retain normal vision (-25 to perception rolls), but due to their degraded form, they cannot hear soft sounds (anything less than normal speaking volume). The will “heal” damage per above, but only their bones properly do so, their flesh will merely rejoin the body if chopped off, without any further repair. Generally, this means that they will take on a very chopped and abused appearance over time. (“Shamblers”)

Undead, Class II

Though they closely resemble class I, they are noticeably faster and more coordinated. They do not strike any harder than the class I, but their attacks are of normal speed, and far more coordinated. (Unlike class I they can negotiate ladders or rough terrain.) (“walkers”)

Undead, Class III

During animation, the flesh will mostly repair, but the skin will not, so they will retain a very corpseslike form, often with wounds, bruises or mold upon their pale, lifeless exterior. As fast as their mortal form, but untiring, they are capable of running down almost any living thing across almost any terrain over a long chase. Their attacks are as fast and well coordinated as a mortal’s, but utterly offensive without care for injury. They have normal hearing range. Their “healing” will repair anything but their skin, which will become more tattered or absent over time. They will moan when agitated. (“Moaners”, “Skinless Zombies”)

Variants

The above descriptions primarily describe “created” undead. Their only ability is the standard Undead Regeneration as explained above. The same stats can, however, easily be used for Zombies and Skeletons as well, with the following minor alterations:

Skeletons: All characters within a 10’ radius of the Skeleton lose 1 point of Temporary Constitution per round, for each Class that the skeleton has (i.e. a Class III skeleton drains 3 Con points per round). This draining begins after being within the radius for 3 rounds. Temporary Constitution points are recovered at the rate of 1 point per day of complete rest. All skeletons also completely ignore damage from Puncture criticals.

Zombies: If the Zombie makes an attack and touches a foe, that foe must make a RR against the Zombie’s level or be nauseated. If nauseated, the foe receives a -5 modifier for each level that the Zombie has.

VULAKAH

Vulakah are creatures of the Devastation. They are the remnants of the servants of the Narsi that populated Belynar in ages past. Roughly humanoid in size and shape, the muscular and misshapen Vulakah are covered in a short, wiry grey fur. Their hands end in massive claws and their oversized mouths are filled with razor sharp teeth and tusks. All Vulakah have a strip of longer, coarse hair running from the top of their heads down the center of their backs.

For the most part, Vulakah are solitary, although it is possible to come across a family group, or pack. A group of Vulakah will likely consist of two adults and several younglings in tow.

These creatures crisscross the Devastation, scrounging for food, and while one has occasionally wandered into other lands, this is fortunately rare.

Vulakah have all of the abilities listed in the Aberration Template on page **xx**.

WASP, GREAT

Two large, compound eyes and prominent antennae equip the head, attached to the thorax by a thin neck. Six legs and four wings, with up to a 10’ wingspan, sprout from this central body part. A narrow waist connects the thorax to the abdomen, striped in black and yellow, where the deadly sting resides. Great wasps are solitary creatures, living alone in mud or clay nests rather than in colonies.

When they hunt prey, the tooth-edged mandibles dominate combat, the stinger used only as a last resort. Plant foods supplement the diet of the great wasp, but this man-sized insect stalks its habitat daily for animal flesh. It uses its stinger to inject a 3rd level poison that will paralyze the limb or portion of the body that is stung. The paralyzing effects of this poison usually only last 10-100 minutes, long enough for the Great Wasp to feast.

Some Great Wasps seem to have been modified and given Elemental or Demonic Templates. In the cast of the Elemental Wasps, many of them can fire an elemental bolt from their stinger rather than inject poison.

WOLF

Wolves are easily recognized by their powerful canine body and thick, bushy tail. They vary in coloring from white to yellowish brown and almost black. Wolves live and hunt in packs, a fact which allows them to take on large prey such as deer, horses and caribou. They also feed on smaller animals such as rabbits, and mice.

WYVERN

It is rumored that Wyverns were the creations of dragons, meant to serve as guards and guardians. However, if this is true, then some must have escaped into the wild and been breeding, as the only known Wyverns are wild beasts that stalk and hunt prey throughout their claimed territories. Wyverns are agile climbers that like to nest in highland caves or huge, hollow trees.

Instinctive and physical, they are active, predatory hunters who spend little time (20%) asleep or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences

RR Failure	Effect
1-25	Mild effects begin in 3-30 rnds. They include lightheadedness and swelling (-10) and pain (1-5 hits/rnd). Effects last 1-10 hours.
26-50	Begin in 5-50 rnds. Victim has loss of coordination (-30) and there is a 5% chance in any given round that victim cannot operate the muscles to perform a given action.
51-75	Severe effects begin in 1-10 hours. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.
76-100	Victim dies in 1-50 hours due to overall muscle failure, including a cessation of heart activity.

Wyverns are large, 4 legged, wingless reptiles, with bodies that range from 15' to 30' in length, including a 5' to 10' long prehensile tail that ends in a scorpion-like stinger. Wyverns have poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers. The poison's level is the same as the Wyvern's level and its effects are based upon how badly the RR is failed. The following table details those effects.

<<insert Wyvern Poison table>>

ZENASANT

The Zenasant is a most unusual creature, bred specifically for the coliseum games of the Narsi. It is a bipedal creature that has short, muscular legs attached to a large triangular-shaped body and stands about 4' tall. The creature lacks a neck, with its head being the topmost portion of its body. It has two long arms that end in savage claws. Many of these creatures were also later improved upon by the Narsi with Elemental Templates, most frequently the Elemental Template for Air, though others exist.

In the wild, these creatures will hunt in small packs, devouring anything they come across. They are relentless and are known to have tirelessly tracked prey for days once they come upon its scent. Unlike many of the other creatures found within the Devastation, the Zenasant are quite willing to leave it for other, more favorable, terrain in pursuit of food.

TREASURE

In the *Monster Statistics* table, there is a column called Treasure. Under this column, there are two main entries; one for monetary treasure and one for magical treasure, with the entries being separated by a slash. Each entry represents the creature's, or the group of creature's, treasure. As noted in the descriptive text for the *Monster Statistics* table, the creatures may not always have this treasure with them, and the Game Master should use the following tables to generate their treasure randomly only if he does not have any specific treasure in mind for them.

The GM is also free to totally ignore the results from these tables if he feels that the results are out of line with his perceptions of the situation. These tables are meant as an aid, not as something that must be followed.

It is also important to note that only intelligent creatures will ever carry treasure on them. Unintelligent creatures will usually only have treasure as a side effect of their diet, and what treasure they do have will normally be found either in their stomachs, or in the places where they deposit waste products and other inedible material.

GENERAL NOTES

The Treasure column of the *Monster Statistics* table contains 2 letter codes, one for Monetary Treasure and one for Magic Treasure. The codes are the same for each entry and represent the relative richness or value of that type of treasure. Generation of actual treasure is then determined by that richness. The following table shows what the codes mean.

Code	Value
VP	Very Poor
P	Poor
N	Normal
R	Rich
VR	Very Rich

<<insert Treasure Code table>>

Certain Monsters have an * instead of a letter code. For these creatures, they will usually have Normal for both, but it is up to the GM to actually determine the codes to use based on his setting.

For items, the GM is left to determine the actual items based upon the adventure and the setting. The GM should also remember that such items should be determined in advance, before the actual encounter, as any intelligent creatures are going to use their magic items against foes if possible.

MONETARY TREASURE

Determining Monetary Treasure is done in 2 main steps. First, the GM rolls percentile dice to see how many rolls to make in determining the amount of monetary treasure, and then make that many rolls on the appropriate column as determined by the code before the slash on the Treasure column of the Monster Statistics table.

<<insert Money, Gems, & Jewelry table>>

MAGICAL TREASURE

Determining what magic items a creature has is a bit more involved than determining the amount of money they have.

First, the GM makes a roll on the Size portion of the table to determine the actual size of the treasure. The column used is based on the entry after the slash on the Treasure column of the Monster Statistics table. This determines how many rolls to make on the next section of the table.

Next, make the number of required rolls on the Composition section of the table, the column used is the same one as use in the Size section. Consult the Key section of the table to see what the result mean.

For all results, except Spell, the GM should determine the item based upon the campaign and the situation. If the result is Spell, the GM should roll on the Item & Spell Level table. First, making a percentile roll to determine the item, and then a second roll to determine the level of the spell involved. The table itself contains a few more notes regarding fleshing out these items.

<<insert Magic Items table>>

<<insert Item and Spell Level table>>

SAMPLE TREASURES

While we leave it up to the GM's imagination to create any magical treasures that the characters may find in their adventures, we do feel that it would be a good idea to include some examples to get the creative juices flowing.

In addition to the samples, we will be including one of the most important types of treasures that can be found, the Tears of Life, since this will likely be a goal for many adventurers and is definitely a goal for those who are in charge in Belynar since the Tears of Life are what is used in the Ritual of Estrousal that created the Re-Awakened Lands.

POTIONS

Here are a few types of magical potions that characters might find or want or need.

Flying: Any creature that drinks this potion will be able to fly at a rate of 200' per round for the next 4-40 minutes.

They cannot rise further than 50' above ground and cannot use Pace multipliers to increase their flying speed.

Healing (2-20): This potion will instantaneously heal 2-20 hits of damage upon whoever drinks it.

Healing (Minor Wounds): This potion will heal the damage from any one critical that falls within the Light or Moderate category. The healing takes place over the course of 5 minutes with Bleeding damage stopping in 1-10 rounds.

Healing (Major Wounds): This potion will heal the damage from any one critical that falls within the Severe classification. Healing takes place over the course of 5 minutes, with Bleeding damage being stopped immediately.

Neutralize Poison: Upon drinking this, any poisons within the imbiber's system are immediately neutralized. This prevents them from causing further damage, but will not reverse any damage already done.

Speed: The drinker of this potion has 200% normal activity for each round, for the next 10 rounds.

