

# Character Generation.

## STEP ONE

Choose your species and culture.

### HUMAN

#### FEUDAL CIVILIZED

Imperial Corycc (Leshan)  
Baalbekis  
City State of Clest  
Sahabrai  
Clybari  
Formasai  
Qual  
Shorkyle  
Ady & Adysi

#### CLAN CIVILIZED

Djarr  
Bullash  
Njordland

#### NOMADIC

Raska  
Kybari  
Hargadi  
Adysan

#### PRIMITIVE

Varati  
*Tribes near the edges of the  
Orgaru Jungles*

### ELVES

#### ARTAGILI

*A very closed society of northern  
elves*

#### KARISTI

*Militaristic, 'barbaric,' now  
Imperial Citizens*

#### GAVADIAN

*Desert Dwelling, Semi-Nomadic*

#### MEADARI

*Nomadic Tribes found in the  
Kybani Plains Area*

#### ORGARI

*Primitive, Jungle-dwelling elves*

### DWARVES

#### KHAL-DORAK

*Primarily found in the mountain  
ous regions of the continent of  
Lekarsha, the Dorak build on and in  
the mountains and hills.*

#### KHAL-VALAS

*Forest Dwelling Dwarves, the Valas  
are found both in harmony and in  
contention with the Elves of Lekarsha*

#### KHAL-AVAR

*Semi-Nomadic Dwarves found in the  
Kybari Plains, these Dwarves roam  
the Plains mounted on their reptilian  
mounts, known as Avarkas*

## STEP TWO

Roll Characteristics for your character.

### HUMAN

Humans roll 4d6, keeping the best  
3, five times, placing as desired on  
the Characteristics of Strength,  
Constitution, Dexterity, Power and  
Charisma.

Then roll 3d6+6 twice, keeping  
the best two as desired, and place  
these results on the Size and  
Intelligence Characteristics.



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## ELVES

Elven Characters roll the following dice for Characteristics, in the order listed and place as rolled.

STR: 3d4+2  
CON: 3d6  
DEX: 3d6+6  
SIZ: 2d6+4  
INT: 2d6+6  
POW: 2d6+8  
CHA: 4d4

All Elves have the following Traits:

### LIFE SENSE

*In tune with the rhythms of nature, this creature can determine the vitality of any living creature by touch alone.*

*If the creature touches another and makes a successful Perception test, it will learn of the target's current hit points, Fatigue level and whether it is currently afflicted by any poison or disease.*

### NIGHT SIGHT

*Allows the character to treat partial darkness as illuminated and darkness as partial darkness.*

## DWARVES

Dwarf Characters roll the following dice for Characteristics, in the order listed and place as rolled.

STR: 3d6+6  
CON: 2d6+12  
DEX: 3d4  
SIZ: 1d6+6  
INT: 2d6+6  
POW: 3d6  
CHA: 3d6

All Dwarves have the following Traits:

### DARK SIGHT

*Allows the character to treat pitch black conditions as darkness.*

### EARTH SENSE

*Some creatures are so in tune with the rock around them that they can work perfectly well in the total darkness of the deep. By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty, so long as their target is no more than ten metres away.*

**All characters get an additional 1d3 Characteristic points that may be placed as desired.**



## STEP THREE:

### Character Concept and Skills

Instead of using the Professions in the book, or the Imperial Professions monograph, come up with a concept for your character and spend the points listed accordingly. There are a couple of minor changes to skills as listed below and there are some new Advanced skills listed as well.

#### Basic Skills:

Native Language            Int + 50%

Athletics is now four separate skills:

Athletics: Brute Force    Str+Siz

Athletics: Climbing        Str+Dex

Athletics: Jumping        Str+Dex

Athletics: Swimming      Str+Con

#### Advanced Skills:

Each Advanced Skill costs 10 points to open at basic skill.

The Advanced skills listed in this document are all available, those below are new skills: See the Skills Section of this book for details.

Spellweaving (by School)    Pow + Int

Only available to Civilized and Elf Characters as a starting skill.

Shamanism                      Pow + Cha

Only available to Primitive and Nomadic Characters as a starting skill

Lore: Theology (by Religion)    Int + Pow

Typically only one religion is followed by an individual.

New Advanced Skill: Armor Use (no base)  
Every 2% of skill offsets 1% of Armor Penalty. This has no effect upon spellcasting modifiers.

### Skill Points

All Characters get 280 points to spend on skills. These points add to the starting skill % as determined by the characteristics.

Opening an advanced skill costs 10 points to get it at starting %.

Characters start at base age for young adult +1d6 years.

No skill may start with more than 95% total skill.

#### Option: Younger or Older Characters

If the player so desires, he may create a character that is younger or older than the base age. For every two years older or younger than the base age, the skill points are adjusted by 15 points (+ for older, - for younger). This cannot be used to take the character to less than 6 years below young adult or more than 10 years into adult.

#### Base Age by Species

Species	Young Adult	Adult
Human	17	24
Elf	25	35
Dwarf	30	40



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## TRAPPINGS



Every character will start with a home appropriate to their culture and social status, and tools for any craft skill that they possess.

They also start with a couple of weapons appropriate to their culture, station and skills, as approved by the GM.

Armor will be dependent upon the character concept and the culture.

Characters with spellcasting skills like Spellweaving, Lore: Theology (religion), or Shamanism will begin with 1d3+2 magnitudes of spells in their grimoire.

All characters also get two or three changes of clothing appropriate to their station and profession.

Each character starts with an amount of silver (or goods) equal to their primary vocational skill (based off the Character Concept, per GM's approval), multiplied by three.

This money represents money they have managed to save recently.



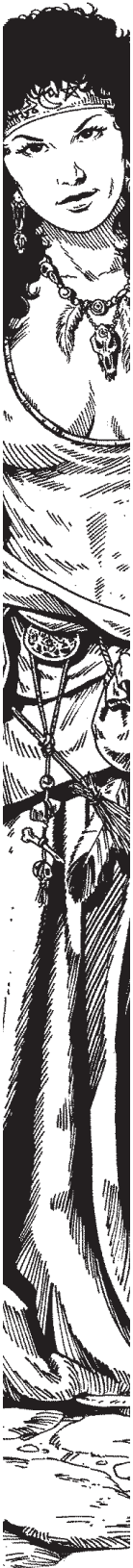
# ADVENTURER EQUIPMENT

The following pages of weapons and armor supercede those found in the Mongoose books. Use these lists to choose and purchase weaponry.

Armor	AP	ENC	HP	Location(s)	Cost (Silver)
Leather Jack	1	1	2	Abd, Chest, Arms	75
Leather Trews	1	1	2	Legs	75
Leather Hat	1	0.5	1	Head	40
Quilted Gambeson	1	2	1	Abd, Che, Arms, Legs	50
Quilted Coif	1	0.5	1	Head	25
Elven Leaf Hauberk	1	1	2	Abd, Chest, Arms	60
Elven Leaf Kilt	1	1	2	Legs	45
Curboulli Helm	2	1	4	Head	75
Curboulli Cuirass	2	1	4	Abdomen, Chest	250
Curboulli Vambraces	2	1	3	Arms	150
Curboulli Greaves	2	1	3	Legs	150
Studded Jack	2	2	4	Abd, Chest, Arms	300
Ring Hauberk	3	2	5	Abd, Chest, Arms	600
Ring Kilt	3	2	5	Legs	450
Elven Bark Cuirass	3	2	5	Abdomen, Chest	500
Elven Bark Greaves	3	2	4	Legs	250
Elven Bark Vambraces	3	2	4	Arms	250
Scale Hauberk	4	3	7	Abd, Chest, Arms	1000
Scale Kilt	4	3	7	Legs	800
Mail Hauberk	5	6	9	Abd, Chest, Arms	1500
Mail Kilt	5	6	9	Legs	1200
Lorica Hamata	5/4	4	12	(5) abd, che (4) arm, legs	2500
Lorica Segmentata	6/5	6	15	(6) abd, che (5) arm, legs	4000
Iron Vambraces	5	2	20	Arms	600
Iron Greaves	5	2	20	Legs	600
Mail Coif	4	1	9	Head	600
Pot Helm	4	1	15	Head	300
Pot Helm w/Coif	5	1	22	Head	700
Iron Helmet	5	1	25	Head	600
Great Helm	6	1	25	Head	800
Visored Helm	6	1	23	Head	1000
Dwarven Cuirass	6	4	30	Abd, Chest	6000
Dwarven Vambraces	6	4	25	Arms	3000
Dwarven Greaves	6	4	25	Legs	3000



# A FEW ARMOR EXAMPLES



QUILTED GAMBESON & COIF



MAIL HAUBERK



CUIRASS



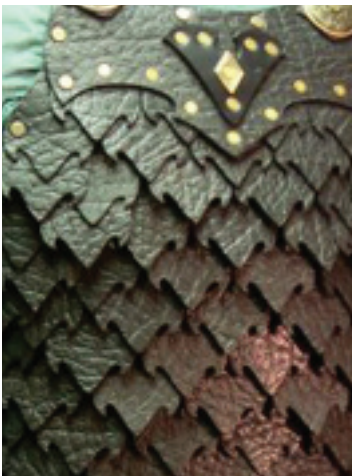
JORICA SEGMENTA



POT HELM WITH COIF



POT HELM



ELVEN LEAF ARMOR



IRON HELMET



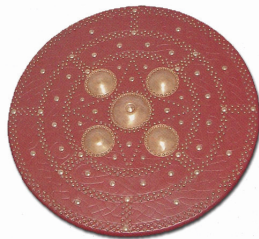
GREAT HELM

# SHIELDS

Shield Type	Damage	Str/Dex	Enc	AP	HP	Cost
Buckler	1d4	- / 7	1	5	3	10
Targe / Round	1d6+1	9 / 5	2	7	6	20
Kite	1d4+1	10 / 7	2	9	7	50
Long Kite	1d4+1	10 / 10	2	10	8	55
Tower <i>(Reduces Move by 1)</i>	1d6	12 / -	3	14	12	100
Oval	1d6	12 / -	3	10	10	60
Scutum	1d6	12 / -	3	12	12	150
Elven Bark Shield	1d4	4 / 10	1	8	5	60



BUCKLER



TARGE / ROUND



KITE



LONG KITE



TOWER  
*(basically a 4' to 5' tall Scutum)*



SCUTUM



OVAL

# WEAPONS

## DAGGER WEAPONS

Knife (Tool) Damage: 1d4 Str/Dex: -/- Enc: 1  
AP: 2 HP: 1  
Cost: 5

Djarran Dirk Damage: 1d4+1 Str/Dex: -/- Enc: 1  
AP: 2 HP: 2 Notes: Impaling Weapon  
Cost: 10

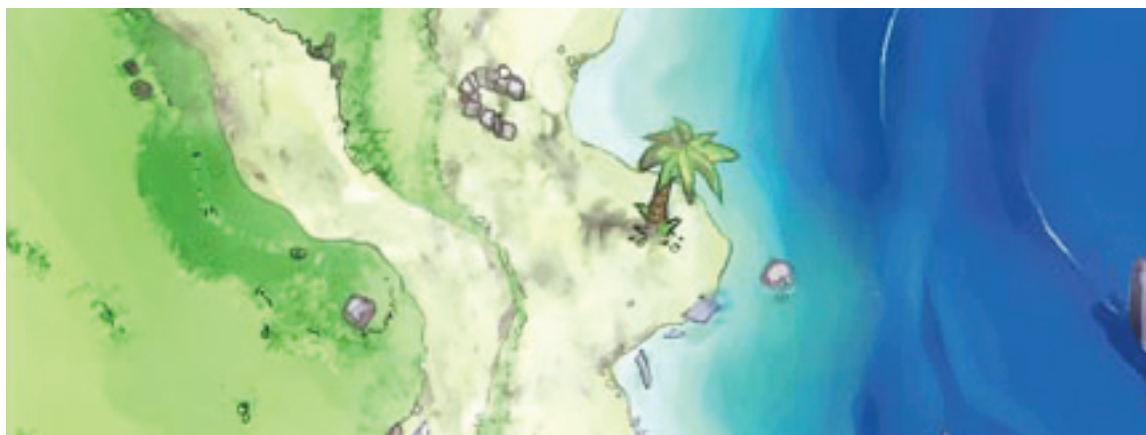
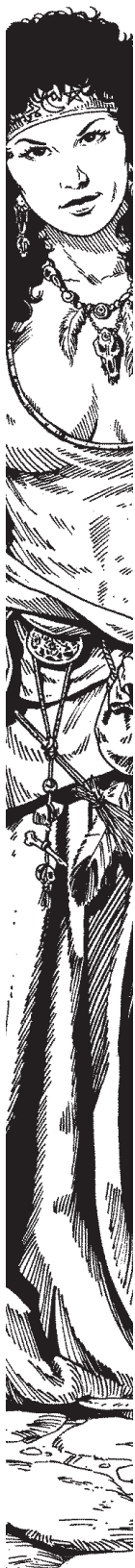
Seax Damage: 1d4+1 Str/Dex: -/- Enc: 1  
AP: 2 HP: 2  
Cost: 15

Imperial Pugio Damage: 1d4+1 Str/Dex: -/- Enc: 1  
AP: 2 HP: 2 Notes: Impaling Weapon  
Cost: 15

Adysan Jambiya Damage: 1d4+1 Str/Dex: -/- Enc: 1  
AP: 2 HP: 2  
Cost: 15

Elven Woodknife Damage: 1d4+1 Str/Dex: -/- Enc: 1  
AP: 2 HP: 2  
Cost: 25

Elven Leafblade Damage: 1d4+1 Str/Dex: -/- Enc: 1  
AP: 2 HP: 2  
Cost: 30





## 1 HANDED SWORD WEAPONS

Shortsword / Gladius Damage: 1d6+1 Str/Dex: 5 / 7  
Enc: 1 AP: 3 HP: 3 Notes: Impaling Weapon  
Cost: 100



Arming Sword (Broad Sword) Damage: 1d8 Str/Dex: 10 / 7  
Enc: 2 AP: 4 HP: 6  
Notes: Impaling Weapon • +5% parry if using 2 handed  
Cost: 250



Falcata Damage: 1d8+1 Str/Dex: 11 / 5  
Enc: 2 AP: 3 HP: 6  
Cost: 300



Falchion Damage: 1d8 Str/Dex: 10 / -  
Enc: 2 AP: 3 HP: 7  
Cost: 300



Imperial Spatha Damage: 1d8 Str/Dex: 10 / 7  
Enc: 2 AP: 4 HP: 6  
Notes: Impaling Weapon • +5% parry if using 2 handed



Scimitar Damage: 1d8 Str/Dex: 7 / 11  
Enc: 2 AP: 4 HP: 5  
Cost: 200



War (Bastard) Sword (1 Handed) Damage: 1d10 Str/Dex 14 / 12  
Enc: 3 AP: 4 HP: 8  
Notes: Impaling Weapon, +10% Parry if using 2 handed  
Cost: 600



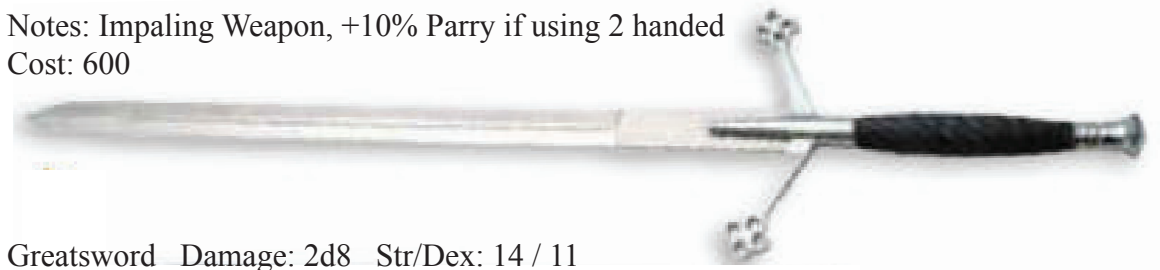
## 2 HANDED SWORD WEAPONS

War (Bastard) Sword (2 Handed) Damage: 2d6 Str/Dex 12 / 10

Enc: 3 AP: 4 HP: 8

Notes: Impaling Weapon, +10% Parry if using 2 handed

Cost: 600

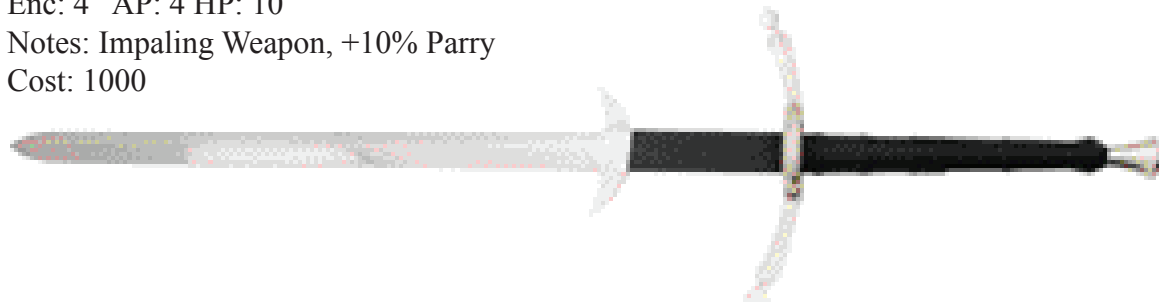


Greatsword Damage: 2d8 Str/Dex: 14 / 11

Enc: 4 AP: 4 HP: 10

Notes: Impaling Weapon, +10% Parry

Cost: 1000



## 1 HANDED AXE WEAPONS

Hatchet Damage: 1d6 Str/Dex: 7/-

Enc: 1 AP: 2 HP: 3

Cost: 20



Battleaxe Damage: 1d8+1 Str/Dex: 10 / 7

Enc: 2 AP: 2 HP: 4

Cost: 60



Waraxe (1 handed) Damage: 1d10 Str/Dex: 12 / 10

Enc: 3 AP: 3 HP: 7

Cost: 200

## 2 HANDED AXE WEAPONS

Waraxe (2 handed) Damage: 2d6+1 Str/Dex: 10 / 8

Enc: 3 AP: 3 HP: 7

Cost: 200

Great Axe Damage: 2d8+1 Str/Dex: 14 / 10

Enc: 4 AP: 4 HP: 10

Cost: 500



## 1 HANDED HAMMER WEAPONS

Crude Club Damage: 1d4 Str/Dex: 7 / -

Enc: 1 AP: 2 HP: 1

Cost: --



Club Damage: 1d6 Str/Dex: 7 / -

Enc: 1 AP: 2 HP: 2

Cost: 15

Mace Damage: 1d8 Str/Dex: 9 / 7

Enc: 1 AP: 2 HP: 3

Cost: 50



War Mace (1 Handed) Damage: 1d10 Str/Dex: 13 / 9

Enc: 3 AP: 3 HP: 8

Cost: 200

Warhammer Damage: 1d8+1 Str/Dex: 11 / 10

Enc: 2 AP: 2 HP: 5

Cost: 100

Military Pick Damage: 1d6+2 Str/Dex: 11 / 8

Enc: 2 AP: 2 HP: 4

Notes: Impaling Weapon

Cost: 100



Smith's Hammer (tool) Damage: 1d6+1 Str/Dex: 10 / 7

Enc: 1 AP: 3 HP: 6

Cost: 75



## 2 HANDED HAMMER WEAPONS

War Mace (2 Handed) Damage: 2d6 Str/Dex: 11 / 8  
Enc: 3 AP: 3 HP: 8  
Cost: 200

Sledge/Maul Damage: 2d6 Str/Dex: 11 / 7  
Enc: 3 AP: 2 HP: 3  
Cost: 75

Great Mace Damage: 2d8 Str/Dex: 14 / 5  
Enc: 4 AP: 4 HP: 10  
Cost: 900

Great Hammer Damage: 2d8+1 Str/Dex: 15 / 8  
Enc: 4 AP: 4 HP: 10  
Cost: 1000

Miner's Pick (tool) Damage: 2d4+2 Str/Dex: 11 / 6  
Enc: 2 AP: 2 HP: 3  
Cost: 75



## 1 HANDED FLAILS

Flail Damage: 1d8 Str/Dex: 9 / 10

Enc: 2 AP: 1 HP: 3

Notes: -10% to opponent's Parry

Cost: 50

Morningstar Damage: 1d10 Str/Dex: 11 / 12

Enc: 2 AP: 1 HP: 4

Notes: -10% to opponent's Parry

Cost: 100

Grain Flail Damage: 1d4+1 Str/Dex: 8 / 8

Enc: 1 AP: 1 HP: 1

Notes: -10% to opponent's Parry

Cost: 15

## 2 HANDED FLAILS

Great Flail Damage: 2d8 Str/Dex: 14 / 12

Enc: 4 AP: 2 HP: 6

Notes: -10% to opponent's Parry

Cost: 200

## STAFF WEAPONS

Quarterstaff Damage: 1d8 Str/Dex: 7 / 10

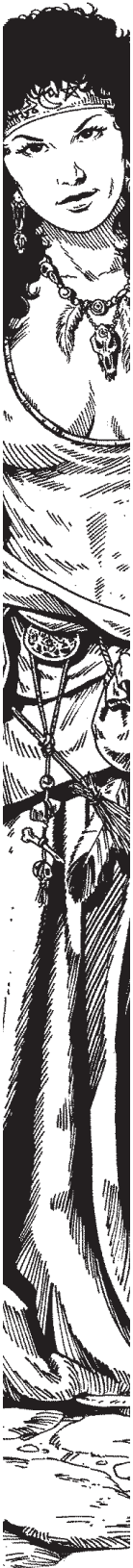
Enc: 2 AP: 4 HP: 3

Notes: +10% to Parry

Cost: 25



## POLEARMS



Spear Damage: 1d8 (1 handed) / 2d6 (2 handed)  
Str/Dex: 11 / 10 (1 handed) / 9 / 9 (2 handed)  
Enc: 3 AP: 4 HP: 3  
Notes: Impaling Weapon / +10% to Parry if used 2 handed  
Cost: 50

Boar Spear Damage: 1d8+1 (1 handed) / 2d6+2 (2 handed)  
Str/Dex: 12 / 10 (1 handed) / 10 / 9 (2 handed)  
Enc: 3 AP: 4 HP: 4  
Notes: Impaling Weapon / +10% to Parry if used 2 handed  
Cost: 75

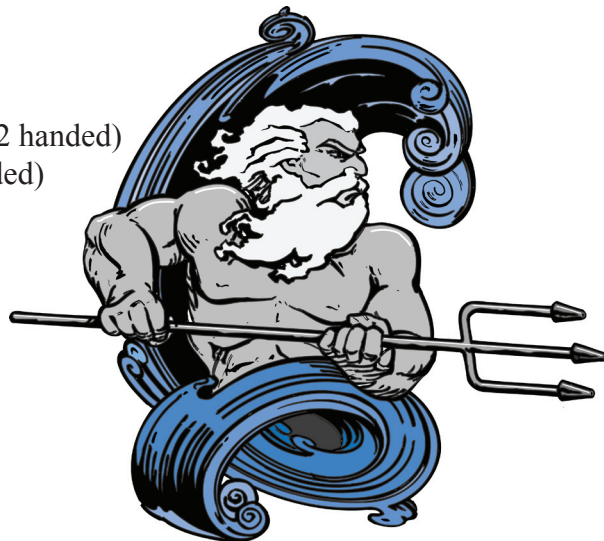
Elven Warspear Damage: 2d6 Str/Dex: 12 / 9  
Enc: 3 AP: 4 HP: 4  
Notes: Impaling Weapon / +10% to Parry  
Cost: 100

Polearm Damage: 2d6 Str/Dex: 11 / 5  
Enc: 4 AP: 3 HP: 4  
Cost: 75

Lance (mounted) Damage: 2d8 Str/Dex: 12 / 9  
Enc: 4 AP: 2 HP: 3  
Notes: Impaling Weapon / Use Mount's Damage Bonus  
Cost: 50

Warfork Damage: 1d8 (1 handed) / 1d10 (2 handed)  
Str/Dex: 11 / 12 (1 handed) / 9 / 10 (2 handed)  
Enc: 3 AP: 4 HP: 4  
Notes: Impaling Weapon  
Cost: 50

Trident Damage: 2d4 (1 handed) / 1d8+1 (2 handed)  
Str/Dex: 11 / 12 (1 handed) / 9 / 10 (2 handed)  
Enc: 3 AP: 4 HP: 4  
Notes: Impaling Weapon  
Cost: 30



## RANGED WEAPONS

### BOWS

Self bow Damage: 1d8 Range: 60m  
Load: 1 Str/Dex: 9 / 11 Enc: 1 AP: 2 HP: 1  
Cost: 60

Adysan Horsebow Damage: 1d10 Range: 80m  
Load: 1 Str/Dex: 10 / 11 Enc: 1 AP: 2 HP: 2  
Cost: 200

Leshan Longbow Damage: 2d8 Range: 175m  
Load: 1 Str/Dex: 13 / 11 Enc: 1 AP: 2 HP: 2  
Cost: 200

Elven Hornbow Damage: 2d6+1 Range: 180m  
Load: 1 Str/Dex: 10 / 12 Enc: 1 AP: 3 HP: 3  
Cost: 300

### CROSSBOWS

Crossbow Damage: 2d6 Range: 100m  
Load: 2 Str/Dex: 9 / 9 Enc: 2 AP: 3 HP: 2  
Cost: 150

Heavy Crossbow Damage: 2d6+3 Range: 150m  
Load: 5 Str/Dex: 15 / 10 Enc: 5  
AP: 5 HP: 6  
Cost: 500



## THROWN WEAPONS



Dart Damage: 1d4 Range: STR/2 m  
Load: -- Str/Dex: - / 10 Enc: 1 AP: 1 HP: 1  
Notes: Impaling Weapon  
Cost: 15

Throwing Knife Damage: 1d4+2 Range: STR+2 m  
Load: -- Str/Dex: - / 10 Enc: 1 AP: 1 HP: 2  
Notes: Impaling Weapon  
Cost: 50

Pilum Damage: 2d4 Range: STR\*2 m  
Load: -- Str/Dex: - / 10 Enc: 1 AP: 2 HP: 1  
Notes: Impaling Weapon / 75% chance to break upon impact  
Cost: 30

Rock/Improvised Damage: 1d3 Range: STR/2 m  
Load: -- Str/Dex: 5 / 7 Enc: -- AP: 1 HP: varies  
Cost: 0 (found weapon)

Net Damage: -- Range: STR/4 m  
Load: -- Str/Dex: 8 / 10 Enc: 3 AP: 3 HP: 2  
Notes: Entangles  
Cost: 50

## SLING WEAPONS

Sling Damage: see notes Range: STR\*3 m  
Load: 2 Str/Dex: - / 10 Enc: -- AP: - HP: 1  
Notes: Found Stones = 1d4+1 damage (free)  
Worked Stones = 1d6 damage (1 silver / 10) / +5m range  
Cast Bullets = 1d6+2 damage (5 silver / 10) / +10m range  
Cost: 5





# SKILLS

This section is designated as Open Content.

## Skill Tests

Roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

## Difficulty & Haste

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

### *Difficulty and Haste Modifiers*

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	-20%
Hard	Half normal time	-40%
Very Hard	—	-60%
Nearly Impossible	Almost instantly	-80%

## Critical Successes

If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved.

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

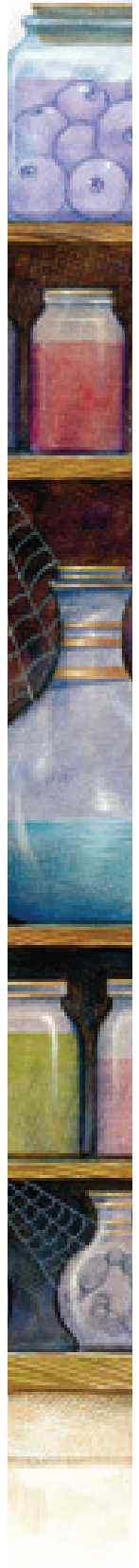
- ◆ The task is completed sooner.
- ◆ The task is completed to a higher degree of expertise than normal.
- ◆ The task is completed with élan and style, generally impressing witnesses.
- ◆ The character gains additional information or insight into the task thanks to their brilliance.