MONEY, GEMS & JEWELRY					
First roll to determine the size of the treasure (the number of rolls allowed), then make a number of rolls to determine the actual composition.					
Size					
	First Roll	# Composition Rolls			
	01-30	1			
	31-55	2			
	56-75	3			
	76-90	4			
	91-00	5			
Composition					
	Relative Richness				
Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	500 cp	150 bp	300 bp	600 bp	400 sp
56-60	600 cp	200 bp	350 bp	70 sp	60 gp
61-65	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	80 bp	30 sp	50 sp	110 sp	100 gp
71-75	90 bp	35 sp	60 sp	15 gp	125 gp
76-80	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	12 sp	50 sp	8 gp	35 gp	2mp
86-90	15 sp	60 sp	10 gp	45 gp	Gem (250)
91-94	20 sp	7 gp	15 gp	Gem (60)	Gem (300)
95-97	3 gp	8 gp	Gem (20)	Gem (80)	Jewelry (400)
98-99	5 gp	Gem (10)	Gem (50)	1 mp	Jewelry (600)
100	Gem (10)	Jewelry (25)	Jewelry (100)	Jewelry (500)	Jewelry (1000)

WEAPONS

Dagger of Long Strokes: A +10 dagger that strikes as long sword.

Fire Blades: There are many varieties of this type of weapon, but they all work in the same manner. When pulled from its sheath, the blade immediately bursts into flame. Sheathing the blade immediately douses the flames with no damage to the sheath. It does a Heat critical of equal severity to any critical delivered (same roll) by the blade. The majority of these blades also have a +10 magical bonus, but about 10% of them are +15 to their OB.

Frost Blade: There are many varieties of this type of weapon, but they all work in the same manner. When pulled from its sheath, the blade immediately gets very cold. It does a Cold critical of equal severity to any critical delivered (same roll) by the blade. The majority of these blades also have a +10 magical bonus, but about 10% of them are +15 to their OB.

Gorlan's Staff: This +10 quarterstaff is a very versatile weapon. In addition to its inherent bonus, it also does a Magic critical of one severity less than any normal critical dealt in melee combat (same roll). This weapon also has 20 PP that may be used to fire bolts of mystical energy. These bolt attacks are resolved on the Bolt attack table and they do Magic criticals. It cost 2 PP to shoot a Tiny bolt. The sized of the bolt may be increased by one step for 2 additional PP. The staff regains its Power Points at a rate of 1 every 10 minutes. The wielder may acquire skill in firing the bolts using the Directed Spell skill or the Basic Innate Ranged skill, whichever has the least cost.

Holy Morning Star: This +10 weapon deals an additional Holy critical of one severity less than the normal one dealt (same roll). When used against undead, if a critical is delivered, the undead must make a RR against 10th level or be dissolved instantly.

Norin's Hammer: The ancient Dwarven hero Norin is rumored to have owned a hammer that could be thrown and that would return to its owner's hand. Since then, Dwarven Trallen have taken to crafting hammers similar to the one from the legend. These all bear the name of Norin's Hammer. These +10 Magical War Hammers are of excellent workmanship and they can also be thrown with the same range (and range modifiers) of Short Bow. The hammer flies back to its owner in the following round (arriving at the 60% activity mark).

Stone Gnorish: This Rhona weapon is attuned to the element of Earth, and does an extra Impact critical of equal severity (same roll). It does double damage against creatures affiliated with its opposing elements of Air or Water.

ARMOR & SHIELDS

Adamantine Armor: This armor can be made as Chain, Scale, or Plate. It encumbers as normal armor of the same type, but grants a +35 to DB.

Dwarven Plate: This armor has a bonus of +20 to DB and encumbers as if it were Chain.

Elven Splint Mail: This is a suit of leather armor reinforced with specially treated wooden splints. It encumbers as if it were soft leather armor and it grants a +10 bonus to DB and it also grants a +10 modifier to all attempts to Stalk or Hide while in woodland or forested areas.

MAGIC ITEMS					
First roll to determine the size of the treasure (the number of rolls allowed), then make a number of rolls to determine the actual composition. If any "Spell" results are obtained, further rolls are required to determine what the spell item is and what spell is in it.					
Size					
First Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-20	0	0	0	0	2
21-40	0	0	0	1	2
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	3
81-90	1	1	2	3	4
91-95	1	2	3	3	4
96-98	2	3	4	4	5
99-00	3	3	4	5	6
Composition					
Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-10	Normal	Normal	Normal	80% Light	60% Light
11-20	Normal	Normal	80% Light	60% Light	40% Light
21-30	Normal	80% Light	60% Light	40% Light	Spell
31-40	80% Light	60% Light	40% Light	+5 Bonus	Spell
41-50	80% Light	60% Light	+5 Bonus	+10 Bonus	Spell
51-55	60% Light	+5 Bonus	+5 Bonus	+10 Bonus	+5 Bonus
56-60	60% Light	+5 Bonus	+10 Bonus	+15 Bonus	+10 Bonus
61-65	+5 Bonus	+5 Bonus	+10 Bonus	+15 Bonus	+10 Bonus
66-70	+5 Bonus	+5 Bonus	+10 Bonus	Spell	+15 Bonus
71-75	+5 Bonus	+10 Bonus	+15 Bonus	Spell	+20 Bonus
76-80	+5 Bonus	+10 Bonus	Spell	Spell	+1 Adder
81-85	+10 Bonus	+15 Bonus	Spell	Spell	+2 Adder
86-90	+10 Bonus	Spell	Spell	+1 Adder	x2 Mult.
91-94	Spell	Spell	+1 Adder	+2 Adder	+3 Adder
95-97	Spell	+1 Adder	+2 Adder	x2Mult.	x3 Mult.
98-99	+1 Adder	+2 Adder	x2 Mult.	+3 Adder	Special
100	Special	Special	Special	Special	Artifact
Key					
<p>Normal = A normal non-magic item. # % Light = Equipment which weighs # % of normal. + # Bonus = An item with a + # bonus. Spell = An item containing a spell, GM's Choice. Roll again, 01-02 means item is cursed. +# Adder = A bonus spell item, a +# "Spell Adder". x# Mult. = A bonus spell item, a x# "PP Multiplier". Special = The GM should choose a special magic item. Artifact = An artifact may be present.</p>					
<p>Note: The Gamemaster should determine the type of item based upon the adventure site and situation. See the descriptions of magic items to determine the type of items. Suggested items include: weapons, armor, helmets, greaves, shields, tools, saddles, cloaks, boots, gloves, glasses, etc.</p>					

Main Gauche: This magically enchanted weapon provides its shield bonus (+15) all of the time, not just when it isn't used to attack. If not used to attack, the wielder may use it to cast a Deflections effect that grants him a +50 to DB for one round. This Deflections ability may be used 3 times a day.

Shield of Arn: This +10 magical normal shield provides protection against spells. It allows its wielder to resist against spells as if they were 2 levels higher than they actually are.

MISCELLANEOUS ITEMS

Backpack of Storing: This leather pack can hold up to 250 lbs, encumbering as though it weighed but 10% of its actual weight. There is no volume restriction on what may be placed inside.

Belt of Balance: This leather belt reduces the severity of all Unbalancing criticals received by 1 degree.

Crossbow Wand: This black wand is hollow and has a hole at one end. When its magic is invoked (once per round), a crossbow bolt will emerge from the wand as if it had been fired by a light crossbow (+ 10). In addition to the wand's + 10 bonus, the user may develop "directed spells" skill with it. A typical Crossbow Wand can fire 125 + (1-100 open-ended) missiles before it is exhausted.

Gauntlets of Ector: These steel gauntlets allow their wearer to strike with their fist as if it were a mace. When used with Martial Arts Striking attacks, it gives a bonus of + 25.

Gauntlet of Healing: The wearer of this glove of fine purple cloth can cast up to 4 healing spells that they know each day, of 5th level or below without expending Power Points.

Helm of Strength: Any character of less than 95 strength who dons this helm will have their strength raised to 95 for as long as they wear it.

Medallion of the Myrmidion: This golden trinket, when placed around the neck of a Fighter, will give them a Strength of 100 and allow them to wear any armor except plate without encumbrance, maneuver, or missile penalty (plate penalties are halved).

Pendant of Argos: The dark jewel in the gold setting of this pendant will act as a +3 Power Point Adder. It reduces the number of Power Points that a caster must spend on a spell by 3, down to a minimum of 1.

Ring of Fire Bolts: A ring of silver set with a yellow topaz, this ring can cast fire bolts with a +40 attack bonus. When found, there will be 2-20 crosswise indentations on the inside of the band, which indicate how many charges the ring has. One indentation disappears with each fire bolt cast.

Rock of Fire: Reddish rock will start a fire if placed on earth beneath a pile of wood.

Torch-ring: This simple gold band is inset with a yellowish light-stone and has a raw worth of about 15 gp. In its natural state the ring is as any other and emits no light. When worn, however, its wearer can control the light-stone's enchanted inner radiance. The wearer can make the ring glow so as to fully illuminate an area with a 100' radius, although any increase or decrease in the light's intensity requires the wearer's concentration. Once the light is at a desired level, the wearer need not concentrate any further. It takes 3 rounds for the ring to reach full brilliance and the gradual nature of the change obviates most any surprise derived from the illumination. A torch-ring will stay lit for up to 4 hours a day, regardless of intensity.

Torch-stave: As a torch-ring, except that the bearer controls light shone from a stone set in the stave's head. Torch-staves stay lit up to 8 hours a day.