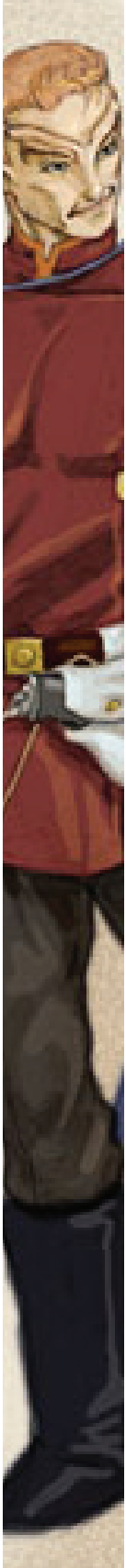
## Fumbles

Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- ◆ The task takes twice as long to finish and is still a failure.
- ◆ The task produces a useless result, that actually makes further actions more difficult.
- ◆ The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- ◆ The character becomes impeded or even harmed by his failure.





## Automatic Success & Failure

- ◆ Any test result of 01 to 05 is an automatic success.
- ◆ Any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

## Opposed Tests

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

### One Character Succeeds

If one character succeeds their test and the other fails, the successful character has won the opposed test.

### Both Characters Succeed

Whoever rolled the highest in their skill test wins the opposed test.

### Both Characters Fail

Whoever rolled the lowest in their skill test wins the opposed test.

## Very High Skills

### Very High Skills and Automatic Failure

For normal skill tests, this means that the character simply has only a very small chance of failing in their specialised skill (the usual 96 to 00 chance of failure, with 00 being a fumble). However, once a character's skill score reaches 200% in a particular skill, they only suffer a failure on 97 to 00 when rolling tests with that skill, with 00 still being a fumble. Once a character reaches 300%, the failure chance reduces to 98 to 00. At 400%, the chance is reduced to 99 to 00. Finally, at 500%, the character will only fail on a roll of 00 and this is not considered a fumble.

### Very High Skills and Opposed Tests

To model an opposed tests when one or more of the opponents has a skill exceeding 100%, follow this process:

1. Apply all relevant test modifiers to both skills.
2. Halve both skills.
3. (If one skill still exceeds 100%, halve both skills again. Repeat until both skills are below 100%)
4. Resolve the test normally.

Every time that both scores are halved in this process, the chance of an automatic success (by rolling 01 to 00) is reduced by one.

## Group Tests

With a group test, the Games Master may make a single percentile roll to determine the success of a group of individuals all performing the same task.

### Team Tests

In a team test, success is cooperative; everyone reaps the benefit from a single success. If the roll is a failure, everybody fails.

### Sorting Tests

In a sorting test, success is individual.

## Large Groups & Percentile Success

From time to time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or Characteristic being employed and use that as the percentage of success.

## Assistance

Characters will often have the opportunity to help one another during various tests. Every assisting character adds his critical score (10% of his skill) to the primary character's skill.

## Basic Skill Descriptions

### Acrobatics (DEX)

This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

### Athletics: *Brute Force* (STR+SIZ) :

Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

### Athletics: *Climbing* (STR+DEX)

Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action. A character can double the rate of his climb or descent by taking a -20% penalty on his Athletics test.

### Athletics: *Jumping* (STR+DEX)

In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative -20% penalty is bestowed for every extra metre the character is trying to jump.

### Athletics: *Swimming* (STR+CON)

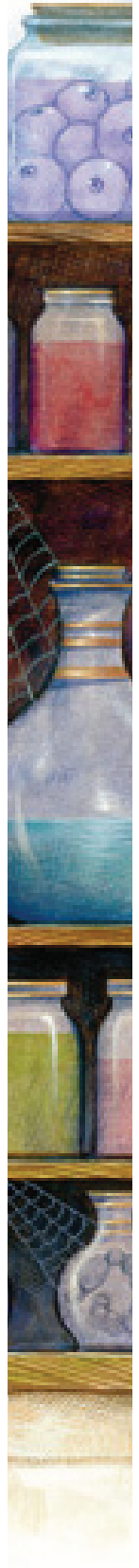
Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents, for example.

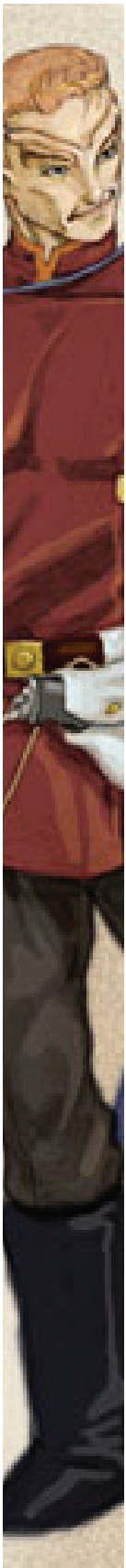
### Boating (STR)

This covers small waterborne craft propelled manually by oars or sometimes paddles. Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

### Dodge (10+DEX-SIZ)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reactions in combat.





### **Driving (10+POW)**

If a character is driving a wagon, chariot or similar vehicle at not more than a walking pace across flat terrain, a Driving test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on.

### **Evaluate (INT)**

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. Particularly common or obscure objects might give a bonus or penalty to the test but success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value).

### **First Aid (INT)**

First Aid is always applied to a specific location. A character may apply First Aid to himself, though there is a –10% penalty.

#### ***First Aid Actions***

<b>Injury or Ailment</b>	<b>Treatment</b>
Impalement	A successful First Aid test removes the impaling item without causing more damage to the victim.
Unconsciousness	A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.
Injured location	A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.
Serious Injury	A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.
Major Injured	A successful First Aid test on a location suffering from a Major Injury will not restore the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

It normally takes at least 1D4+1 Combat Actions to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A location that has had any variation of First Aid administered to it may not benefit from First Aid again until it has fully healed (is restored to maximum hit points once more). The use of First Aid requires suitable medical equipment such as bandages or salves.

### **Influence (10+CHA)**

Influence tests are normally opposed by the Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind.

### **Language: Native (50+INT)**

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

## **Lore (INT)**

The Lore skill is actually several different skills, each of which must be improved separately. The skills of Lore (Animal), Lore (Plant) and Lore (World) are all Basic skills. All other Lore skills are Advanced skills.

Each Lore skill defines an area of knowledge for the character and tests are made whenever a player wants to see if his character knows something about the subject at hand.

## **Lore (Animal)**

This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a Lore – Animal skill of at least 50% may try to domesticate a wild animal, making a test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a test at the end of each week to succeed.

## **Lore (Plant)**

A character well versed in Lore – Plant can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

## **Lore (World)**

This Lore skill is used to define the character's knowledge of the world he lives in. This includes history, politics, weather cycles, geography, superstitions and information on public organisations.

## **Perception (INT+POW)**

The Perception skill is used to represent the senses of the character when detecting objects or other characters.

## **Persistence (10+POW)**

Persistence is used whenever a character has his mental willpower called into question.

## **Resilience (CON+POW)**

The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease.

## **Riding (DEX+POW)**

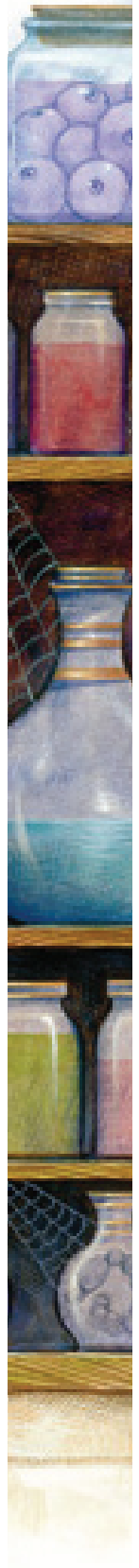
If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

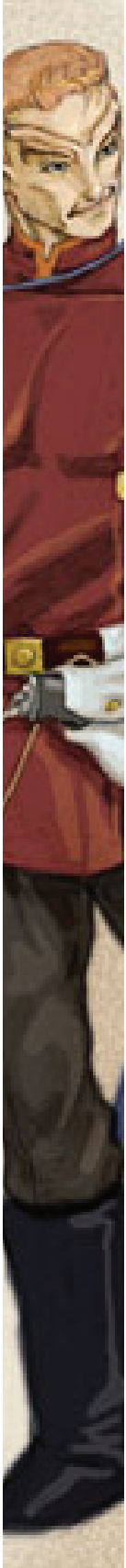
## **Sing (CHA)**

A successful test with this skill will result in the audience being pleased by the character's performance.

## **Sleight (DEX)**

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test if trying to avoid getting caught.





### **Stealth (10+DEX–SIZ)**

The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one or performs a combination of both. Stealth tests are opposed by the Perception skill and are modified according to the situation.

### **Throwing (DEX)**

The Throwing skill is usually used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown can either use their own specific skill, such as Spear for javelins, or the Throwing skill, at the character's preference.

A thrown object will have a maximum range of one metre for every point the character's STR exceeds its SIZ. The Throwing test measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack.

### **Unarmed (STR)**

The Unarmed skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage. Unarmed parries may only parry other Unarmed attacks and have an AP of 2.

#### *Basic Skills*

Skill	Base Characteristic(s)
Acrobatics	DEX
Athletics	STR+DEX
Boating	STR
Dodge	10+DEX–SIZ
Driving	10+POW
Evaluate	INT
First Aid	INT
Influence	10+CHA
Lore (Animal)	INT
Lore (Plant)	INT
Lore (World)	INT
Perception	INT+POW
Persistence	10+POW
Resilience	CON+POW
Riding	DEX+POW
Sing	CHA
Sleight	DEX
Stealth	10+DEX–SIZ
Throwing	DEX
Unarmed	STR

# ADVANCED SKILL DESCRIPTIONS

## Armor Use (---)

This skill represents the training involved in overcoming the physical penalties incurred by wearing armor. This Advanced Skill opens at 0%, and for every 2% of Armor Use skill possessed, the character can overcome 1% of accumulated armor penalty. This skill has no effect on the penalties incurred by spell weavers in regards to armor.

## Artistic Expression (POW+CHA)

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading.

## Courtesy (INT+CHA)

With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the nobility. He understands the subtleties and extravagances of courtly behaviour, and can use them to his own advantage.

## Craft (INT)

The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

## Dance (DEX)

A successful test with this skill will result in the audience or partner being pleased by the character's performance.

## Disguise (CHA)

This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if trying to avoid being identified.

## Engineering (INT)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

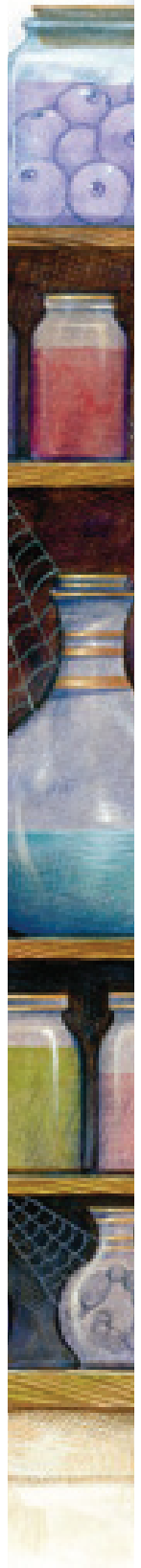
## Healing (INT+POW)

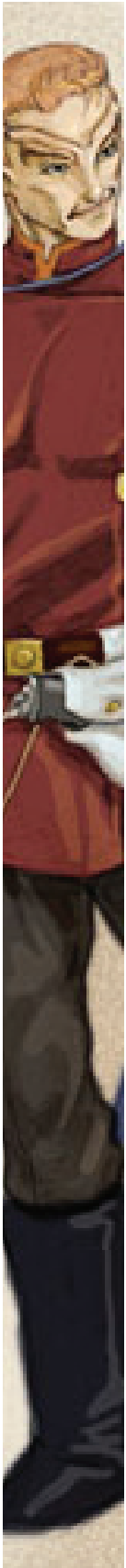
Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes 1d4+1 minutes to perform

*Curing Diseases:* A successful Healing test allows a patient under the effect of a disease to add a bonus to his next opposed Resilience versus Potency test to resist the disease equal to the healer's Healing divided by 10 (the critical success range).

*Curing Poisons:* A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

*Surgery:* Surgery is the only way, other than magical healing, that a character may recover from a Major





Wound. Once a successful First Aid test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location gains one hit point and will begin to heal as normal for a location at its hit point level

### **Language (INT)**

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

### **Lore (INT)**

This skill is used in the same way as the basic Lore skill. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

Alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, mineral, philosophy, poisons, regional, theology.

### **Martial Arts (DEX)**

The Martial Arts skill is used in place of the Unarmed skill.

Martial Arts attacks deal 2D3 damage, rather than 1D3 for conventional Unarmed attacks. A character with Martial Arts also counts as possessing natural weaponry. Martial Arts parries may only parry natural weapons or Unarmed attacks and have an AP of 3.

### **Mechanisms (DEX+INT)**

Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

### **Oratory (POW+CHA)**

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people.

### **Play Instrument (CHA)**

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

### **Shiphandling (INT)**

This skill is used in the same way as Boating but is instead applied to waterborne craft that are driven by sail or rows of oars.



## Streetwise (POW+CHA)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

## Survival (INT+POW)

One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

## Tracking (INT)

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed.

# WEAPON SKILLS

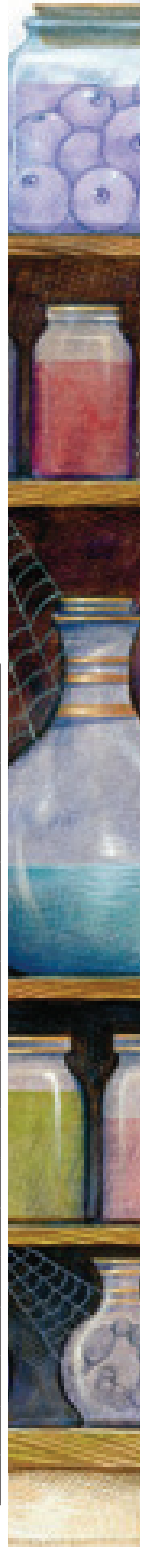
All close combat weapon skills are based on DEX+STR (with the exceptions of Unarmed and Martial Arts).

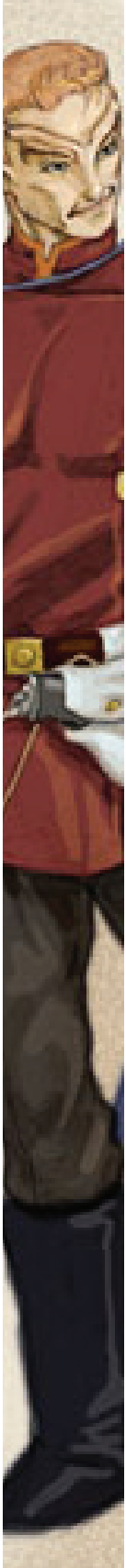
### *Close Combat Weapons*

Skill	Base Characteristic(s)	Weapons Covered
1H Axe	DEX+STR	Battleaxe, hatchet
1H Flail	DEX+STR	Ball & chain, grain flail
1H Hammer	DEX+STR	Warhammer, club, heavy mace, light mace
1H Sword	DEX+STR	Bastard sword, war sword, shortsword, scimitar
2H Axe	DEX+STR	Battleaxe, great axe, halberd
2H Flail	DEX+STR	Military flail
2H Hammer	DEX+STR	Great hammer, heavy mace, war maul
2H Sword	DEX+STR	Bastard sword, great sword
Dagger	DEX+STR	Dagger, knife
Martial Arts	DEX	Fist, foot
Polearm	DEX+STR	Bill, glaive, halberd
Rapier	DEX+STR	Rapier
Shield	DEX+STR	Buckler, kite shield, target shield
Spear	DEX+STR	Javelin, lance, long spear, shortspear
Staff	DEX+STR	Quarterstaff
Unarmed	STR	Fist, foot

### *Ranged Weapons*

Skill	Base Characteristic(s)	Weapons Covered
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Blowgun	DEX	Blowgun
Bow	DEX	Longbow, nomad bow, shortbow
Crossbow	DEX	Heavy crossbow, light crossbow
Sling	DEX	Sling, staff sling

## MAGIC SKILLS

### Lore (Specific Theology) (INT+POW)

Where Rune Magic relies on a number of Runecasting skills, Divine Magic relies only on only a single Advanced skill – Lore (Specific Theology). Each Lore (Specific Theology) skill concentrates on a specific god or religion.

A spell granted by a particular religion must be cast using the appropriate Lore (Specific Theology) skill.

Lore (Specific Theology) may also be used to recall knowledge of religious nature, just like the Lore (Theology) skill, though the character will only be able to recall knowledge pertinent to or related to the specified religion.

Learning Lore (Specific Theology) requires a character to be at least a lay member of a particular religion. It always counts as a religious skill.

### Runecasting (POW+CHA)

This is the central skill used in Rune Magic. It is actually several different skills, one for each type of rune.

### Shamanism (POW+CHA)

Shamans deal with spirits to power their spells, making deals with them or coercing them.

### Spellweaving (POW+INT)

Spellweaving is the art of weaving the various threads of magical energy into a particular spell effect. Spellweavers have, over the generations, developed certain methods and restrictions regarding the weaving of spells, and these traditions have evolved into the schools of magic that are currently used by spellweavers throughout the land. There are other forms of magic, and some weavers have learned those traditions as well, but they are considered a ‘different’ form of magic.

The Skill of Spellweaving requires that you choose a school to follow. The first school that the weaver joins becomes his Primary school .

There are five commonly recognized schools of Spellweaving:  
 The School of Darkness - Death, disease and necromantic spells  
 The School of Elements - Fire, Water, Air, Earth  
 The School of Light - Healing, beneficial spells  
 The School of Nature - Spells affecting the natural order  
 The School of Shadows - Illusions and misdirection

In addition to Rune Magic, there are many different forms of Magic that can be found in the lands where magic exists. One such form of magic is the tradition known as Spellweaving.

This tradition introduces a new advanced skill into the game, the skill of Spellweaving, as detailed below.

## Spellweaving (POW+INT)

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### THE SCHOOL OF DARKNESS

*Spells that cause disease, afflictions and curses upon the targets, practitioners of Darkness, or 'Black' magic are often viewed with suspicion if they make their affiliation known.*

### SCHOOL OF THE ELEMENTS

*Spells dealing with the Elements of Air, Earth, Water and Fire, these spells include many of the "magical artillery" spells that are used on the battlefield.*

## School of Shadows

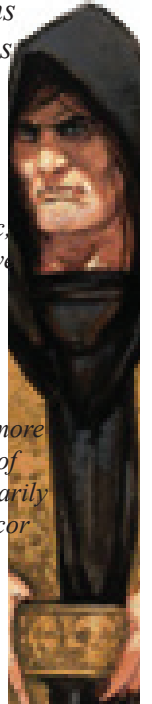
*Also called the School of Deception, this school is primarily concerned with Illusions and disguising the form or function of items and beings.*

## School of Nature

*Often referred to as 'Hedge Magery' or rural magic, the practitioners of the Nature school primarily have weavings that deal with nature and animals.*

## School of the Light

*Considered by many to be a study of magic that is more related to the Church than to the arcane traditions of the other four schools, Light or 'White' magic primarily concerns itself with weavings that give aid and succor to those in need.*





## REQUIREMENTS FOR SPELLWEAVING

In order to learn the basics of Spellweaving, a potential spellweaver must undergo training with a more skilled spellweaver for a minimum of three months, choosing a primary school and then make a successful Persistence check in order to gain basic skill in Spellweaving (this does not apply to new characters, this is only for existing characters who wish to gain skill in this magical tradition). Also, those who are willing to train others will probably require monetary compensation or special favors in return for that training. If the student is not initially successful in his training, he may continue his studies until he is successful, making a new Persistence test at the end of each additional game week, until he succeeds or his teacher has had enough of him. Additional time training will very likely cost the student in some fashion (GM's discretion).

Upon successfully completing the training, the new Mage will be taught the following spell:

### Empower Focus

Cast 2d6+3 minutes Permanent Magnitude 1 Touch

*This empowers the chosen item to act as a focus for Spellweaving attempts.*

In addition, the new mage will typically be taught 1d2+1 magnitudes in weavings from the Common Weavings and the school in which they have trained.

## WEAVING FOCI

A special focus item is required when attempting to weave magical energies into a spell. A focus can be any item that the spellweaver uses to channel the energies into the desired effect. Common foci include Athames (ritual blades), wands, items that have a magical sympathy or correspondence to the school of magic being used (i.e., a small brazier of coals for fire magic, a bone for black magic, a branch from a tree for green magic, etc.). Attempting to weave a spell without using a focus is extremely difficult, causing the mage to incur a -60% penalty on all Spellweaving attempts.

## FOCI OVERUSE (Optional Rule)

*Foci tend to absorb power as they are used. This can result in spells being a bit easier to weave, but can also have some unintended side-effects. At the Games Masters discretion, a focus that has been used exclusively by a spellweaver for more than six months of game time will add a +10% to all Spellweaving attempts when using that particular focus, but because of the amount of 'power-bleed' that is happening, there is a 20% (non-cumulative) chance per use that an additional effect will occur. Examples of 'power-bleed' could include; if the spellweaver is attempting to summon a spirit to question it for some type of information, he could inadvertently call forth a number of spirits equal to  $2d10 \times$  his POW score, many of whom may resent being so called, or some similar effect.*



## LEARNING ADDITIONAL SCHOOLS

Once a mage has been trained in his primary school, it is much easier to learn the basics of another school. All it requires is a week of tutelage with a mage skilled in the school, and a successful Persistence test made at the end of the study time. This Persistence test receives a +20% bonus due to the familiarity of the mage with the basics of spellweaving. Upon successful completion of the training, the mage may open the spellweaving skill for that school at its basic skill and will be taught a single Magnitude 1 spell as agreed upon by the teacher and the student.

## BASIC SPELLWEAVING USE

Using the Spellweaving skill requires the player to make a percentile roll less than or equal to the appropriate Spellweaving skill. Common spells are cast using the highest (primary) school skill. Spells less than or equal to 10% of the character's skill result in a Critical Success result, causing the spell to cost one less magic point (1 point spells cost 0 points with a Critical), and gaining the maximum result if the spell has any variable effects, and causing any attempts to resist the effects of the spell to suffer a -10% penalty. On the other hand, a fumble when weaving a spell results in the mage losing a number of magic points equal to the spell cost, rather than just the one magic point lost when failing to successfully weave a spell. As an optional rule, the game master may decide that Spellweaving fumbles have a 25% chance of having a catastrophic result (*as determined by the Games Master or by consulting an appropriate table*)

## CASTING SPELLS WITH THE PROGRESSIVE TRAIT

All spells have a basic casting time. Spells with a Progressive trait can be cast in more powerful versions than just the basic weaving. For every 2 progressions above the first, a progressive spell adds 1 combat action to its casting time (for example, Enhance Dodge (I) has a cast time of 1 combat action, as would Enhance Dodge (II), but Enhance Dodge (III) and (IV) will take 2 combat actions to cast).

## OVERCHARGING

### SPELLS

It is possible to feed more Magic Points into the casting of a spell than is normally required, empowering the spell above and beyond its normal parameters. The decision as to whether to overcharge a spell is made before the casting Spellweaving test is made.

For every additional Magic Point the spellweaver decides to spend on the spell, apply a -5% penalty to the Spellweaving test and any Persistence tests required due to distractions or damage during the casting period.

If the spell is successfully cast, every additional Magic Point expended in casting a spell above and beyond its normal Magic Point requirement has all the following effects:

- ◆ The spell's Magnitude is considered to be one higher for the purposes of countering it with spells such as Countermagic or Dispel Magic.
- ◆ If the spell possesses the Resist trait, the target's Resist test suffers a -10% penalty.
- ◆ If the spell possesses the Duration trait, its duration is increased by +1.

If the spellcasting fails, the spellcaster loses 1 Magic Point (as normal), plus one Magic Point for every additional Magic Point the intended spell was overcharged by.





### LEARNING NEW SPELLS

Every spell in spellweaving is graded by its Magnitude, a score that indicates its relative power. Magnitude 1 spells are the weakest and easiest to learn. Learning a spell takes one day per point of Magnitude and will cost the following.

### LEARNING SPELL WEAVINGS

Magnitude	Cost	Time to Learn
1	100 silver	1 day
2	200 silver	2 days
3	400 silver	3 days
4	800 silver	4 days
5	1,600 silver	5 days
6	3,200 silver	6 days
7	6,400 silver	7 days
8	12,800 silver	8 days
+1	x2	+1 day

Alternately, should the spellweaver find a written record that details a particular weaving that he is capable of understanding, he may attempt to study it and learn the weaving in that manner. The time to learn is five times that listed above, and at least six hours per day must be devoted to the study. At the end of the appropriate time, the character must make a successful Spellweaving test, using the appropriate school skill and, if successful, may add that spell to his repertoire. If unsuccessful, the character may never try to learn that particular spell from that source again. He is free to find a teacher, or if he should find another writing detailing the spell, may study it to try and delve the secrets it contains.

## SPELLWEAVERS AND ARMOR

Spellweavers require freedom of movement in order to weave the magical energies, and armor tends to interfere with that freedom of movement. Non-metallic armors, if worn by a spellweaver, impart a penalty of -5% to all Spellweaving attempts per AP of the armor, and adds 1 combat action to all casting times. This penalty is cumulative for every piece of armor worn.

*Example: Pietor the Chicken Hearted decides that he should be wearing armor when he accompanies his friend Alexander the Mighty on an adventure. Against his friends and tutors advice, Pietor outfits himself with a heavy leather helmet (AP2), a Cuirboulli Cuirass (AP2) and a pair of Cuirboulli Greaves (AP2). These four pieces of armor (yes **FOUR**, each leg counts) give Pietor a penalty of -40% to all his Spellweaving Tests and every spell will take 4 combat actions longer to weave.*

Metallic armors actually inhibit the flow of magical energies when attempting to weave a spell. Should metal armor be worn by a spellweaver, he gains the same penalties as listed for non-metallic armors, and, in addition, the cost of each spell is multiplied by the highest AP of any metallic armor he is wearing.

*Example: Pietor the Chicken Hearted, having barely survived an encounter with followers of the Bandit King, agrees to accompany the now recovered Alexander the Mighty in an attempt to recover Alexander's favorite horse, Pookums, whom he had to leave behind as he and Pietor beat a strategic retreat from the bandits after Pietor's spells kept failing. Deciding he needed more protection than he had before, Pietor borrows a scale hauberk (AP 4) a full Helm (AP 6) and a pair of Plate Greaves (AP 6). Pietor would now suffer a -110% penalty to his Spellweaving attempts, and every spell would take 4 combat actions longer and would cost SIX times the normal POW to cast. However, Pietor is spared from the embarrassment of such an attempt, because Alexander took pity upon him and slew Pietor as soon as he waddled out of his house wearing the ridiculous outfit and decided to just go buy a new horse.*

## Multiple Spellweaving Schools

It is entirely possible for a dedicated mage to have skill in all five Spellweaving schools, however, the initial choice of a Primary school has a significant effect upon the ability of a mage to master other schools.

Skill in the other four Spellweaving schools can be limited to being at least 20% lower than the skill level of his primary school. This limitation only

applies to Spellweaving schools, it does not affect the ability of the Mage to learn spells from other traditions or from runecasting.

***Example:** Ryzalec joined the School of the Elements when he was accepted as an apprentice by the local Weavers guild. Over the years he has also learned a bit about the School of Nature and the School of Shadows. His skill is currently 85% in Spellweaving (Elemental), Spellweaving (Nature) 65% and Spellweaving (Shadows) 44%. His skill in Nature is as high as it can currently be, but he can still raise his skill in Shadows by 21%. At that point, neither of the lesser schools can advance until such time as Ryzalec begins to train his skill in Elemental again.*

## Common Spells

There are a number of spells that are common to all traditions. Weavers who know these spells will use their highest (Primary) School skill when casting them. A few Common Weavings are listed in the following section:

### Alarm

Cast 10 Duration 1d6+3 hours Magnitude 3  
Area: 3d6+2m Diameter Range Self or Touch  
This weaving creates an invisible sphere centered on either the weaver or a point he designates at the time of weaving the spell. If any material body, including liquid, but excluding gas passes in or out of the sphere, an alarm is triggered in the spell weavers mind, bringing him instantly awake and giving him direction, point of breach and a mental picture



of what passed into or out of his sphere. Non-corporeal entities will not trigger this casting. For an additional expenditure of 1 POW per condition, the spell weaver may specify conditions (or entities) that do not trigger the alarm (such as his allies or animal companions).

### Alter Complexion

Cast: 7 Duration: 1 hr x POW Magnitude: 1  
This spell allows the caster to alter the complexion of a willing target from fair to swarthy, as determined upon casting with any shading possible in between. The mage can also, at casting, opt to add freckles, warts, moles or other normal skin markings. Tattoos or other artificial markings may not be affected, depending upon the desired complexion. If used to augment a disguise, this weaving can add +10% to disguise checks.