ITEM & SPELL LEVEL									
First Roll (if necessary) Determines The Type of Item									
Roll	01-40 Rune Paper	41-65 Potion	66-70 Daily I	71-75 Daily II	76-80 Daily III	81-85 Daily IV	86-94 Wand	95-98 Rod	99-100 Staff
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st
21-25	2nd	1st	1st	1st	1st	1st	1st	1st	2nd
26-30	2nd	1st	1st	1st	1st	1st	1st	1st	2nd
31-35	2nd	2nd	1st	1st	1st	1st	1st	2nd	3rd
36-40	2nd	2nd	2nd	1st	1st	1st	1st	2nd	3rd
41-45	3rd	2nd	2nd	2nd	1st	1st	1st	2nd	4th
46-50	3rd	2nd	2nd	2nd	2nd	1st	1st	2nd	4th
51-55	3rd	2nd	3rd	2nd	2nd	1st	1st	2nd	5th
56-60	4th	3rd	3rd	2nd	2nd	2nd	2nd	3rd	5th
61-65	4th	3rd	3rd	3rd	2nd	2nd	2nd	3rd	6th
66-70	4th	3rd	4th	3rd	2nd	2nd	2nd	3rd	6th
71-75	5th	4th	4th	3rd	3rd	2nd	2nd	3rd	7th
76-80	5th	4th	5th	4th	3rd	2nd	2nd	4th	7th
81-85	6th	5th	5th	4th	3rd	2nd	2nd	4th	8th
86-90	7th	6th	6th	5th	3rd	3rd	2nd	4th	8th
91-94	8th	7th	7th	5th	4th	3rd	2nd	5th	9th
95-97	9th	8th	8th	6th	4th	3rd	2nd	5th	9th
98-99	10th	9th	9th	7th	5th	3rd	2nd	5th	10th
100	10th	10th	10th	7th	5th	3rd	2nd	5th	10th

Note: The Gamemaster should determine the number of charges left in a wand (max of 10), a rod (max of 30), or a staff (max of 100). A 1-100 die roll can help; low rolls indicating few charges and high rolls indicating lots of charges.

The GM may also want to include multiple charges (or doses) on special scrolls and potion.

A Daily # item may be used to cast a spell a number (#) of times each day (e.g. a Daily III item could be used 3 times a day, and may take any form that the Gamemaster wishes (e.g. a ring, a weapon, a bracelet, an earring, a rod, etc.).

POTENT ITEMS

Access Book: Useable 2x/day, this book has a 90% chance of giving the correct password for one checkpoint or guard observed within 100' (an incorrect password is given the other 10% of the time).

Bell of Healing: A tiny golden bell (1.5") with the figure of a unicorn as a handle. When rung (3x/day), the sound of the bell dispels pain and gloomy thoughts for those in a 20'R (10–100 rnd) causing their rate of healing to double during this time (including spells and herbs).

Bow Hand Glove: Useable 12x/day, the wearer can throw an arrow using the gloved hand. They may use any of their normal bow skill bonuses (at + 10), and the arrow attack uses that bow's table. There are no range modifications, but the maximum range for effect is only 75'.

Claw–Hand Gloves: Allows wearer to make two + 10 MCl attacks per round (skill can be developed as 1–Handed Slashing weapon) or can be used with MA Striking attacks with a + 10 bonus and additional 'Slash' critical of equal severity.

Dog–ring: This simple blue–grey band is inlaid with four "paw print" shaped designs formed of crushed sapphires. When worn on the finger, in the nose, or through the ear, it enables the wearer to take on the senses of a dog (e.g. those of a mastiff). Thus, the wearer can hear sounds in higher sonic ranges, smell subtle scents up to a 100' away and discern strong aromas at distances up to a mile, and feel light footfalls. They can also see better at night (160' outside; 40' inside) and perceive invisible objects as hazy, mist–like forms (range 80'). Unfortunately, the wearer cannot see colors or distinguish gradual changes in shading. Their vision, like that of dogs, is reliant on contrasts and movement for reference. The ring also provides the wearer with a +20 bonus for any action involving the manipulation of dogs or the combating of canines.

Ring of Dare–Devils: Once per day allows wearer to undertake 'Absurd' maneuver as if it were an 'Extremely Hard' maneuver, limited to 3 rounds for a multi– round maneuver.

MOST POTENT ITEMS

Amulet of Many Tongues: Allows user to understand all languages while worn (but not to speak them).

Eggs of Divination: 1d10+6 small eggs, luminescent royal purple, in a small lidded basket. Each egg, when broken, releases a spirit that will correctly answer one question and then disappear forever. The answer is either yes or no or a name or a short phrase, nothing more detailed than that.

Harn's Ship: Complete, perfect replica of a sailing ship, 4" long. Harn's ship grows to accommodate huge volumes of material – people, cargo, horses, etc – it can enlarge, shrink, or change shape 3x/ day (Takes 1–10 minutes to transform, depending on amount of change). Its maximum length is 200' and maximum beam (width) is 150', but within that limitation it can take on any desired size, shape or configuration. It travels through the air (5'–25' above ground or water, controlled by a lever next to the wheel.) at up to 25 knots (about 366'/ rnd), regardless of prevailing winds, although windstorms and other accidents can damage the hull.

Phial of the Fountainhead: A 3" long, etched crystal with a silver stopper attached to the neck by a fine but unbreakable silvery chain. It contains the headwaters of a river. When the phial is opened, after one round (if not re–corked), a stream of water will emerge. Treat as a +20 water bolt (50' range) for initial burst, and then a slower stream (1 gal/rnd) until re–corked (a 'Very Hard' maneuver).

THE TEARS OF LIFE

High above the city of Belynar, a Rhona elder performed the Ritual of Estrousal, a powerful ritual that restored life to a portion of the Devastation. The ritual was centered around a magical artifact of surpassing power that was consumed in the process. This artifact is known as a Tear of Life.

HISTORY

There is a powerful magical Nexus deep beneath Belynar. The most powerful Nexus points may normally have up to six intersecting Ley Lines (Ley Lines being the invisible flows of magic, much like a river). The Nexus beneath Belynar is an intersection of 12 major Ley Lines crossing under the city. Unique aspects often mark a Nexus. In some cases, this could be an unusual tree, sentient and aware of its surroundings, or perhaps a natural gateway or portal that leads to some distant land. Another commonly occurring feature found in a Nexus is the regeneration of certain magical metals.

In the case of the Belynar Nexus, the heart of the Nexus lies within a huge crystal formation deep beneath the city. This crystal occupies the central position of a large chamber. And like magical metals found within a Nexus, this crystal can regenerate itself when pieces have been carved off. Or it used to be able to do so. The Narsi discovered the crystal shortly after their arrival in Belynar. They called it the Crystal Heart because it pulsed with its own inner light, much like the beating of a heart.

One mage, his name now lost to the ages, decided to study the crystal. When he chipped a bit off the Crystal Heart, the mage discovered that the Heart itself would regenerate the portion removed, and that the bit he had chipped off continued to pulse with energy from the Heart. The piece he had chipped off also retained a connection

to the Crystal Heart. This connection allowed the small bit of crystal to be more easily enchanted by the mage. He also found that it had several other useful properties.

As time passed, the mage discovered how to suppress the inner light of crystal pieces. He also discovered that the larger the bit he removed, the longer it took to regenerate. Additionally, any fragments of crystal removed from a piece of the Heart turned to dust. This meant that any item to be created from pieces of the Heart had to be created as a single piece, thus larger pieces had to be removed to create larger items.

A number of different items were created using bits of the Crystal Heart; everything from small tubes that could shine a powerful beam of light from one end up to small disks that could hold and display more information than could be carried in a dozen books. Unknown to most of the mages, the connection between the bits of the Heart and the Heart itself was not just a one-way connection; it flowed both ways. Over time, the Crystal Heart began developing sentience. It was rudimentary at first, but it slowly grew as time passed.

About the time that the Crystal Heart was first gaining sentience, a new use for pieces of it were discovered. Pieces of the Heart, if carved into a specific shape, including rune-like carvings on their surface, naturally became potent artifacts in their own right, without requiring any further enchantment.

These larger artifacts were dubbed the Tears of Life due to their shape and their powers, while the lesser pieces became known as the Lesser Tears. A dozen Tears of Life had been created before the Narsi realized that the Crystal Heart had stopped regenerating, and that the pulsing light from within that gave it its name had slowed down as well.

For some reason the Tears had a stronger and more powerful connection to the Crystal Heart than the Narsi had suspected. The formation of the Tears was killing the Heart. Thus, the Narsi placed a ban against removing any more pieces.

LESSER TEARS

The Rhona have discovered that 10 lbs worth of Lesser Tears are as effective as a single Tear of Life. The Lesser Tears are about an inch long and weigh but a fraction of an ounce. There are thousands of the Lesser Tears in existence across Cyradon. It would take about 100 Lesser Tears to have the 10 lbs required in using them for a Ritual of Estrousal.

The Lesser Tears have the following Abilities and are considered to be Most Potent items.

Increased Healing – All healing occurs at double the normal rate when one is wearing a Lesser Tear. This also speeds up magical healing and healing from herbs.

Power Point Adder – All Lesser Tears also act as a +2 Power Point Adder, supply up to 2 PP for every spell that the wearer casts (the caster must always supply 1 PP for the spell he is casting).

THE TEARS OF LIFE

There were twelve Tears of Life. Only eleven remain after the Ritual of Estrousal. Each Tear stands about 8 inches tall, weighs about 5 lbs, and is shaped like a tear-drop, hence its name. The base of the Tear is about 6 inches in diameter. The engravings on the surface of each of the individual Tears seem to have no pattern; however, if all the Tears were to be gathered together, the engravings would form an image of the Crystal Heart itself. Each Tear also shines with its own inner light just as the Crystal Heart did before it was damaged.

The locations of the Tears of Life are currently unknown. The Tears are also completely undetectable by any known magic.

The Tears of Life are powerful artifacts in their own rights. Each Tear has the following powers:

Increased Healing – All within a 100' radius of the Tear heal at an amazing rate. Damage heals at the rate of 1 hit per round, and even such damage as missing limbs will regenerate over the course of a week. However, the Tear cannot regenerate limbs or other body parts once the tissue that the missing part was attached to has healed over. The Tear also cannot regenerate damage that is over a year old. Thus will have no affect upon missing limbs or eyes or other body parts if those parts were lost more than a year before.