### Alter Hair

Cast: 5 Duration 1 hr x POW Magnitude 2  
This spell will allow the mage to change the hair color, texture, straightness and/or length (up to one foot change) of the target for the duration. Hair affected can include all body hair at the discretion of the mage. If used in conjunction with the Disguise skill, this mixture can give a +10% bonus to disguise

### Conceal Magical Aura

Cast 15 Magnitude 5 Duration Permanent until Dispelled Area: 1 object or area up to 1d4+1 m in Diameter

This weaving allows the mage to mask the presence of magical auras.

A dispel magical energy spell of magnitude 6 or higher will remove the concealment effect.

### Cut Weave

Casting Time 1, Instant, Magnitude 1, Progressive, Range 1m x POW

Cut Weave is only ever used as a Reaction, and only when another spell is cast within Cut Weave's Range that the character wishes to counter. A successful Cut Weave disrupts





the other spell and nullifies it. As long as Cut Weave's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

### **Detect Magical Aura**

Cast 1 Duration 20 Magnitude 1 Range: self Area: 4m radius

This weaving allows the spell weaver to determine the presence and general nature (benign, harmful, powerful, weak, etc.) of magical energies within an object or area. It does not identify the purpose of the magical energy.

### **Disembodied Voice**

Cast 5 Duration Permanent until Triggered Magnitude 1 Touch

This weaving allows the spell weaver to 'record' up to 2 words per 10% of Spellweaving skill and they may dictate the triggering circumstances as well. Distance to trigger may not exceed skill% in feet.

### **Discover Burial Wards**

Cast: 1 Instant Area: 1m x POW diameter Self Magnitude 1

This spell allows the Mage to determine if any hidden or invisible wards or protections have been placed upon a burial place.

### **Dismiss Entity**

Cast: 1 Instant Magnitude: 2 Range: 1m x POW Persistence

This spell is used to dismiss a single called or summoned spirit, creature or other entity to it's home plane. The being is immediately released and returned to their point of origin. If the being is unwilling to go, it receives a Persistence check to remain on this plane.

### **Dispel Invisibility**

Cast 4 Duration Instant Area 1 m per POW dia Range: Self Magnitude 3

This weaving negates all invisibility effects in an area centered on the caster. If the person/object revealed is being rendered invisible due to a permanent magical effect, such as on

a cloak or a ring, then they are revealed, but return to invisibility at the beginning of the next combat round.

Naturally invisible creatures, such as air elementals or spirits will not be revealed, but a slight shimmer in the air may reveal their presence to those perceptive enough.

### **Dispel Magical Energy**

Cast 6 Duration Permanent Range 10m Magnitude 1 Progressive

This weaving disrupts existing Magical weavings and effects. If the Magnitude of the Dispel Magical Energy weaving is greater than it is trying to dispel, it succeeds.

If it is attempting to dispel a permanent effect, then it only disrupts the permanent casting for 1d6+2 rounds, then the effect comes back.

### **Empower Focus**

Cast 2d6+3 minutes Duration Permanent Magnitude 1 Touch

This empowers the chosen item to act as a focus for Spellweaving attempts.

### **Enhance Dodge**

Cast 1 Duration 10 Magnitude 1 Progressive Touch

Each magnitude of this weaving grants the target a +5% Bonus to their Dodge skill for the Duration to a maximum of Magnitude 5.

### **Exclusive Circle of Magic**

Cast: 4d6+3 Duration: 1d6 hours Magnitude: 2 Range: touch Area: 3m diameter

The casting time for this spell includes the time required to physically prepare the circle. The spell creates a magical circle in the location selected by the caster. The purpose of this circle is to prevent beings from entering its area. It allows spells and physical items to be passed from the outer edges to the inner section, but keeps whatever is outside the circle outside. Any breach of the circle will render the spell ineffective and allow the free passage to those outside.



## Find Corpse

Cast: 1 Instant Area: 10m x POW Radius Self Magnitude 1

This spell allows the Mage to find a corpse or corpses within the area around him. If he seeks a specific corpse, he can locate it within a mass of others.

## Find Skeleton

Cast: 1 Instant Area: 10m x POW radius Self Magnitude 1

This spell allows the Mage to locate any and all skeletons within the area of the spell, and if he seeks a particular type of skeletal remains, as specified upon casting, the spell will pinpoint such for him.

## Flight

Cast 8 Duration 1d6+2 hours Magnitude 5 Touch  
The recipient of this weaving can fly at 10x their normal walking speed for the duration

## Force Truth

Cast: 1 Duration: 1 question Magnitude 3  
Range: 2m x POW Persistence

This spell will force the target to answer one specific question truthfully. Note that the truth does not have to be easily understood. A riddle or some other evasion might be a true answer but not necessarily understood by the caster

## Inclusive Circle of Magic

Cast: 4d6+3 Duration: 2d4 hours Magnitude: 2  
Range: touch Area: 6m diameter

The casting time for this spell includes the time required to physically prepare the circle. The spell creates a temporary magical circle in the location selected by the caster. The purpose of this circle is to contain summoned creatures. It allows spells and physical items to be passed from the outer edges to the inner section, but keeps whatever is contained within from escaping the area of the circle. Any breach of the circle will render the spell ineffective and allow the being contained within to escape and do as they desire.

## Levitate

Cast 5 Duration: Caster's POW in rounds Touch Magnitude 2

Cause any single item or creature to rise or descend at the spell weaver's direction at a rate of 2 meters per combat action. Maximum weight that can be manipulated is 10x POW characteristic. Touch must be maintained for the entire 5 combat actions of casting time, making this difficult to use on unwilling recipients.

## Light Wicks

Cast 1 Magnitude 1 Range 1m diameter per POW  
AOE: 2 wicks per POW

This allows the weaver to cause a small area of easily combustible material (such as a candle or lamp wick, bit of dry old paper or a handful of tinder) to ignite instantly. This is not a magical fire, and can be easily put out by normal means.

## Lock

Cast 1 Duration Instant Magnitude 1 Progressive  
Range 5m

This weaving allows the caster to manipulate a non-magical lock, bolt, chain, etc without having to touch it or possess the key. It isn't even necessary to see the locking device itself, although the portal or container must be within range and view. If the object is a mechanical (key) lock, then each Magnitude of this weaving will add a -5% difficulty penalty to any attempts to pick the lock.

## Magical Blast

Cast 4 Magnitude 8 Range 1d8+3m Dodge

This powerful weaving creates a 1 foot wide blast of pure magical energy, beginning at the caster's fingertips and traveling in a straight line to a target within range as chosen by the mage, doing 6d6 damage to every target in the path, until it strikes a very solid object such as a tree, wall, etc., where it will do damage to that item as well.





## Magical Bolt

Cast 1 Duration Instant Range 10m Magnitude 1 Progressive Dodge/Parry

This weaving creates a bolt of magical energy that flies towards the chosen target. Each Magnitude of the Spellweaving causes the bolt to do 1d4+1 points of damage, to a maximum of 5d4+5. It flies with the speed of an arrow and can be parried or dodged in much the same way. The roll for creating the bolt is also the attack roll to determine whether or not the bolt strikes its target.

## Magical Lock

Cast 8 Duration Permanent until Dispelled Touch Magnitude 1 Progressive

This affects a closing device in much the same manner as Lock does, except that a weaving of this same spell or Dispel Magic is required to unlock the device.

If the Casting to unlock is of Higher Magnitude than the original Magic Lock, the original weaving is automatically defeated.

If the Magnitude of the two weavings are the same, then the weaver attempting to open the lock must make a successful Persistence roll in order to defeat the locking effect.

If the Magnitude of the spell used to attempt the opening is lower than that of the original casting, then the opener receives a -10% penalty to the Persistence check per point of difference.



## Magical Trail

Cast 1 Duration 1 hour/POW Area: 2 miles x POW Magnitude 3 Self

This weaving leaves a dim magical trail for orientation or for finding the way back along a path. The trail leaves a magical signature that is visible to the caster and any being with the ability to see magical auras.

## Magical Trap

Cast 5 Duration Permanent until triggered AOE: 1 object  $\leq$  1 cubic yard Magnitude 5 Touch Resist: Dive for Cover

Places a magical trap on an object. The caster may set a predetermined keyword to allow safe access to the object. The trap, if triggered does 1d6+1 damage to 6 randomly determined body locations, or 1/2 damage if a successful dodge (dive for cover) test is made.

## Mental Message

Cast 1 Magnitude 5 Duration Instant Range: Sight or 1/2 Mile per POW

The mental message sends a short, 1-way message to one target within range. The message can be verbal or images (no more than 2 or 3 short sentences as visual information). The verbal messages can be sent in any language the caster knows. If the target is not in sight, the caster must know the target, but has no way of knowing if the message was received.

## Mystical Armor

Cast 1 Duration 10 Magnitude 1 Progressive Touch

This weaving grants 1 point of armor protection to all areas of the target per magnitude, to a maximum of Magnitude 4. This armor is stackable with existing, physical armor and can be bypassed by precise attacks.

## Open Lock

Cast 4 Instant Magnitude 1 Range 5m

This weaving allows the weaver to open any one non-magical lock, bolt, chain, etc. without having to touch it or possess the key. It isn't

even necessary to see the locking device itself, although the portal or container must be within view and range. This will defeat the Lock spell regardless of the magnitude.

### Phase Shift

Cast 8 Magnitude 7 Touch Duration 10

This weaving changes the target into a non-corporeal form for the duration. They are unaffected by the physical world and unable to affect the physical world. The target is able to walkthrough solid objects at normal movement pace.

### Protection from Rats

Cast: 1 Duration: 1 minute x POW Area: 1m x POW radius Self Magnitude 1

This spell will cause any and all rodents, regardless of size, to avoid the area around the Mage. Any rodents in the area of effect at the time of casting will flee immediately.

### Protection from the Dead

Cast: 1 Duration: 1 minute x POW Magnitude 1 Area: 1m x POW Radius Self

This spell creates a magical sphere around the Mage, which prevents magically animated dead from passing through. This barrier has no effect on spirit animated dead or free willed undead.

### Quicken

Cast 1 Duration 5 Magnitude 1 Touch

Double the movement rate of the recipient, Adds 1 additional Combat Action and +10 to Strike Rank. Does not affect non-corporeal beings.

### Reflective Aura

Cast 3 Magnitude 8 Range 1d3+2m Duration special

This weaving causes the next three Physical Attacks that hit the recipient to reverse upon

the attacker and if the attack is successful, they hit themselves. Physical Spells that directly attack a target are reversed, but area affect spells are unaffected. The target of the Reflective Aura still takes normal damage from the attacks.

### Shove

Cast 1 Duration 2 Magnitude 2 Range 2d4m Resist: Special

Creates a physical force equal to that of the Caster at walking/shoving velocity (STRENGTH) and directs it outward as directed by the caster. (Think of it as an extended reach to shove things). May cause opposed Athletics (Brute Force) rolls to be required depending upon use.

### Silver-Tongued Devil

Cast: 1d4 rounds Duration: 10 minutes x POW Magnitude: 1 Self Progressive

This spell allows the Mage to gain a +10% to their Influence skill for every magnitude of this spell when dealing with preternatural and supernatural creatures and demonic entities. This bonus is halved if the skill is used against mundane beings.

### Slow Fall

Cast 1 Duration 2 Magnitude 4 Range: 2d6 Meters

Maximum Weight affected by this weaving is 50x POW in pounds. This weaving slows the acceleration of falling objects/people until they are falling towards the ground at a speed no greater than 4m per round.

### Speak in Tongues

Cast 4 Magnitude 1 Touch Duration 1 hour

This weaving automatically translates the recipients words into a language that all listeners can understand.





### Spiderwalk

Cast 3 Duration 10 Magnitude 1 Touch  
The recipient of this weaving is able to cling to virtually any normal (non-slippery) surface. They must use their hands and feet when moving and move at -1m of normal walking rate. If the recipient is not trying to progress, they may cling to the surface with two limbs. If the surface is slick (ice, oil, etc) the weaver can enable movement, but the POW cost is 3, rather than 1, and movement is at 1/2 (rounded down) of normal movement.

### Teleport

Cast 8 Duration special Range: 20 miles per POW Magnitude 7 Self  
Allows the weaver to travel to another location of their choosing. There is a five second delay between the activation and arrival. The mage can teleport up to 50 lbs per point of POW possessed.

### Teleport Object

Cast 15 Magnitude 5 Range 10 miles x POW  
This weaving allows the mage to transport non-living items to or from another location. Distance is typically not a question, the familiarity of the caster with the destination or the object to be transported and by it's location are the important factors.

- Item known intimately (belongs to, etc) 0 modifier
- Well Known often handled or well known location, often viewed ..... -20%
- Known or Seen /handled within one Month-40%
- Known or Seen/handled within one year... -60%
- Only seen or handled a few times ..... -80%
- Only seen by illustration or description or seen once ..... -100%

### Translate Writings

Cast 3 Duration 10 Magnitude 3 Touch  
For the duration of the spell, the recipient is able to understand any written works he encounters.

### Trigger Effect

Cast 1 Duration: Permanent until Triggered or Instant Magnitude 5 AOE: 1 weaving Range POW m  
Allows the weaver to set another weaving so that it has a specific triggering event to activate it, or allows the weaver to trigger a previously laid effect 'manually'

### Trudge

Cast 1 Magnitude 1 Duration 10 Range POW m Resist: Persistence  
This weaving makes the target lethargic, reducing movement by one half (round down), reducing Strike Rank by 10 and causing them to lose one Combat Action per round. Does not affect non-corporeal beings.

### Understand Language

Cast 4 Magnitude 1 Touch Duration 1 hour  
Enable the recipient to understand any and all languages within hearing at a skill equal to the weavers Spellweaving skill.  
This does not enable the recipient to speak those languages.

## WEAVINGS OF THE SCHOOL OF DARKNESS

### ANIMAL ENMITY

Cast: 9 Magnitude: 6 Range: 1m x POW Duration: Permanent Resist: Persistence  
This weaving places a foul curse upon the target. If not resisted successfully, the victim becomes subject to violent hatred from one specific type of animal, as chosen by the Black Mage. This will cause such creatures to avoid the victim, possibly attack, and always act in a hostile and uncooperative manner.

## ANIMATE REMAINS

Cast: 3 Duration: 1 hour x POW Touch Magnitude 2

This spell provides a single corpse or skeleton with motive power and places it under the command of the Mage who cast the spell. The animated being has the standard characteristics of such a creature.

## BLINDING TOUCH

Cast: 4 Magnitude 3 Duration 2 Touch Resilience  
Anyone touched during the duration of the weaving must make a Resilience test or suffer from blindness for 1d4+2 hours. Characters suffering from blindness are affected as if they are within a pitch-black area

## CALL FORTH THE DEAD

Cast: 2d4+2 Minutes Duration: 10 minutes x POW  
Area: 100m x POW radius Self Magnitude 2  
This spell calls forth and animates 1d6 dead for every point of Power characteristic of the Mage, provided such numbers are within the area of effect. The dead will be under the control of the caster.

## CAUSE MADNESS

Cast: 4 Magnitude 7 1 target Range: 1m x POW  
Resist: Persistence Duration: Special  
This magical attack floods the targets mind with foul and chaotic images, so that the victim is overwhelmed by the horrors he experiences. If the Persistence roll is successful, the victim is simply distracted and confused for 1d3+2 combat actions (unable to cast spells and can only perform non-offensive actions). If the Persistence roll is failed, the target becomes permanently afflicted with a form of madness (roll 1d100 on the table below).

1d100	Madness Effects
01-30	<b>Minor Phobia</b> GM chooses the phobia, requires persistence test when encountering, failure results in a -10% penalty while exposed to the source of the phobia.
31-50	<b>Major Phobia</b> GM chooses the phobia, requires persistence test when encountering, failure results in a -30% penalty while exposed to the source of the phobia.
51-75	<b>Night Terrors</b> The character has difficulty sleeping, due to nightmares, unless a successful persistence test is made, starts every day Winded.
76-85	<b>Dementia</b> Reduce Intelligence and Power by 2d6 until cured. Has constant hallucinations.
86-90	<b>Extreme Paranoia</b> Becomes very untrusting of those around him, must make a successful Persistence check when dealing with even closest companions or begin to question their 'true' motives.
91-100	<b>GM's Choice</b> You are probably Loony as they come and wearing yellow tutu's or something similar.

## CLUMSY

Cast 1 Duration 10 Magnitude 1 Range 2d6m  
Resist: Resilience  
If successful, this weaving causes the target to become clumsy, reducing DEX by 1d6+2 (if reduced to 0, the target is unable to move at all), reducing movement by 1m per combat action and causing them to lose 1 combat action per round. On the onset of this weaving and at the beginning of every round thereafter, the target must make a roll against (adjusted) DEX x 5 or drop his weapon or trip and fall (GM's decision), his attack skills are affected by the DEX loss as well





## COMPLETE DARKNESS

Cast 3 Duration 10 Area 2d4m Diameter  
Magnitude 2 Range 2m per POW

This weaving produces a spherical area of unnatural darkness. All creatures within that require light to see will suffer from being in Pitch Blackness Complete Darkness can be countered by magical light spells.



## CORPSE GOLEM

Cast: 6 hours Duration: 1 month x POW Magnitude 4  
Cost of Materials: 1000 Silver, including a completely assembled 'manikin'

This spell, if successful, will animate the corpse of a human or animal. The corpse will be under the command of the caster and will have no thoughts of its own. The commands must be simple, no more than 4 or 5 words in length. The golem cannot operate more than 100m from where it was activated. If it goes outside this area, it will cease to function and become a regular corpse again. The Corpse golem will not decay while under the effect of this spell, and at the end of its operational duration, will revert to its 'normal' corpse state, and begin decomposing. For a permanent sacrifice of one point of POW by the mage, the duration on this effect can be made permanent.

An average corpse golem will have the following statistics:

### Characteristics

STR	3d6+8	(18)
CON	2d6+6	(13)
DEX	3d6	(10)
SIZ	2d6+8	(15)
INT	1d6+1	(5)
POW	3d6+6	(16)
CHA	2	(2)

### Corpse Golem Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	1/6

### Weapons

Type	Weapon Skill
Damage	
Fist	70%
1d6+1d4	

### Special Rules

Combat Actions: 2

Damage Modifier: +1d4

Movement: 4m

**Traits:**

Night Sight, Disease Immunity, Formidable  
Natural Weapons, Poison Immunity,  
Regeneration 1hp/day

**Skills:**

Athletics 70%, Dodge 35%, Perception 25%,  
Persistence 65%, Resilience 85%

**Typical Armor:**

Tough Skin (AP 1 all locations, no Skill  
Penalty)

## DARKVISION

Cast 1 Duration 10 Touch Magnitude 2

This weaving allows the recipient to be able to see in Pitch Black conditions as if the area were illuminated (no penalty)

## DECAY

Cast: 2 Magnitude 2 Instantaneous Range: 2d4+1m  
AOE: 1d4m Diameter

Perishable material, food, and drink within the area of effect will suffer accelerated decay. Normal things with a brief time period in which they are suitable for use will be ruined. Ink will dry up, as will paint. Alcohol will evaporate, flowers wilt, herbs go stale and become unusable. Food becomes terrible to taste or be completely ruined and poisonous. Ale and beer become flat and sour, wine becomes vinegar, milk curdles and rots; water becomes slime filled and undrinkable. Living things and magical objects are not affected.

## DEMONIC TONGUES

Cast: 1 Duration: 1 hour x POW Magnitude 1  
Self

This spell allows the caster to speak and understand the language of any single demonic entity or netherbeing.

## DISFIGURE

Cast 8 Duration Permanent Magnitude 5 Touch  
Resilience

This weaving causes the facial features of the next being touched to alter in a violent and horrible manner. The pain and obvious facial feature changes will make the subject seek out an opportunity to see their reflection and survey what has occurred. This weaving reduces Charisma by 10+1d6 points, but no lower than 1. The effects of this weaving cannot be dispelled by normal magical means.

## EYES OF THE MEDUSA

Cast 5 Magnitude: 8 Self Persistence Duration:  
1d4+2 Rounds

Upon successful weaving of this spell, the mage's eyes will cause those who meet his gaze to become petrified if they do not make a successful persistence check. Any target so petrified must be subjected to a remove curse or a reverse petrification effect in order to be returned to normal

## FORCE NEGOTIATION

Cast: 1 Duration: 1 minute x POW Magnitude 1  
Range: 1m x POW Persistence

If successful, this spell will force the targeted entity to discuss an agreement, contract or pact without stalling or sidetracking the conversation to some other sort of dealing. While it does not guarantee conclusion, favorable terms, no hidden clauses or other 'fine print,' by the entity, it does guarantee that the subject isn't seeking some way to get free or stall until it can return to its own plane of existence.





## FRIGHTFUL COUNTENANCE

Cast 1 Instant Magnitude 1 Resist Persistence  
This weaving causes those within 5m of the spell weaver to make a Persistence check as the weavers face is transformed into a hideous mask. Those who fail will avoid closing with the caster; those who critically fail will flee in terror in the opposite direction for 10 rounds.

## ILLNESS

Cast 5 Magnitude 3 Range: 1m x POW Resilience  
Duration: Special

Those targeted by this weaving and failing their Resilience roll will suffer from the onset of a malady that begins with a sudden chill down the spine. Beginning the next round, the target will begin to feel nauseous and weak, receiving a -5% penalty (cumulative) per combat round for 1d6+2 rounds. Once the Illness has reached it's maximum strength, the effects will remain with the target for an additional 24 hours, at which time it will pass, leaving the target weak and tired (1 level of fatigue) but otherwise unaffected.

## INCLUSIVE CIRCLE OF DEMONIC CONTAINMENT

Cast: 6d6+6 rounds Duration: 1 hour x POW  
Magnitude: 1 Range: 1m x Power  
Area: 1m x POW diameter

The casting time for this spell includes the time required to physically prepare the circle. The spell creates a temporary magical circle in the location selected by the caster. The purpose of this circle is to contain summoned creatures from the demonic realms or nether regions. It allows spells and physical items to be passed from the outer edges to the inner section, but keeps whatever is contained within from escaping the area of the circle. Any breach of the circle will render the spell ineffective and allow the being contained within to escape and do as they desire.

## MIASMA

Magnitude: 2 cast: 2 range: 1m x POW  
area: 1d4+4m diameter duration: 4 Resilience  
This spell creates a noxious green vapor that infects anyone it touches. Those within the affected area will be afflicted with weakness, fever and chills and suffer a -20% to all actions for the duration of the spell. Those within the area who succeed at the resilience test must test every combat action they are within the affected area. This magical vapor is unaffected by winds, either natural or magical in nature

## MIND NUMB

Cast 3 Magnitude 6 Range: 1m x POW Duration  
10 Persistence

This weaving causes the target's INT to be dropped to 0 for the duration, rendering the target unable to function.

## PHYSICAL PARALYSIS

Cast 2 Duration: 5 Range: touch Resilience  
Magnitude 1

This weaving allows the mage to empower his touch, and the next person he touches must make a successful resilience test or be physically paralyzed and unable to move until the duration expires, another weaving is used to neutralize it or the weaver releases the spell. The target must be touched, requiring an attack roll, which may be reacted to if the target is aware of the attack.





## POX

Cast 3 Duration 2 days per point of POW Touch  
Magnitude 3 Resilience

The target of the Pox weaving, when touched by the caster, will begin to break out in thick scabrous sores within 1d6 minutes.

The subject of the Pox will suffer a penalty of -1d3 to each Strength, Constitution and Dexterity, -10 to Charisma and -10 to Strike Rank checks for the duration of the weaving. The healing process will take as many days as the duration of the weaving unless a magical means of curing a disease is applied. After 1d3 days, the sores will fester and crack open, causing any who come into physical contact with the afflicted to be exposed to the disease. (Resilience Check or suffer the same effects as above for 1d3 days).

## PUPPET

Cast: 5 Magnitude: 8 Range: 5m x POW Duration:  
1 hour Resist: Persistence

If successful, this weaving causes the target to become the passive puppet of the Black Mage, doing whatever he or she demands. If they are commanded to injure themselves, they receive an immediate additional Persistence test with a +20% bonus, but otherwise, will do as they are commanded for the duration. They are fully aware of their actions during this time, but are helpless to resist. They will use any skills in their possession at the direction of the Dark Mage to their full effectiveness.

## QUESTION THE DEAD

Cast: 5 Duration: 1 round x POW Area:  
1 set of remains Touch Magnitude 1

This spell forces the spirit to return to a body, allowing the Mage to speak with the spirit. The spirit called back is not forced to cooperate by the use of this spell, so the Mage may have to resort to other means to gain cooperation. The spirits called back cannot have been dead for more than 1 year x spellweaving skill.

## REPAIRS THE DEAD

Cast: 1 Duration: Instant Touch Magnitude 1  
Progressive

Each magnitude of this spell allows the Mage to repair 2 points of damage to undead beings.

## SKELETAL GUISE

Cast: 3 Duration: 1 hour x POW Touch  
Magnitude 1

This spell allows the target to appear as a skeleton upon normal visual inspection.

## STRENGTH TO THE DEAD

Cast: 3 Duration 1 hour per POW Touch  
AOE: 1 subject / 10 Necromancy skill  
Magnitude: 1

This spell grants each corpse or skeleton touched one point of Strength for every point of Power characteristic possessed by the Mage. The dead so granted strength do not have to be under the control of the caster, thus allowing multiple Mages to work together.

## SUMMON LESSER DEMON

Cast: 2d3+3 rounds Duration: 10 minutes  
x POW Range: 1m x POW Magnitude 1

This spell will enable the mage to attract the attention of a lesser being from the demonic realms. The creature can be brought forth to any point within the range of the spell, as the caster desires. During the Duration of the spell, the creature can remain on the same plane as the caster and negotiations can take place.

## TOXIC CLOUD

Cast: 6 Magnitude: 5 Area of Effect:  
2d4+2m Diameter Range: 5m x POW  
Resist: Resilience Duration: 5

The toxic cloud is a slightly glowing yellow cloud of toxic fumes that quickly fills the affected area. This cloud will be affected by any winds, and its duration may be affected as well. Winds of 10 mph or more will reduce the





duration of the cloud due to causing premature dissipation. For every 10 mph of wind speed, cut the duration by half (in other words, a wind of 10-19 mph causes a duration of 2.5 minutes, one of 20-29 mph causes a duration of 1.25 minutes, etc.) Winds in excess of 50 miles per hour will automatically disperse the cloud before it can gain effective strength. Those within the area affected by the cloud must make an opposed Resilience Test for every Round they are in the area (on the first combat action of each round).

***The details of the poison are:***

*Type: Inhaled Delay: Immediate Potency: 70 Full Effect: 1 hit point damage to all locations; reduce STR by 2d4 for 1d6+2 hours*

### VERTIGO

Cast 2 Duration 10 Range: 5m x POW Magnitude 1 Persistence

The target of this casting suffers from dizziness and disorientation for the duration of the weaving. A subject in a position where balance is required will certainly lose its balance and likely fall, if applicable. The movement rate of the subject is reduced by one-half and all skills requiring the use of Dexterity will suffer a -10 penalty. The subject will also have a -5 penalty to Strike Rank.

### WINDS OF DISCORD

Cast 3 Duration 20 Area POW meters Diameter Range POW x 2m Magnitude 1 Resist: Persistence

This weaving causes those within the affected area to become irritable and disagreeable if they fail a Persistence check. Those affected will be quick to take offense at any statement made by another present, have negative feelings about proposals, dislike orders, be surly in responses and the like. The effect generates quarrelling, shouting and insults, mutinous behavior with respect to authority and possibly even fights.



# WEAVINGS OF THE SCHOOL OF THE ELEMENTS

## ACIDSpray

Cast 1 area: 3m wide x 1d4+4m long Magnitude 2  
Duration: 1d3+1 rounds Dodge

This weaving creates a stream like mist of caustic liquid which flies outward from the weavers fingertips, spraying those within the area. This liquid causes 1d6 points of damage per Round (damage determined at the beginning of each round). This damage is subject to armor AP, but the AP of the armor in the area affected will be reduced by the 1 per round, unless the effect is negated or washed away.

## AIRBUBBLE

Cast 1 Duration 10 Area 1m x POW Diameter Self  
Magnitude 2

The spell weaver creates a spherical pocket of bubbling water or similar liquid in which the oxygen is such that it allows 'breathing' while submerged. The sphere is centered on the spell weaver and can affect all who are within the area of effect. Movement is twice normal swimming speed, and gill-breathing creatures will find acute discomfort while within the area.