Life Restoration – If the Tear is placed so that it touches the body of a person who has died within the last 24 hours, it will restore that person to life after one hour of contact. Any person so raised from the dead will be restored to perfect health with all their faculties intact.

Limited Immortality – A person who holds the Tear in his bare hands for at least 10 minutes will find that they completely stop aging for 10 days. Holding the Tear for less than this amount of time has no affect. Holding it for longer will allow for the period of non-aging to be increased by 1 day for each additional minute held, up to a maximum of 1 year. Only one person may benefit from this ability at a time, as it will not work in this manner for anybody else during the time that it is stopping the aging of somebody.

Mana Channel – The Tear works much like a Power Point Adder to all spell users within a 20' radius of the Tear, however there are a few differences. The Tear provides half of all Power Points that are required for spells cast (rounded down – i.e. if a spell costs 7 PP, the Tear provides 3 of those PP). Additionally all spells cast within the 20' radius will have their fumble range doubled. The Mana Channel is a radius effect, and no attunement is required for those affected by it.

6 – ADVENTURING

GETTING STARTED

One of the most difficult problems that a GM faces is how to gather the heroes together, give them a viable reason to form a group, and to keep that group together over the course of many adventures. In Cyradon, finding a reason to band together is much easier than many other settings.

WHEN TO START THE CAMPAIGN

There are three major Time Frames during which a GM can begin a campaign in Cyradon, each having its own advantages and drawbacks. When selecting a Time Frame other than the first one, Just Arrived, the GM should just narrate the events that might include the characters, or that the characters might know about, in as much detail as he sees fit. The default Time Frame of campaigns set in Cyradon is the Post Ritual Time Frame.

One thread remains constant throughout each Time Frame: Grayson, the leader of the refugees is extremely shorthanded and will ask for volunteers to form teams for specific missions. The players could easily be one such team Grayson will accept all the help that he can get and will even allow people from the races of Cyradon that are present in Belynar to join such teams.

As the teams are placed under the command of one of Grayson's aides, player characters will not have any direct contact with Grayson under normal circumstances.

The three Time Frames are as follows:

TIME FRAME 1: JUST ARRIVED

The refugees arrive in Cyradon on the 22nd day of Cilia, in the Arali Elven year of 1683 IR. They are quickly contacted by the Gryphons of the eyrie high above Belynar. Early the following morning, the Rhona Gnomes arrive in Belynar to assist the refugees, responding to an envoy sent by the Gryphons the night before. Campaigns using this time frame should begin on the 23rd day of Cilia, shortly after the Gnomes' arrival. Major concerns for early play in this type of campaign will be finding enough food and water for the refugees, and clearing out enough buildings to house the masses. The Rhona will be a huge aid to the refugees and are able to provide some food and water, but not enough to keep things going for more than a few days, or a week at the most.

The following events will occur during this Time Frame:

27th day of Cilia: A combined group of elven scholars from Desnia and Janieal arrive in Belynar. They are there to research recent fluctuations detected within the Royal Roads, unaware that the Roads had actually been used. The scholars are accompanied by a large group of retainers, assistants, students, scouts and guards, approximately 200 Elves in all. The Elves are extremely surprised by the presence of the refugees and immediately use a magical item to send a message back to the universities that they come from, to be delivered to their governments. Although the messages are sent by magical means, they must be conveyed by hand to the local governments, before traveling further up the chain of command. It will take a minimum of a week for the governments to formulate a response. In the meantime, the Arali Elves in Belynar will continue to relay information to their governments as events unfold.

28th day of Cilia: Several hundred dwarven men, women, and even a few older children arrive via the Royal Road. The Dwarves desire to open and re-colonize their ancient city of Blackflame. However, prior to tackling such a monumental goal, they must establish a camp from which to base their operations. The Dwarves are planning on inhabiting an old dwarven outpost from the time when their ancestors aided the Cyrads in building Belynar. It will take them at least a week or two before they are prepared to leave the city and inhabit the nearby outpost. First they have to send in dwarven teams to explore the outpost and make sure that nothing has taken up residence in it since last they closed the halls. Grayson is fully willing to aid them in any way that he can.

Another unexpected outcome of the arrival of the Dwarves is that some of the refugees desire to be sent back. Although the Dwarves would like to oblige, they are unable to get the Royal Road to work anymore as the Gatekeepers, those Trallen who know how to operate the portals, never came through with the rest of their group.

1st day of the Elven Festival of Arene: Another group of visitors arrive in Belynar, this time from the north. Shortly before the arrival of the refugees in Belynar, Nagazi clerics received visions of unknown allies arriving in Belynar and that they were in trouble and would need supplies. The Nagazi mobilized quickly, packing supplies and choosing an Ambassador as their representative. The Ambassador and his entourage quickly made ready to travel to Belynar, along with a large number of Nagazi, curious about the newcomers. In addition to bringing needed supplies, the Nagazi wish to open trade negotiations with the refugees. At the request of the Rhona and the Gryphons the Nagazi agree to wait a few days before starting any negotiations.

Night of the Vernal Equinox, the 2nd day of the Festival of Arene: One of the leaders of the Rhona requests that a representative of each of the races present accompany him that night to the top of the volcano upon

which Belynar rests. The elderly Rhona does not offer a reason, saying only that it is extremely important. Upon reaching the summit, the Rhona explains that he wishes to perform a ritual in an attempt to revive the land immediately surrounding Belynar so that the refugees may survive on their own.

After much discussion, they all agree and join hands in a circle around the Rhona as he begins the ritual. As the ritual is completed, a powerful burst of energy leaps out from a small object in the Rhona's grasp before promptly disintegrating. The Rhona collapses from fatigue, barely clinging to consciousness. Before he passes out, he whispers, "That was much more powerful than I thought it would be. I do think that it will be interesting to see what the morning brings".

TIME FRAME 2: POST RITUAL

Belynar appears transformed the morning after the Vernal Equinox. The once dry riverbed and lake now contain slowly rising water, and fish can be spotted within. The land around Belynar, as far as can be seen, is also returning to life, as well as a variety of animals, including the Stionoir. Fields that have lain barren for centuries suddenly have crops growing at an incredible rate. As the day wears on, the rate of growth wanes until it stabilizes at a normal rate. Belynar has returned to life!

Campaigns set during this Time Frame should begin on the 1st day of Seius; the second day after the Ritual of Estrousal has been performed. The major concerns for early play within this Time Frame are exploring the changes wrought by the ritual and establishing a life in Belynar so that things may settle down.

As mentioned in the previous Time Frame, the Arali Elves have been in contact with their homeland since arriving in Belynar. They have dutifully reported on each new event as it has occurred, and have taken all the actions required of them.

3rd day of Seius: Grayson has a few aides begin establishing a government for the refugees in Belynar. Grayson gathers representatives from each of the races and factions among the refugees and creates a council to lead Belynar. He also assigns scholars the duty to write a City Charter. Other projects are started in an effort to turn the refugees into a self-sufficient town. These projects include varied tasks, such as asking for volunteers willing to move out of the city to one of the small towns nearby to repair it, and to begin tending the fields. Grayson's decision that only those with the ability to lead may do so causes some dissension among the nobles within the refugee masses, as they feel that they should rightfully be placed in charge.

7th day of Seius: Another contingent of Arali Elves arrives in Belynar, ambassadors from both Desnia and Janieal. Those from Desnia have come in an effort to persuade the refugees to become subjects of the Arali nations, while those from Janieal are far more lenient to the newcomers. The Desnian request causes much friction among the various groups as the Gryphons and the refugees both see this as tantamount to becoming slaves of the Elves. The Rhona and the Nagazi also quickly side with the humans. After a week of intense and heated discussions, even the Janieal Elves lend their support to the humans; the Desnians have no choice but to recognize the humans as a fledgling nation. However, they are able to wrest a few concessions out of the refugees, such as the establishment of an official Desnian embassy in Belynar, and a ban against any of the refugees traveling east of the Mountains of Morning. This becomes known as the Belynar Compact, and is signed by representatives from each of the races in Belynar on the 21st day of Seius.

While the ambassadors discuss and form the Belynar Compact, refugees continue to spread out and settle areas of the city as quickly as Grayson allows. Around the time that the Compact is signed, things are finally beginning to settle down.

TIME FRAME 3: POST COMPACT

In but a single month, refugees have experienced some radical changes and upheavals in their lives. They began their tale fleeing an army seeking their annihilation, to traveling half way across the world, ending up in a ruined city, in the middle of a blasted, cursed land with little to no supplies. Soon after, they met several new races and established friendly relations, only to discover, much to their surprise, that the Devastated lands could be restored. Following that, they were nearly annexed and made virtual slaves by one of the nations of Cyradon. Only after settling on an accord that allowed them to become their own nation did the refugees finally know freedom.

Campaigns beginning with this Time Frame should begin on the 24th day of Seius, just a few days after the signing of the Belynar Compact. The major concerns of this period will be the growth and expansion of the Free City of Belynar and the opportunity for exploration of the lands around it.

Unfortunately, none of the races thought to send the support staff needed to run and maintain an embassy. Over the course of the next few months the ambassadors will frequently travel back and forth to their homelands as they work on establishing their embassies.

During this time period Belynar also experiences a number of changes, such as a formal election of council members; Grayson is then confirmed as the leader of the Free City of Belynar for the next 5 years. The elections are held on the 1st day of Trinius leaving the former nobles even more disgruntled, a situation that is extremely ripe for intrigue and conflict.

ADVENTURE SEEDS

The following Adventure Seeds are designed to give the GM enough information to get started with his campaign and to provide the spark for several possible adventures. None of the entries are intended to be complete adventures, and will require the GM to adapt them to suit the campaign that he is running.

Each Adventure Seed will tell for which Time Frame it is best suited, but other Time Frames may be applicable as well.