## BURROW

Cast 4 Magnitude 4 Duration: 1 ca x POW Range:  
Self

This weaving allows the elemental to be able to burrow quickly through normal dirt. The size of the tunnel created is one meter in diameter larger than the caster himself. The caster is able to clear out and move a distance equal to his normal walking distance each combat action. If the ground is very loose and soft, increase the pace by 1m per CA, if it is

particularly hard and gravelly or clay based, then reduce the pace to 1m per CA. Solid rock must be bypassed and cannot be burrowed through.

## DISPERSE GASES

Cast: 1 Magnitude: 1 Area: 1 cubic m x POW  
Range: 5m x POW Duration: instant

This weaving causes gases to scatter and dissipate. Clouds and gaseous materials will be dispersed and rendered ineffective in 1d3+1 combat actions. This weaving is ineffective against contained gases, such as those in a container or a sealed room (*A room with more than one exit, however, would be affected*).

## ELECTRIC DARTS

Magnitude: 1 cast 1 range: 2d4+5m instant  
progressive Dodge

Electrical charges emanate from the casters fingers doing 1d4+1 damage. Each magnitude of the spell produces an additional dart. Each dart can be sent to a different target if desired. If the target is wearing metal armor, the dart ignores ap. Can be dodged or parried. Maximum Magnitude 5

## ELEMENTAL SHIELD

Cast 2 Duration 10 Touch Magnitude 1

This weaving creates an effect of a Kite shield of visible material, the substance of which is chosen by the spell weaver at the time of creation. It has virtually no weight, so that it does not encumber the wielder. The protection lasts until the duration expires, or it is dispelled or negated.

*All the Elemental shields have the following in common:*

Damage: 1d8 Enc: --- Str/Dex ---/--- AP/HP: 10/25  
Each also has the following traits depending upon the element chosen:

*Air Shield* +10 AP bonus vs. Air, Lightning attacks / -10 AP bonus vs Earth based attacks

*Fire Shield* +10 AP vs Fire attacks / -10 AP vs Cold and Water attacks



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**Water Shield** +10 AP vs Cold Attacks / -10 AP vs Fire attacks

**Earth Shield** +10 AP vs earth based attacks / -10 AP vs Air, Lightning attacks

## FIREBALL

Magnitude: 5 cast: 3 range: 5m x POW area: 1d3+3m diameter instant

Resist: Dive for Cover

A large ball of flame is fired from the caster's hands. The fireball explodes when it reaches the target doing 6d4+6 damage to all hit locations within the area of effect.

## FIREKNIVES

Cast 1 Duration Instant Range: 1m x POWER Magnitude 1 Progressive Resist: Dodge or Parry The Fireknives weaving creates a number of bursts of flame equal to the magnitude of the spell to a maximum of magnitude five. These fireknives fly unerringly towards the target, but may be dodged or parried (by a shield) just like a normal thrown attack. Each knife does 1d4+1 points of damage and any inflammable or generally combustible material may be set afire by this contact.

## FROSTBITE

Magnitude: 1 cast: 1 range: 2m x POW duration: instant progressive Resilience

Freezes the body tissues of the target, especially the extremities. This spell is affected normally by non-metal armor, but the ap of metal armors is halved versus this spell. Damage is 1d4+1 per magnitude. If the resilience test is unsuccessful, the target also suffers a -10 penalty to all actions for the next 1d4 combat actions from the pain.

## HEAT METAL

Cast: 2 Magnitude: 3 Area: 1 metal item of less than 1 cubic meter size Duration: 1d4+2 Rounds Resist: None Range: 1d4+2m

This weaving causes the targeted metal item to rapidly increase in heat for the duration. The affects of this on metal that his held or worn are detailed below by Round (the effects are applied at the beginning of each round).

Round	Effect
1	<b>Warm/Uncomfortable</b> – Target(s) touching or wearing the targeted metal begin to feel uncomfortably warm and are subject to a -5% penalty to all skills
2	<b>Painfully Hot</b> – Target(s) touching or wearing the targeted metal feel a sharp increase in heat and take 1 point of damage.
3	<b>Blistering Hot</b> – Target(s) touching or wearing the targeted metal begin to feel their skin blister and take an additional 1d2+1 point of damage to the areas touched by the metal.
4	<b>Searing Heat</b> – Exposed flesh begins redden and crack open. Those touching or holding the metal take 2d4+2 points of damage to the areas touched by the metal.
5+	<b>Charring Flesh</b> – Exposed flesh begins to slowly char, shrivel and blacken. Those touching the metal take 3d6+3 points of damage to the areas touched by the metal

## HOARFROST

Cast 1 Duration 5 Range 15m per POW Area: 2d6m Diameter Magnitude 5

This weaving reduces the ambient temperature within the chosen area, coating all surfaces with a thin layer of icy frost. The effects of this are that all smooth surfaces will become slippery and the resulting grip or traction will be reduced drastically. Walking Movement afoot will be reduced to half normal rate, or if attempts are made to go faster, the persons in the area must roll against 2x DEX or slip and fall, with no activity being possible that CA or the next (while getting up). Movement on vertical and overhead surfaces will likewise be penalized or impossible. If dodging attacks while within the area, a test must be made against 3x DEX, or the character will fall.

## ICEARROWS

Cast 2 Duration Instant Range: 2m x POWER  
Magnitude 1 Progressive Resist: Dodge or Parry  
The Ice Arrows weaving creates a number of arrows of ice equal to the magnitude of the spell to a maximum of magnitude six. These arrows fly unerringly towards the target, but may be dodged or parried (by a shield) just like a normal ranged attack. Each arrow does 1d6+1 points of damage and can impale on criticals.

## PASS STONE

Cast 6 Magnitude 6 Duration: 1 minute x POW  
Touch

This allows the target and all that he wears and carries to pass through soil, or stone. The target can move at normal pace during the duration, and is immune to the effects of earth or stone based attack spells for the duration.

## QUESTION ELEMENTAL

Cast 1 Duration 10 Magnitude 1

This spell allows the caster to question creatures and beings from the elemental planes, by translating between the subject and the Elemental being. This spell does not protect the mage from angry elementals, nor does it summon the creature to the weaver.

## STILL AIR

Magnitude: 1 cast: 1 range: 5m x POW  
area: single target duration: 2 Persistence

The target is unable to vocalize any sound for the duration of the spell. This makes it impossible to cast spells unless the target can cast spells silently. A successful Persistence test will allow the target to overcome the effects of this spell.

## SUMMON LESSER ELEMENTAL

Cast: 5 Magnitude: 3 Duration: special Range: 6m

This weaving enables the elemental to call forth a minor elemental creature of the element they desire. The elemental will recognize the summoner as an elemental and not require any additional weavings to control it, for the elemental has the power

to destroy it with a thought at any time during the duration. The elemental will perform one simple task for the mage and then depart to its home realm upon completion, or at the end of the weavings duration. This task could be to fetch something, investigate something, or attack and kill something or someone. The task cannot take more than 1 hour per point of Power characteristic possessed by the mage to complete.

The basic information for all elementals will vary (see the Lesser Elementals listing in the appendix for complete details of common types), and each type of elemental has its own strengths and weaknesses.

## SUMMON MAJOR ELEMENTAL

Cast: 7 Magnitude: 5 Duration: special Range: 6m

This weaving enables the elemental to call forth a major elemental creature of the element they desire. The elemental will recognize the summoner as an elemental and not require any additional weavings to control it, for the elemental has the power to destroy it with a thought at any time during the duration.

The elemental will perform three simple tasks for the mage and then depart to its home realm upon completion, or at the end of the weavings duration. This task could be to fetch something, investigate something, or attack and kill something or someone. The task cannot take more than 1 hour per point of Power characteristic possessed by the mage to complete.

The basic information for all elementals will vary (see the Elementals listing in the Appendix for complete details of common types), and each type of elemental has its own strengths and weaknesses.

## WATER BOLT

Magnitude: 5 cast 2 range: 1m x POW  
instant Dodge/Parry

A dense bolt of water is fired from the caster's hand. The bolt does 3d6+3 damage, subject to armor, and may be dodged or parried. This attack strikes with such force that the damage is considered double for purposes of determining knockback.





# Weavings of the School of Shadows

## *Audial Trickery*

Cast 2 Duration: 10 Self Magnitude 1 Range: Hearing

With this weaving active, the Gray mage can perfectly mimic the voice or call of another creature or person with which he is familiar. It is important to note that without hearing a wide range and variety of sounds, spell weavers are able only to copy what they have heard in near verbatim fashion; that is just because they heard someone call out a few words, they are not able to carry on a detailed conversation in that voice.

## *Blinding Flash*

Cast: 2 Duration: 1d3 combat rounds Area 10m diameter Range: 2m per POW Magnitude 2 Persistence

This weaving creates a momentary flash of light that will effectively blind all within a 5m radius who are facing its way. Those so blinded will be unable to see and are affected as if in a Pitch Black environment

## *Blur*

Magnitude: 3 cast time: 3 range: touch area: N/A duration: 3

Makes the target harder to see and therefore harder to hit. Subtract 25% from all attacks made against the target.

## *Dazzling Lights*

Cast: 2 Duration: 3 Area of effect: 8m Diameter Range: 1m per POW Magnitude 1 Persistence

This weaving causes the area to be filled with an array of colorful lights that weave a hypnotic effect upon those who see it. It will affect only intelligent creatures, not animals and cause those who fail their Persistence roll to stand bedazzled by the play of light on shadow. Those bedazzled will do nothing but stand and enjoy the 'show' until the duration

expires; they are attacked, threatened or otherwise harmed.

## *Disguise*

Magnitude: 3 cast 6 range: touch duration: 5 min x POW

An illusion cast on the target's person that causes the target to take on the appearance of another. The assumed appearance can be of anyone the caster knows well enough to remember. The illusion includes clothing and gear as well as facial features, hair and skin coloring. This illusion will not dissipate at touch, but can be seen through with a successful Perception test **if** the viewer has reason to doubt the identity of the disguised being.

## *Enchanted Weapon*

Magnitude: 1 cast 1 range: touch duration: special

The caster can temporarily enchant one ordinary weapon. The weapon has no special powers but counts as magical for the purpose of hitting creatures only affected by magical weapons. The effect lasts until sunup of the following day.

## *Explosive Shout*

Cast: 2 Magnitude 5 Range: 1m x POW Area: 1d4+2m diameter Instant Resilience

This spell creates a powerful blast of sound that does 1 point of damage to all body parts of those in the affected area, ignoring armor, and if the resilience test is failed, they are also deafened and stunned for 2d4+2 combat actions (-100% to Perception tests, -20% to all other actions, -1 Combat Action).

## *Glow of the Full Moon*

Cast: 2 Magnitude 2 Duration 30 Range: 1m x POW Area: 5m radius

This weaving fills the area with a soft light equal to that provided by a full moon on a clear night, providing sufficient light within its area to see.

## *Illusory Image*

Cast: 3 Duration: 10 Area 1 square foot per POW  
Range: 2m per POW Magnitude 1

This weaving creates a three dimensional illusionary image of a single subject or item as mentally determined by the spell weaver. The illusion is stationary and contains no other component except for visual - i.e., it has no sound or smell, and cannot be touched or felt. Any creature attempting to touch the illusion causes it to vanish instantly.

## *Invisibility*

Magnitude: 4 cast 5 range: touch duration: 1 min x POW

The target cannot be seen but will still make sounds and leave tracks as normal. Anything on his body when the spell is cast is also invisible.

## *Mimic*

Cast: 2 Magnitude: 3 Duration 20 Touch

This spell allows the target to mimic the speech and mannerisms of a subject that the caster or the target is familiar with.

## *Projection*

Magnitude: 1 cast 4 range: 10 m x POW duration: 3

Projects an image of the caster any place within range. The image will move and talk as the caster wishes and the caster's spells will seem to come from the image, not the caster. However, spell ranges will still be based on the caster. If the image is touched or "damaged", it will dissipate. For simplicity, apply the caster's defenses and resistances to the image.



## *Reveal*

Cast: 3 Instant Magnitude 3 Area 0.5m x POW  
Range: 1m x POW

This spell will instantly cancel out any existing Illusions within its area of lesser magnitude. Illusions of a higher magnitude than the reveal spell will require the caster to make a Persistence test for each one to be revealed, with a -5% modifier to the Persistence test for every magnitude higher than the reveal spell.

## *Set the Stage*

Cast: 36 Magnitude: 8 Area: 1 cubic m x POW  
Range: 1m x POW Duration: 30 x POW

This weaving allows the mage to create a three dimensional setting and or scene, containing the components of sight, sound, taste, smell and touch. The scene can have animated components, as determined at the time of casting and they will react to stimuli on a very basic level, although they cannot answer questions, unless they are 'programmed' to respond to specific words by the caster.

## *Shadow Monster*

Magnitude: 4 cast 4 range: 5m x POW duration: 3

The caster can create any animal or monster he has seen before. Or he can literally create a fiend made of black shadows. It will have a melee skill equal to the casters skill in Shadow school magic. It will do 2d6+1 damage. Its strike rank and combat actions are equal to that of the caster. It will have 7 HP on all locations but no armor. The creature has a movement of 5m. Anyone who successfully makes a persistence check will realize the creature is not real and will not be affected, however if the creation could reasonably be encountered in the area, the persistence check is at -30%. This Shadow Monster requires the caster's concentration to control each action.





## Shadow Servant

Cast: 6 Magnitude 1 Duration: 10 minutes x POW  
range: 5m x POW

This spell enables the mage to create a shadowy form in humanoid shape. This form solidifies into a corporeal form with the following characteristics:

STR: 12 CON: --- DEX: 10 SIZ: 12 INT: 5 POW: 6  
CHA: 6

Combat Actions: 2 Move: 5m Skills: Driving: 30  
Athletics: 30

This being has only 1 hp per location and no AP.

The Shadow Servant is not designed for combat, and will dissipate if it is damaged in any way. The Shadow Servant will follow simple commands and possesses enough Sentience to be able to make simple decisions within the purview of it's last instructions. The Shadow Servant is typically used by mages to act as butler, valet, to fetch and carry, or to occasionally handle a team on a wagon or carriage. The Shadow Servant must stay within the Range of the spell, and cannot venture outside this area without dissipating.

## Skeletal Guise

Cast: 3 Duration: 1 hour x POW Touch  
Magnitude 1

This spell allows the target to appear as a skeleton upon normal visual inspection.