CLEANING HOUSE

The refugees have only recently arrived in Belynar and have already met the Gryphons. Grayson tasks several groups to commence exploring the various buildings around the big square next to the Royal Road's portal. The first priority is to make sure that there are enough empty buildings that are sufficiently safe enough to house the refugees from the harsh sun.

There are monsters living in many of the buildings in Belynar, with possible candidates including Gorgers, Giant Ants, or perhaps something even worse. Grayson decides that a buffer zone must surround any buildings cleared for use by the refugees, and that all buildings should be grouped together. He will only allow new buildings to be used once the buffer zone has been expanded. His primary targets will be to secure the plateau where they arrived and the tunnel leading to the outer wall. He will also want the main gates to be cleared and kept that way.

Although the suggested Time Frame for this Adventure Seed is Just Arrived, it can be used with any Time Frame as it will be a long and tedious process to get the city fully cleared.

Time Frame: Just Arrived

HUNGER PANGS

The refugees have arrived in Belynar with very little supplies. The Gryphons aid them by hunting the few protected valleys deep in the mountains as best as they are able and the Rhona Gnomes have brought food stores as well. Unfortunately, there is not enough to feed everybody for very long.

The night after arriving in Belynar, one of the Rhona Gramarye has an unexplained dream in which food is discovered in the tunnels under the city. Early the next morning, he hurries to Grayson to tell him of this vision. Grayson immediately dispatches a team (the PCs, of course) to escort the gnomish Mage and to help him uncover the store rooms that he dreamed about. The PCs must deal with the eccentric Gnome as he wanders about the ruins of Belynar, heedless of the danger he is in as he tries to locate the tunnel from his dream.

The food is eventually found in special stasis rooms. When the door of the room is shut, everything within is held in stasis, including unfortunate individuals. The PCs and the Gnome Mage will actually come across a series of storerooms, off a hidden tunnel, filled with all sorts of food, water, wine, and other consumables; enough to last the refugees for several months at the very least.

These stasis rooms are actually located off of the main tunnel leading from the plateau to the road outside the main gate, but the Rhona enjoys the prospect of poking around a little bit, so will lead the PCs on a merry (albeit dangerous) tour of some of the city before "finding" them.

Time Frame: Just Arrived

I WANNA BE A COWBOY

Grayson has struck a deal with the Nagazi and the Arali Elves. He needs trained mounts for the scouts that he wants to send To the Edge and Back (see below). Thus he offers two wild Stionoir for each saddle trained Stionoir that they are willing to trade to him. Both the Nagazi and the Arali agree to this arrangement, so Grayson sends teams, rope in hand, out to round up enough of these untamed creatures to close the deal.

Time Frame: Post Ritual

<<begin boxed text>>

Characters from Anias will initially only have skill in riding horses, not Stionoir. Until they can learn the proper way to ride Stionoir, they may use one quarter of their Riding skill, up to a maximum (including stat bonuses) of +25.

The GM may also allow players to convert their skill at riding horses into riding Stionoir at a rate of 1 rank for each day actively spent training with and/or riding the creatures for a good portion of the day.

<<end boxed text>>

TO THE EDGE AND BACK

The land has been restored to life, but how much, and to what degree? Grayson desires the answers. The PCs, astride their newly acquired mounts, are sent to determine how far the restored lands extend, as well as what sort of life is now growing out there. Should the PCs not have the skills required to determine such details, they are assigned to guard one or more scholars that do.

Time Frame: Post Ritual

CLEAN SWEEP

Now that the land has been restored to life, entire fields of ripening crops can be seen from Belynar, ready to be harvested. Before that can be done, however, a place for such workers to stay must be prepared. Scattered across the land are several small, ancient villages that can be used, once they have been surveyed and cleared of any monsters that may have taken up residence. So who gets the job of checking out one of these towns? The PCs do, of course. After being selected for the task, the PCs are given a map and description of Sefnar, the closest town to Belynar. See the section, *Adventuring in Sefnar*, for more information.

Time Frame: Post Ritual

MIS FOR MURDER

Following the Ritual of Estrousal, Grayson opened talks with the newly arrived ambassadors from Desnia and Janieal. However, one of the minor officials accompanying the ambassadors, an Elf from Janieal, is found dead, his throat slit. The Desnians immediately want to blame the humans, while others are focused on finding the murderer. The Desnians also use this event as a reason to push their claims that the refugees should be placed under their rule.

Grayson tasks the PCs to find out the truth of the matter. There should be many false leads, often implicating various refugees (such as traders or craftsman), along with a couple of leads pointing to other Janieal and Desnian Elves.

In truth, the murdered Elf had been speaking to many refugees for several reasons. He was attempting to gather opinions of Grayson, so that the Janieal Ambassador might have a better idea of how to deal with him. A second goal was to generate various trade possibilities with the refugees, to improve the fortunes of his family, which was also a merchant house.

The murderer is not a refugee, but one of the Desnian Elves. The Desnian comes from a rival merchant house, who merely wanted to keep the refugees from trading with the Janieal if things did not go well in the Desnian bid to rule the humans.

Time Frame: Post Ritual

ESCORT DUTY

The Belynar Compact has just recently been signed, but none of the Cyradon races visiting Belynar have established embassies within the ancient city. Although the Desnian and Janieal Elves have means of communicating with their homelands and organizing and sending the proper staff for maintaining embassies, the Nagazi do not. Nor do any of the Nagazi wish to leave such an interesting city and such interesting people as the refugees.

The head of the Nagazi delegation assigns the task of returning to Ciastan to one of his own, and asks Grayson for the boon of borrowing a few people to act as escorts. This is done for several reasons. First, so that the Nagazi being sent home will have companionship and protection on the trip, and second, so that the people back in Ciastan will have a chance to get a first hand look at these strange newcomers. In addition to the normal dangers of traversing the Devastation, the escort party will be bombarded with countless questions from their curious companion. The PCs are charged with keeping him alive and happy on the trip to Ciastan.

The easiest way to reach Ciastan will be to head north to Llyrius and take a ship across the Gulf of Evening. Llyrius is not exactly a peaceful town, and opportunities to get into trouble, or to rescue their Nagazi companion, should abound. If one or more of the PCs are playing Nagazi, then they are the ones selected to deliver the message to Ciastan.

Time Frame: Post Compact

TEARS OF LIFE

One of the most overriding goals of Grayson and the leadership of the refugees is to locate more of the rare stones known as the Tears of Life. Only a single stone was used in the Ritual of Estrousal, and it restored a sizable portion of the Devastation to life. Unfortunately, not enough has been restored; the land still cannot heal itself the rest of the way. More Tears of Life are needed to continue the process.

At the request of the Rhona, Grayson puts out the word that he will reward anybody who discovers one of the Tears of Life while traveling outside of Belynar. Arali scholars believe that a few of the Narsi once possessed Tears of Life; they conjecture that it would be well worth exploring Narsi ruins around Belynar and Narsi tombs for the precious stones. All who leave the city are given permission to search the numerous ruins located within the newly restored lands in hopes of finding one of the Tears.

This Adventure Seed can be included as a side trip type of adventure for one of the other Adventure Seeds such as To the Edge and Back, Escort Duty, or Border Patrol.

It is also eminently suited for longer quests as well. Discovering one of the Tears of Life should always be a difficult and dangerous task.

Time Frame: Post Compact

BORDER PATROL

The land in and around Belynar has awakened, yet the Devastation remains, and along with it the creatures of the Devastation. The refugees require protection from the monsters roaming the area. Grayson wants to set up forts along the edges of the Awakened Lands manned with patrols to protect those living in the newly restored lands.

In an effort to accomplish this goal, Grayson first assigns groups (such as the PCs) to scout various areas that border on the Devastation. The PCs can be one such group.

This Adventure Seed can easily be combined with Tears of Life above.

Time Frame: Post Ritual

ADVENTURING LOCALES

Belynar is a vast ruined city filled with unexplored nooks and crannies. It is home to approximately three thousand humans with little in common with one another. Additionally, hundreds of beings from other races – Gnomes, Gryphons, Dwarves, Sithi and Arali Elves coexist in uneasy peace with the humans. The city is haunted by memories of the past. It is surrounded by enemies and by fearsome creatures that pose a constant threat to those living in and near the city.

Belynar is a relatively safe haven amidst the wilds of Cyradon, but it can be a source of adventure and danger all the same.

BELYNAR – THE CITY ABOVE

Adventuring locales within the city of Belynar are going to be minimal for the time being. Grayson is doing his best to keep the masses confined to the main plateau and to keep them out of the tunnels underneath the city, at least until he can procure brave adventurers to ensure that there are no creatures from the Devastation lurking among the ruins.

Grayson has posted guards at all exits from the main plateau, with orders that nobody is to be allowed access into the city or into the tunnels, at least until teams have checked them out. Details such as this will not hinder most adventures for long, but at least it keeps the common folk safe.

Section 2-4 offers brief descriptions of some of the major features of the upper city. From these details, the GM is encouraged to put together adventures within these locations.

BELYNAR – THE CITY BELOW

Mount Belnos, the ancient volcano upon which Belynar sits, is honeycombed with passages, tunnels, chambers, and caverns large enough to host regular buildings. Grayson is attempting to keep people away from these tunnels, at least until they can be checked and cleared of any hazards. The truly resourceful will always find a way in. Finding their way back out, however, is another matter entirely.

Many of the tunnels beneath Belynar are not connected; some of them do not have exits at all, at least not in the conventional sense. The ancient Cyrauds used a system of teleportation chambers and portals, all of varying sizes. The smallest were nothing more than an archway framing a recessed alcove while one of the largest is a 30' diameter ring set into the floor of a storage chamber. A small metal panel with numerous crystals set into it is always found near these portals and teleport chambers. Activating a portal requires touching three crystals in a proper sequence and then touching the activation crystal. Each crystal has a unique symbol carved into it, but their meanings are unknown. The number of crystals on a particular panel also varies, which seems to indicate that not every teleportation device goes to the same destination. Some panels even have indentions where it appears that some sort of key or device might be necessary for operation.

Even while the Narsi inhabited Belynar, the underground chambers were never fully explored. The haughty mages only used buildings and chambers left behind by the Cyrauds when they absolutely had to.

The Narsi did build their own chambers and tunnels beneath the city, however, so it is quite possible that they connect to some of the Cyraud complexes. The Narsi also built tunnels stretching from the main plateau of the city all the way down to the Coliseum.

THE COLISEUM

The coliseum is a short distance to the northeast of Belynar and this massive structure is where the Narsi held their games. Beneath the coliseum is a network of tunnels and chambers where the Narsi and Arali stored their powerful constructs and creatures, frozen in a magical stasis. Occasionally, one of the stasis fields will fail, and the creature or construct within becomes free to prowl and wreak havoc. All of the refugees have been warned against entering or exploring the coliseum.

The Bestiary Chapter gives several of the most common templates used by the Narsi in developing unique creatures. They were also fond of mixing different creatures together to create entirely new species; the creation of the Hippogriffs, which led to the schism between the Narsi and the Gryphons, is a perfect example. As mentioned previously, occasionally a stasis field will fail, releasing a construct or creature so that it may roam about and attack anything it happens upon. A few wandering creatures are not the only danger, however.

Adventurers beneath the coliseum could very well open these stasis chambers themselves, much to their surprise, or do something that shuts down all of the stasis chambers, which would be far worse.

Some of the tunnels beneath the coliseum do lead back to the tunnels under the city, as the Narsi were unable to replicate the teleportation devices of the Cyrad. Should some of the creatures gain access to the city, the destruction that they would wreak would be devastating.

THE RE-AWAKENED LANDS

The devastated land around Belynar has been healed and restored, in approximately a 120 mile radius. This revived land is teeming with many species of creatures that were also returned to life, as well as abominations of the Devastation, and newly release animals that had been carefully nurtured by the Rhona for many years.

The Re-Awakened Lands are also filled with many types of ruins that can be explored. The Narsi were quite fond of elaborate tombs and mausoleums and their crumbling edifices dot the landscape. There are many small towns and villages scattered about the land as well. Also sprinkled across both the Re-Awakened Lands and the Devastation are numerous manor houses, originally built by the Cyrad and later co-opted for use by the Narsi.

THE DEVASTATION

Covering a large portion of Cyradon, the Devastation is rife with ruins. Just as with the Re-Awakened Lands, there are tombs, mausoleums, manor houses, strongholds and many different towns and villages. A few small cities even existed along the Tanolain River. There is a lot to explore, but the danger is even more prevalent from the horrors that stalk the wastelands.

OTHER LANDS

The Arali of Janieal and Desnia do not wish to have the humans (or other refugees) crossing into their lands. The Arali of Llyrius and the northern coast, however, as well as the Danae and Rhona of the Southlands, welcome visitors with the desire to trade. The Nagazi will also welcome all visitors to their lands, and will even be willing to escort them across the Mountains of Evening to the Five Cities of the Nagaral.

THE MADIARIAN FOREST

The Madiarian Forest is also available for exploration, although the Nagah and other creatures that live there are likely to be very unfriendly. Many valuable plants, trees, and herbs can only be found there, and some Arali are willing to pay handsomely for such rare items.

THE SOUTHWEST

The Aoifar of the south-western plains will welcome visitors, but will be very unfriendly of those who come seeking to conquer or enslave. A few may even be willing to travel with adventurers in order to see what the lands outside the plains might hold for them.

Along the southern coast, hidden in the marshes and swampland at the mouth of the Tanolain River, lies Selant. It was originally settled as a launching point for groups interested in scouring the Devastation for magical items, with the hope of discovering the means to restore the land. Unfortunately, proximity to the Devastation, and the foul waters flowing out of it, warped the original inhabitants. The goal of finding Narsi magics still lingers, but it is now fueled by more selfish reasons.

The Aoifar do trade with Selant, but their interaction is limited. Most outsiders are unwelcome in this swampy city.

SPECIFIC LOCATIONS

In the section above, general information was presented that GMs may use in creating their own adventures. This section details one specific location that can be used for designing adventures.

THE TOWNLANDS

After establishing themselves in Belynar, and at the heart of Arali power, the Narsi made it the largest city on Cyradon, rivaling even Jalapur and Janieal in size and exceeding both in population. Due to their profound distaste of Cyrad architecture, the Shival Arali choose not to live within the city walls, and built their own towns and villages in the surrounding countryside. Many of these small towns were the personal holdings of powerful individuals or families, and the inhabitants were those who sought their protection.

The Shival maintained the traditions of their homelands of Neldor on Anias, constructing walls around towns, villages and cities whenever possible. Thus, many of the ruins of settlements to be discovered within the Devastation will be walled. The Re-Awakened Lands are filled with the shards of ruined dwellings. Travelers may stumble upon their remains in the most surprising places. Down among tiny valleys, clinging onto the bald crown of a bare hill, or in the thicket of a newborn pasture, travelers can stumble across fallen rocks, bare walls or even the foundations of entire villages. Here and there, more solid structures remain intact, with seemingly no rhyme or reason to account for their survival. Thin varnished wood sheds stand in one place, while thick white granite walls lie as rubble elsewhere.

The following village, Sefnar, is an example of what many of the towns and villages of the central highlands were like, although many others may vary widely from it in both size and shape. Unlike many other towns and villages, Sefnar survived the Devastation and the ensuing centuries with relatively little damage and degradation.

SEFNAR, A SAMPLE TOWN

A day's ride to the north of Belynar, Sefnar was one of the oldest towns. It sits atop one of the larger hills overlooking a number of large fields. Sefnar seems to have been the personal domain of a reasonably influential Shival noble family. A sign still legible on the western gate (the town is aligned perfectly on an east-west axis) reads "Sunil, High Chancellor of Sefnar, bids thee welcome" in both Elu, the language of the Arali, and in an archaic form of Tarahiri Common.

The town is surrounded by thick, white granite walls and the gates are comprised of an unknown hardwood, banded in iron. Both the wall and the gates remain intact, but many of the buildings inside the town are not. The gates have stood open for over 500 years, and there is no telling what may have entered or taken up residence within the town.

Within the town, a studious adventurer will be able to guess at the function of most of the buildings. Sefnar was a town of industry. While other communities may have used constructs to do the work, the people of Sefnar took more pride in their work. The architecture of the town is both simple and practical, but the delicate arches, glass roofs and open living spaces so beloved of the Arali are still very much in existence.

The Re-Awakening has had a mixed effect on the town; in most places, the streets are dusty and bereft of life. However, areas that once held foliage are now overgrown.

In many place, the grass stands at waist height to a human. Vegetable gardens within small plots are ripe for the picking. At the center of town rests an old fountain and well, the town's primary water source. Although originally dry, the water is slowly refilling; the fountain mechanism remains broken, however. Sefnar is dotted with small shrines to Sunil's ancestors, various illustrious Arali from ancient times. The shrines are elaborately wrought statues in heroic poses, perched above small marble altars. Many of the statues have long since crumbled, and their remains scattered upon the ground at their base.

1. The Town Hall

This building's official title remains unknown, but it appears to have been the central administrative structure for the town (and perhaps the Lord's great hall). Although it had a glass roof in ancient times, the Devastation apparently melted the glass. It is now sheets hanging down the walls, and in puddles across the floor, frozen once again in its crystallized form. This building is easily the largest in the small town, being five stories in height and capped by a slender vanity tower. The interior of the building seems to have been an open space surrounded by mezzanine floors.

The main hall seems to have several statues in life-like poses, expressions of mute terror and despair displayed upon their faces. These are not statues, however, but the petrified remains of the Arali who sought shelter inside the building.

Two wings, leading off to the east and west, seem to be later additions designed to assert the lord's authority. The west wing is clearly a living area with lots of light channeled through from the roof (perhaps assisted by a series of mirrors to reflect the light down). The rooms are spacious with floors of an unknown type of wood.

The eastern wing suggests an administrative purpose, and seems to have also housed a library. A few covers and tattered remains of the books once shelved here are all that remain. On the floor, behind a large service counter of some sort, are several piles of bones. The bones are all twisted out of shape, as if they had been turned to clay and reworked into rough spirals and curves. This is all that remains of the librarians who once worked here.

2. The Lookout Towers/Guardhouses

There are two of these defensive fortifications in the town, standing aside both entrances. The small strongholds are some of the oldest buildings in the town, constructed by someone who obviously had practical experience in defending isolated settlements. The thick walls are crowned with a grey, crenulated roof. The guardhouses stand beside a 60' tall circular watch tower, constructed of a dull grey stone. Later generations decorated the grey stone of the inner guardhouse walls with friezes and frescos. The insides of the guardhouses are gutted, but beneath the floor in each are small armories, where the garrison stored its swords, spears and armor.

They are of an unadorned, though practical type. The armor is of Shival design, light quilted armor coats with studded leather breastplates (protects as rigid leather, but encumbers as soft leather). There are enough usable arms and armor to outfit 20 warriors in each guardhouse.

The weapons are well made, consisting of mundane, long swords, buckler shields, long spears and compound bows. There are 60 of each item kept in the armories. The bows (and the stocks of arrows; 1,000 in each armory) have suffered poorly over the years, and of the lot, only 10% are actually usable. The rest are likely to snap when used. The weapons might be valuable to collectors of Shival equipment, as several noble families in Desnia and Janieal are related to the Shivan nobility and may pay well for the keepsakes of their dead kin.

The guardhouses are mainly dormitories for the duty watch to sleep in. There are five small rooms in each guardhouse, suggesting that each guardsman was given a degree of privacy.

3. The Garrison Building

The garrison was originally equipped for a larger retinue of soldiers, but was rarely used for this purpose. The garrison house in Sefnar was used as many things over the years, including a hostelry, a storehouse for civic decorations, a stable, and even once, a prison. Within the strong room, behind barred doors, someone has scratched: “When the wyverns awake, the earth shall shake and the skies weep blood.” Also found in this room is an odd skeleton, that resembles a Nagazi. The tail, however, is several feet long. The garrison itself is two stories tall and the outside is forever marked by the shadowy outlines of those who died, crouched against the walls, their bodies completely burned away.

Inside the garrison, the bottom rooms (six in number) have been converted to suit other purposes. Upstairs, the empty grey rooms have small windows to look out into the town. The largest room commands an excellent view, and it may have originally been an officer’s quarters.

On the top floor, behind a hidden door, is an almost empty safe. There is a small pile of approximately 100 Shivan Annat gold coins. The Annat is worth roughly as much as a Desnian crown, but may be of higher value to a collector.

4. The Inn

Before the Devastation, patrons would have sipped fine wine while relaxing in the bright and airy common room. An enclosed stable is also present on the inn’s ground, and a high wall kept the sounds and smells of the stable from the senses of the clientele. The inn was open and resembled more of an enclosed garden than a drinking establishment. Above the common room was a mezzanine floor, which (according to typical Arali design or hostels) was open to the sky and covered by a marquee in inclement weather.

The furniture is long since gone. All that remains to offer clues as to the purpose of the building are a stack of wine jugs in one room, the wine itself long since evaporated.

5. The Market Square

As befits an industrious town, a wide market square stands abandoned at the heart of the village. The ground is still stained with red sand, even after the Awakening. A piercing wind whips through the town, through the empty gates and howls across the square. The noise of the wind can trick a listener’s ears, causing them to think that it is carrying the voices of those long dead.

6. The Temple

Arali spirituality is based upon ancestor worship. Temples in Arali towns are places of meditation where the living sit in contemplation of the lives of those who have passed. The Shival Arali had a rather more baroque view of religion, however, assigning hierarchies of the “ascended” and discussing the weight of a soul and its ability to transmigrate to a new essence. While the Shival Arali didn’t have priesthood, they came rather close with a distinct caste of scholars and intellectuals whose duty it was to maintain the temples and “assist” in the debates about the nature of a soul. The temples were run by these Arali as private fiefdoms, and centers of political power.

The temples were dark inside, illuminated only by smoky, incense perfumed candles. At the center of the temple, beneath a lofty domed ceiling, a single blade of sunlight reached down onto a prayer wheel on the floor below, causing it to move with a whispery, murmuring sound; mystically glowing with the touch of sunlight.

Those who entered the temple could watch the light play on the running water and marvel at the ingenious design of the wheel’s mechanism. The prayer wheel survived the Devastation. It stands, four feet tall, beside a fountain which was fed by a bubbling underground spring. The wheel has long been seized shut and no force on earth, magic or otherwise, can make it move even though the spring once again bubbles forth from the ground.

Today, the temple remains dark inside. The air of the main chamber is musty and everything is filthy and grimy to the touch. Red sand and ash crunch underfoot. The light no longer lances down from the sky as the roof was torn off during the Devastation. Dusty, dusky sunshine gleams from above in good weather; in poor weather the inside of the temple is suffused with a somber, gloomy light.

7. The Warehouses/Workshops

Sefnar was a community that served the small pastoral hinterland surrounding the town. It was also a useful way station for travelers heading to or from Belynar either on foot or by horse. Each warehouse or workshop seems to be dedicated to a different craft. Among the ruins, ancient tools of the trade may be found littering the ground.

8. Housing

The residential district of Sefnar originally contained a population of several hundred. The residences were small, single story cottages crammed together on small cobblestone streets. Despite their small size, all have a garden or park-like area inside the house open to the sky. Each house also contains stunning architectural flourishes, such as arches or columns. Most of the houses have about four or five rooms. If searched, small treasures may be found in a few of the houses.

9. Workers Housing

Due to the town’s position at the centre of an agrarian community, poorer Arali and Danae often traveled to the town to work the fields on a seasonal basis. Sefnar provided housing for these itinerant workers. This housing consisted of small, plainly built, three room structures, open to the sky in the center, like most other Arali buildings. The central portions often housed tiny herb gardens.

ADVENTURES IN SEFNAR

Sefnar is an excellent location for exploration. Grayson believes that it might be a good idea to move several hundred of the refugees into Sefnar and allow them to start their own town. In order to accomplish this, however, he first has to ensure their safety. The first task is to send a group to Sefnar to verify that there are no creatures within. Of course the player characters just happen to be the team, or part of the team selected to explore the town.

Unfortunately for the PCs, the town is inhabited, not by one, but several different types of creatures, including Gorgers, Rasicar, Giant Wasps and Giant Beetles. There are approximately 10 Gorgers in town. They make their nest in one of the old worker's buildings after having chewed through one of the walls. The Gorgers hunt Giant Beetles and Giant Wasps for food. The Giant Wasps have a hive high up in the Town Hall, their nest dangling from the top-most mezzanine and feed on the Giant Beetles. There are currently about 20 Giant Wasps in Sefnar.

The Giant Beetles have established their nest in a basement of one of the workshops in the northeast section of the city. There are about 20 Giant Beetles in all, and they will consume anything that they can catch, even each other if they are unable to capture a Gorger or a Giant Wasp. In addition to these creatures, there are 2 Rasicar roaming the streets of Sefnar, eating anything that is in front of them. Sometimes the Gorgers will attempt to attack one, but this fight does not last long. So far, whichever Rasicar they attack often ends up having the Gorgers for a meal instead.

BEHIND THE SCENES

Cyradon is a land of mystery. Events that take place here seem to be guided by an invisible hand. While the particularly astute have noticed certain incongruities, no one has pieced together everything yet. Even if all of the mysterious events that have taken place were to be listed, it is unlikely that the truth would be discovered. Some of the more puzzling events have included the following:

- The Royal Roads suddenly flickered to life several weeks prior to the arrival of the refugees in Belynar, gaining the attention of a variety of sentient races already present on Cyradon. The cause of this event, and the reasons behind it, remain unsolved.
- As the refugees sat huddled within the dwarven outpost, awaiting their fate at the hands of the Orsai, the Royal Road activated on its own accord, providing them with an avenue of escape. It then promptly shut down, preventing the Orsai from following.
- The Royal Roads have continued to sporadically activate, transporting stragglers and others who are fleeing the Orsai to Cyradon. Never once, however, has a single Orsai been passed through.
- When the Mablung activated the Royal Roads, their Gate Keepers were returned to their place of origin, and were unable to open the Royal Roads again. Something prevented them from passing through, and continues to prevent those with the knowledge of how to operate the Royal Roads from reaching Cyradon.
- Although the Royal Roads stretch only across Mithra, a few small groups arrived in Belynar may have been from other worlds altogether (i.e. PCs from other campaign settings). Are they being directed to this portal on purpose?
- The stores of food and other items found in the stasis chambers are very unusual. One Mablung stoneworker who has examined the stasis chamber claims that they are only a few years old, a fact that seems impossible. He has related this information only his own leader and Grayson, and been asked to keep quiet about it for the time being.
- Many of the foodstuffs and other items found within the stasis chambers are not indigenous to Cyradon, and other stored items are unique even to the refugees from Anias. Where did it all come from?
- The Veil that hid Cyradon for centuries was pierced and broken by a single man. How could something as powerful as the Veil be destroyed by a single person? Did he have some unknown help?
- The dream experienced by the Nagazi priest was exceedingly detailed in what sort of assistance was required by the "new friends" to be found in Belynar. The sendings of most deities are rarely this exacting or detailed. Was the dream truly the work of the Seven Sages or did it come from another being entirely?
- The Rhona Gnomes have been working for centuries to restore the lands of the Devastation, with very limited success, and then only in sheltered vales within the Shival Mountains. The Ritual of Estrousal performed with the aide of members from all the races present in Cyradon was much more powerful than anything the Rhona have ever experienced. The Rhona believe that it was the presence of the humans that made the difference since humans were involved in the original event that caused the Devastation. Is that the only reason? Did the conjunction of the comets have any impact on the ritual? Was it the location of the ritual, at the heart of the Devastation that made the ritual more powerful? Or perhaps something else intervened and gave the ritual a huge boost in power. If so, who, or better yet what, could it be?

Altogether, these events seem to weave a picture of some hidden force working behind the scenes to direct and influence events in a specific manner. Whatever this mysterious force is, it seems to want the humans in Belynar, and lands of the Devastation to be restored. Could this be the will of the gods, or is the answer even more complex than that?

The gods theory is not a popular one; many find it difficult to believe that a god, or even a group of gods, would so frequently intervene in such a manner without revealing their presence in some way. Another possible explanation is that the events are not the work of the gods, but one or more of the ancient Cyrad, having returned only to discover the existence of the Devastation. Since that point, it has been actively directing events from the shadows in an effort to bring Cyradon back to life. If this is the case, the Cyrad has apparently only been willing to provide assistance in subtle, inexplicable ways that ultimately keeps its existence from being discovered. If this is true, then what are its motives, and what could it possibly have to gain from providing this aid?

The actual force behind all of these events could be something else entirely. It is up to you, the GM, to decide. It is up to you to make Cyradon your own!

APPENDIX: CYRADON GLOSSARY

- Anias** – Anias is the Human term for the land known to the Elves as the Westerlands. Anias is the place of origin of the human refugees. It lies several thousand miles west and north of the continent of Cyradon. It is not one continent, but several subcontinents linked together.
- Arali** – The most numerous and aggressive of the elvish kindred, many Arali dwell on Cyradon. They hold themselves apart from the other Elves, and even from their fellow Arali. The Arali of the different nations of Cyradon see themselves as separate races.
- Belynar** – Belynar is one of the most enduring names for the ancient city guarded by the Gryphons in the heart of the Devastation. Belynar is built onto the side of (and inside) an extinct volcano. The city is a sad, eerie, empty place, once home to half a million souls, now it is home to Cyradon and the major political rival of Desnia. The a few thousand humans, Gryx, Sithi, Gryphons, Dwarves and Arlai.
- Cyradon** – On old maps, arrows point east to Cyradon, the mythical “land of the Cyrads” beyond the mountains and the sea, long lost to humanity. The Cyrads were descendants of the Mithrans. They vanished long ago, though many peoples of many lands consider the Cyrads to be their ancestors. The term ‘Cyradon’ therefore has two separate meanings. One is geographical; Cyradon is the human name for the Daybreak Country. The other is more metaphorical, meaning a place beyond the reach of mere mortals.
- Danae** – A small elvish tribe of Cyradon. The Danae make their home in the Aneirin Forest.
- Desnia** – The most powerful nation of the Elves, home to the Desnian Arali. Desnia is a maritime nation off the eastern coast of Cyradon. Desnia’s military superiority, ambition and discipline gives them an influence and respect far beyond their wealth or numbers. The Desnians are remarkable for their golden skin and fierce dark amber eyes.
- Devastation** – The Devastation is a cursed, lifeless region in the heart of Cyradon. The ancient city of Belynar stands in the center of the Devastation. Created approximately five centuries ago, as a result of a magical ritual gone awry, the Devastation has been leeching the life force of Cyradon ever since.
- Dwarves (Mablung)** – The Dwarves are a short, hardy, mountain people. It has been many years since they involved themselves in the affairs of the world around them.
- Echoes** – The magic of Cyradon—the Echoes are the power of the land made manifest. Elven mages and other powerful beings can tap this power.
- Elves (Raesha)** – The Elves. The term “Raesha” is used to describe the various elvish races as a whole. Many of the Raesha do not recognize that the various kindreds are related. Few Raesha live longer than several hundred years. Time wears away at them, and they can be slain by violence or accident. Tracing elvish heritages is a complicated and contradictory field of study, and the various kindreds have drifted far apart over the millennia. There are several tribes of Raesha on Mithra, all descended from the Mithrans. They are rare only on Anias. Raesha kindreds include the Arali, the Sithi, and the Danae.
- Gnomes (Rhona)** – The Rhona Gnomes dwell in the deep valleys and forests of Cyradon, mainly in Aneirin. They have worked for centuries to try to heal the scars of the Devastation. The Rhona have close ties to the Danae.
- Gryx** – The Gryx are a peaceful nomadic race originally from the far eastern lands of Anias. Their fearsome, savage appearance belies their gentleness. The Gryx fled Orsai oppression and were among the refugees who arrived in Belynar.
- Janieal** – An Arali elvish kingdom in southeastern Cyradon and the major political rival of Desnia. The Janieal Arali are more moderate than the Desnians.
- Juras Mountains** – Named the “Grey” Mountains by the Skaldi, the Juras run diagonally across Anias, roughly northwest to southeast, cutting the continent into the broad grasslands and deserts of the south, and the wild forested country to the north. The Juras run all the way from the western sea coast to the Eastern Ocean. Passes are few, and they have traditionally marked the extent of Tarahiri and (later) Orsai territories.
- Memra** – Memra is the name for the solar deity worshipped among many of the cultures in western and southern Anias. The Orsai worship him as a powerful warrior deity who destroys the weak and corrupt.
- Mithrans** – An ancient race that gave birth to the Elves and the Cyrads. The Mithrans are now no more, but the ruins of their fabulous cities can be found across the world of Mithra.
- Nagah** – The Nagah are a race of strange Lizardmen. They are rarely seen, and largely ignored. They make their nests beyond the western Mountains of Evening on Cyradon.
- Nagaral** – The Nagaral are a semi-barbaric race of Lizardmen, related to both the Nagah and the Nagazi. They live in city-states surrounding the Bay of Malan in northwestern Cyradon.
- Nagazi** – A civilized group of the Lizardmen, the Nagazi have a small thriving confederation of city states in the area of the ruins of the ancient Mithran city of Evefalim.

Narsin/Narsi – The Narsin were an order of magicians in ancient times that came together in the small city-state of Tarahir. Through their influence, Tarahir came to dominate its neighboring city-states, and eventually become an empire that claimed much of the known world on Anias. The Narsin withdrew from Tarahir centuries before the Empire collapsed. They feared that the day would come when the Empire would turn on the mages. They managed to re-open the Cyrad Royal Roads and flee to Cyradon. They rebuilt Belynar, turning it into a city that began to eclipse Arali power. The Narsin and the Shivan Arali were destroyed when a great magical ritual went wrong; the destruction also burned the life from the center of the continent of Cyradon, creating the Devastation.

“Narsi” is the name of a member or members of the order. The term means “seeker” or “scholar” in the old Tarahiri. The term has become synonymous amongst the Gryphons with ‘idiocy’ and ‘arrogance’.

Orsai – A desert-dwelling human culture that absorbed the remnants of the Tarahiri Empire. Feared as ruthless and decisive warriors, they serve a harsh priesthood, sometimes referred to as the “Theocracy.” The Orsai are tall, sometimes bearded, olive skinned humans. Their primary military strength lies in their feared light cavalry.

Qumar – The small kingdom of Elves in the northeast of Cyradon. Qumar is the home to “Sen-Serai”, the shadow dancers.

Royal Roads – A Royal Road is a geomantic portal that links two or more places. The Roads were created by the Cyraids for peaceful exploration and transport. At the height of their power, the Cyraids explored much of the known world and opened Royal Roads between their domains. Travel down a Royal Road takes a traveler through the skin of the world and into the lifeblood of the earth itself. Travel is not instantaneous – it can take several minutes or even hours to pass through the roads.

Schirae – A group of Elves that were twisted and deformed by the same powers that created the Devastation. They have lost their elvish longevity and grace and now appear as muscular, scarred savages with vestigial wings. The Schirae have, since the Devastation, evolved into an intensely violent and tribal society.

Sen-Serai (a.k.a. Shadow Dancers) – An order of elvish mystics, the Sen-Serai are said to dance with the shadows of the dawn. They maintain the two beacon towers of the equatorial north of Cyradon and are the guardians of much lost knowledge. The Sen-Serai failed to prevent the Devastation, and failed to stop the tragedies that preceded the Devastation. The Sen-Serai believe that they now have one final chance to set things to rights.

Sithi – The Sithi are Elves from the forested lands north of the Juras Mountains. Sithi archers are feared by the Orsai and Skaldi alike. The Sithi are of the same stock as the Danae.

Skaldi – One of the names given to the humans that make their homes to the north of the Juras Mountains and all the wide lands beyond. Pale of skin, with yellow or dark hair, the Skaldi represent a broad sweep of cultures, languages and traditions. Regarded universally as barbarians in the “sophisticated” lands of the old Tarahiri Empire, some Skaldi tribes are fearsome warriors. In the west, north of the Juras, the Skaldi form, with the Tarahiri, the people of the Treaty Kingdoms, the mercantile powers which dominate the northwestern seas.

Tarahir – Once a small trading post between the lands of several powerful tribes, Tarahir rose to become the first powerful human city-state controlling an important trade route between the western sea and the eastern plains, and then the center of an empire. At its height, the Tarahiri Empire controlled all the lands south of the Juras Mountains, all the way to the River Confluences to the south. While Tarahiri Satraps were effective, their Orsai horsemen were their most feared military asset. Like all empires, Tarahir’s influence declined. Tarahir was supported by the powerful Narsin, wizards of incredible power. Tarahir itself remained an important trading post, but the city itself was long past its prime. After the fall of the Tarahiri Empire, it later became a province of the Theocracy of Asut to the south. Poor and heavily taxed by the distant Orsai nobility, it became a hotbed of rebellion.

Tarahiri, The Confederation of, (or) Alliance of – After the Empire of Tarahir fell, and the Orsai created an empire of their own. Some of the old Satraps and merchant families crossed the Juras Mountains, and set up homes to the north. They made uneasy alliances with the Skaldi tribes. As the Orsai expanded their empire, they started invading Skaldi lands through the passes in the Juras. The old “Tarahiri” nobility and the Skaldi fought them, and eventually defeated them. With aid from the Treaty Kingdoms, the Tarahiri confederation fortified the passes, and established small kingdoms in the foothills on either side of the Juras. As religious strife threatened the Orsai Empire, people fled to the relative safety of the Tarahiri exiles’ kingdoms. After decades, these kingdoms came to be called the Tarahiri Confederation. The kingdoms’ stated claim was to rebuild the glory of the empire of Tarahir. In reality they are buffer states, supported by the Treaty Kingdoms to ward off outright war with the Orsai Empire.

Treaty Kingdoms, The – Powerful human maritime and mercantile states whose influence extends from the Juras to the small port cities in the extreme northwest. The Treaty Kingdoms are a loose alliance of city-states that pool their military resources to protect each other from outside attack, and to ensure their merchants are protected. Their naval forces and merchant fleets dwarf anything the Tarahiri Empire ever had. Though the Orsai have launched raids on Treaty Kingdom territory, and Orsai ships have clashed with Treaty Kingdom fleets, the Orsai know better than to declare war on the Treaty Kingdoms. The Treaty Kingdom’s military orders, including the powerful Pascalline Order, are more than a match for the Orsai cavalry.

Veil – The Veil was a magical defense erected around the continent of Cyradon after the Devastation. The Veil was a thick wall of mist that isolated the continent from the rest of the world. The Veil collapsed almost a year before the arrival of the human refugees from Anias. The Sen-Serai are the only force in the world other than the Desnian navy who were capable of navigating their way through the Veil. The Sen-Serai passed through the mists using subtle magics. The Desnian navy used brute force to blast the magics aside.

Wyverns – Created by the Great Dragon, Moril, to be her servants. They are incredibly strong, powerful and long lived. The Wyverns are the Gryphon's oldest enemies.

Westerlands – The Arali name for the human lands across the sea. The Skaldi term is Anias. The actual usage is both negative and derogatory. Westerland (similar to the Arali word for Wasteland) implies death, destruction, plague and loss. It is little wonder that the Arali are less than excited when people from those self same Westerlands arrive in their territory.