## Swords to Serpents

Magnitude: 3 cast: 1 range: 5m x POW  
area: 1 target per 3 POW duration: 2

This illusion appears to transform any weapons on a target into snakes. The snakes can do no damage but will appear to be repeatedly striking at the target. A successful persistence test will allow the target to detect the illusion. If the check fails, the target will fling the weapon away in a random direction. If he fails by 50% or more, the target will flee for 1d4+1 combat actions.

## Ventriloquism

Magnitude: 1 cast: 1 range: 5m x POW  
duration: 2

The caster can throw his voice anywhere within the spells range. He cannot mimic another person. However, he can whisper, mumble etc. Susceptible individuals may become frightened or distracted. The GM should apply the appropriate psychological effects based on a persistence roll.

## Whispers

Magnitude: 1 cast time: 3 range: 5m x POW area:  
.5m radius x POW duration: 3

Eerie, mysterious sounds, muted voices or whispered words that one can't quite understand, heavy breathing, furtive footfalls, rustling in the brush, etc. Only intelligent beings are affected. If a check vs. persistence is failed, the target will be distracted and afraid and at -10% to all actions. If the persistence check is failed by more than 50%, the target is panicked and will be unable to act for 2d6+2 combat actions.





# Weavings of the School of Nature

## Animal Mimicry

Cast 1 Duration 10 Magnitude 1 Self

This weaving allows the caster to accurately mimic the calls and sounds of any natural animal that he is familiar with. It also provides him with an innate understanding of what the various calls and sounds mean, enabling the weaver to send out calls of warning, requests for help, etc. This weaving also enables the Green Mage to positively influence the species concerned in respect to himself and his companions to the extent that the creatures will recognize the mage as an ally, or at least as non-threatening. (Requires a successful Lore: Animal roll with a +10 modifier to the skill due to the use of the spell).

## Animal Passage

Cast 1 Duration 10 Magnitude 1 Range: touch

This weaving allows the recipient to pass through underbrush and natural foliage with the ease of an animal (no penalty to movement), in addition, the mage may, at the time of weaving the spell, designate what type of animal the recipient moves like, and they will leave tracks as an animal of that type.

## Animal Service

Cast 3 Duration Special Magnitude 2 Range touch area: 2 miles x POW Resist: Persistence

Successful weaving of this spell enables the mage to bind a natural animal into service to perform one specific task, providing it is capable and able to understand the mental directions the mage provides. The time required for completing this task may never exceed 2x the mages POW in hours. Depending upon the animal chosen, the mage could send the animal to deliver something, attack someone, etc.

## Arboreal Portal

Cast 4 Magnitude 4 Duration: instant Touch

This spell allows the target, along with everything he wears and carries, to transport himself a maximum distance of one mile per point of Power Characteristic possessed by the caster. The target can step into a tree within one Combat Actions range and will be transported to a tree within range and sight, or a tree that the target is familiar with within range. If there is no tree within sight or familiar to the target, the target can choose to go to the farthest tree in the direction desired. Upon arrival at the destination tree, the target has 2 combat actions in which to exit the tree. The target is able to see through the tree upon arrival, so that he is able to orient himself and see what is immediately outside the tree.

## Birdcall

Cast 6 Duration 10 Magnitude 1 Range: Within hearing Self

To weave this spell, the caster must make bird sounds and whistles, and if successful, will call to his location a number of birds equal to 3x his Power. The birds will be of all sorts, but will be favorably disposed towards the caster and one another for the duration of the weaving, at the end of which they will fly off to their own territories. While under the influence of the weaving, the Green mage can get the birds to flock around, eat fruits or insects, and attack small animals or people. They can be directed to swoop around and create confusion, etc.





## Call Lightning

Cast 6 Magnitude 9 Duration instant range 5m x POW area 5m diameter resist: Dive

This powerful spell only works outdoors, but can produce spectacular and deadly results if cast successfully. The weather in the area affects the power of this casting as will be described below. If cast under a clear sky, the spell calls forth bolts of lightning striking the target area doing 4d6 points of damage to each target that does not successfully dive out of the area. If cast under a cloudy sky, the lightning does 6d6 points of damage. If cast under a stormy sky, the lightning does 8d6 points of damage. If the targets are wearing metal armor, add additional damage equal to the AP of the armor.

The damage is distributed randomly by rolling a hit location (+10 to roll) for each d6 of damage of the spell

## Camouflage

Cast: 1 Duration: 10 Magnitude: 2 Touch

This weaving allows the recipient to blend into his surroundings. Anything they are carrying at the time the weaving was cast will be affected as well. If motionless, they are effectively invisible (+60 Stealth), if moving at a rate lower than their normal walking pace, they are still difficult to see, but not as difficult (+20 Stealth).

The tracks of the recipient of the spell are caused to blend as well and so does his scent, but old tracks are unaffected.

## Coat of Thorns

Cast: 2 Magnitude 3 Duration 5 Touch

This spell coats the target with a covering of four inch long thorns. These thorns are so thick on the target as to provide 1 additional point of armor to all locations. In addition, opponents in close melee with the target will take 1 point of damage to a random location for each successful hit they make upon the target. The profusion of thorns allow this damage to ignore existing mundane armor (Magical protection will protect the attacker from the thorns).

## Green Way

Magnitude: 4 cast time: 6 range: self area: 2m wide x POW/2 meters long duration: 5 x POW Minutes

Opens a grassy path, which allows the caster and party to travel through dense vegetation as if on a road. The vegetation opens before the caster as he moves and quickly closes in behind as the party passes.

## Heal Plants

Magnitude: 6 cast time: 10min. range: touch area: up to 1 acre duration: instant

Allows the caster to heal damage done to plants from fire, weather, magic or any other source. Useful for restoring fields, orchards and small groves.

## Locate Plants

Cast 10 Duration: 10 Magnitude 1 Range: 5m x POW Self

Weaving this spell enables the mage to sense and identify all plants within range, especially useful when trying to gather specific herbs, roots, etc.

## Negate Gravity

Cast: 3 Magnitude 6 Duration: Instant Range: 5m x POW Area: 2d4m diameter x 1m x POW tall Cylinder Resist: Dive for Cover

This weaving causes the effects of gravity within the affected area to be nullified, causing any and all unsecured objects or beings caught in the area to fall 'upwards' at a quick rate of speed, and when they reach the top of the area of effect, the effect ends, and they tumble back to the ground, taking appropriate falling damage.

## Predict Weather

Cast 8 Magnitude 1 Duration instant Self

This spell allows the mage to get a good sense of what the weather in the immediate area will be like over the next 24 hours.

## Spiders Call

Cast 4 Magnitude 3 Duration 10 Range 1m x POW  
Area: 1km x POW

This spell summons all spiders and other arachnids within the area to the target location. These spiders will come at their maximum speed and will gather in a 5m radius area around the target, attacking everything within the area, until the spell expires.

## Summon Fog

Cast: 5 Duration: 30 Magnitude: 2 Range: 5m x POW  
Area: 5m x POW diameter

This weaving calls forth fog to cover the ground and a hemispherical area up five times the mages Power characteristic in meters. This Fog can either be centered on the caster or it can be placed at a distance. The fog called up is a thick, concealing fog, reducing visibility to 1d4 meters in any direction, and rendering ranged combat nigh impossible (-20% to ranged attacks within 1d4 meters, impossible outside that range due to lack of visibility). The dampness of the fog affects fires within the area, putting out torches and campfires and reducing effectiveness of fire-based attacks (+5 AP vs fire attacks for everyone within the fog).

## Swim

Cast 2 Magnitude 1 Duration 30 Touch

This spell grants the target the ability to swim at double their normal walking pace for the duration and will be able to remain submerged for 1 minute per point of Constitution possessed by the target.

## Swim as a Fish

Cast 4 Magnitude 3 Duration 120 Touch

This spell actually transforms the target and everything he is wearing or carrying into a fish possessing the same SIZE characteristic as the target. The target is able to move at four times normal walking pace while in the water, and can breathe water as a fish. The target also gains all the senses of a fish. However, the target is unable to change into his normal form until the duration of the spell expires. If

an attempt is made to cast this on an unwilling subject, they are granted a Persistence test to avoid the effects of the spell.

## Tanglevine

Magnitude: 5 cast 2 range: 5m x POW area: Pow/2  
m Diameter duration: 2

Vegetation in the affected area instantly grow, seek out any being in the area and entangle them. The target will be held until he can break free, someone else cuts him free or the spell expires. It should be assumed that he cannot cut himself free as his arms are entangled, however he may attempt to break free at the beginning of each round. A successful Brute Force test will free one limb per action. The effect can be dodged but must be dodged each combat action as long as the target is in the affected area. If he avoids entanglement or frees himself, movement is ½ normal until he leaves the affected area.

## Thorn Dart

Magnitude: 1 cast 1 range: 1m x POW duration:  
instant Progressive

One thorn for each magnitude of the spell flies from the caster's hands. Thorns may be fired at one or more targets. Each thorn does 1d3+1 damage and can be dodged. If damaged, the target must roll vs. resilience or suffer from a paralyzing poison, which leaves the target helpless for 1d4 combat actions. On a critical success, this thorn does an Impale.

## Thorn Hedge

Magnitude: 1 cast time: 3 range: 5m x POW area:  
special duration: 10 Progressive

This can be cast wherever there are bushes of any type or size. The plants become a thick, intertwined hedge of sharp thorns. A section of hedge 3m x 2m x 1m per magnitude of the spell can be created and can be shaped as the caster desires. Attempting to pass through the thorns will cause 1d4+1 damage to a random location per meter of hedge. Armor AP is reduced to ½ effectiveness (round down) due to the large number of thorns.





## Treemeld

Cast 10 Duration: POW/2 Hours Magnitude: 5 Self

This weaving allows the green mage to step within or through any tree at normal walking pace. If the mage so desires, and the tree is large enough to accommodate him, he may elect to stay inside the tree and will receive nourishment from the tree itself and be refreshed as if he were sleeping. He is dimly aware of his surroundings and if still in the tree at the expiration of the weaving, will simply be moved outside of the tree safely.

## Wither Wood

Magnitude: 3 cast time: 2 range: 1m x POW area: one weapon (or quiver of arrows, etc.) duration: instant

May be cast on any weapon that is all or part wood. The wood will become brittle and weak. Attacks with the weapon will be at -10% and the AP of the weapon will be halved, and damage will be reduced by 1. In addition there is a 25% chance the weapon will break each time it is used to attack, 50% chance if the weapon is used to parry. Will not affect magical or enchanted weapons.

## Zephyr Call

Cast: 16 Magnitude 1 Duration 30 Range 1m x POW Area: 1m Radius x POW Progressive

This spell calls forth a strong, steady wind, that starts at 20 mph, and doubles in strength for every magnitude increase of the spell (MII = 40 mph, MIII = 80 MPH, etc) up to a maximum of magnitude 5



# Weavings of the School of Light

## Aid

Cast: 1 Instant Magnitude 1 Range: Touch  
This weaving removes one level of fatigue from the target.

## Alleviate Pain

Cast: 1 Duration: 1 hour per POW Magnitude 1 Touch  
This spell allows the White Mage to alleviate the effects of pain to the extent that the recipient can rest peacefully for the duration. While under the effect of this spell, the target will heal at twice normal rate.

## Balm

Cast: 1 Instant Magnitude 1 Range: Touch  
Upon weaving this spell and touching the target, the White Mage is able to alleviate one natural condition such as itching, rashes, insect bites, etc. It can also be used to cure effects caused by natural toxins such as plants or venomous bites, etc.

## Comforting Light

Cast 1 Duration 1 hour per POW Magnitude 1 Touch Area: 1m per POW Radius  
This spell creates a soft, warm, comforting light that raises or lowers the temperature in the area of effect to 75° F. The light is equal to that at early evening, and not so bright as to interfere with sleeping.

## Detect Disease

Cast: 2 Instant Touch Magnitude 2  
This spell will allow the mage to determine the presence of any natural, magical or supernatural disease within the subject. The mage can determine the identity of the disease, know its effects and contagiousness and whether or not it is magically induced, although not the exact source of the contagion. This will allow the mage to know the proper course of treatment needed. This spell can

also be used to determine the possibility of contagion from non-living targets.

### De-Petrify

Cast 3 Magnitude 6 Duration Instant Range 5m  
This spell will instantly reverse the effects of petrification spells and effects

### Diagnosis

Cast: 2 CA Magnitude: 1 Range: touch Duration: Instant

This spell diagnoses the nature of any physical problems, illnesses, or ailments in one subject. It will detect poisons, diseases, etc of a normal type, although it will not detail the exact nature of the substances present. The general information provide gives the mage a general idea of the type of treatment needed and aides in the pinpointing of more specific spells that should be used.

### Gift of Power

Cast 3 Magnitude 10 Duration 10 Range 10m  
This spell allows the mage to transfer some of his magic points to the recipient. This spell will grant the recipient 7 additional points of power that can be drawn upon for the duration.

### Enchanted Weapon

Magnitude: 1 cast time: 1 range: touch duration: special

The caster can temporarily enchant one ordinary weapon. The weapon has no special powers but counts as magical for the purpose of hitting creatures only affected by magical weapons. The effect lasts until sunup of the following day.

### Health to the Company

Cast 6 Duration 2 Magnitude 8 Area: # targets equal to POW/2

This weaving will cause those designated by the mage to be healed for 1 point of damage from their most heavily damaged location every combat action of the Mage

### Healing Touch

Cast 1 Duration: Permanent Magnitude 1 Touch progressive

Each magnitude of this spell will heal 1 point of damage to the location touched. Use of this spell will cause those in danger of dying to stabilize and stop blood loss due to wounds.

### Helping Hand

Cast 2 Magnitude 2 Duration Next Action Range: 10m

This Spell must be cast on someone other than the mage, and will provide the target with a +10 bonus on their next action.

### Identify Mental Disorder

Cast: 3 Instant Touch Magnitude 2

Though the use of this spell, the caster is able to determine the presence and identity of any normal or magically induced mental disease or disorder within the subject. Such knowledge will enable the caster to know what type of treatment, if any, would be used to correct the disorder

### Identify Poison

Cast: 1 Instant Touch Magnitude 2

This spell enables the caster to positively identify the presence and type of any normal, magical or supernatural poison or toxin within the subject and it's strength and effects. Such knowledge will give the caster knowledge of the correct antidote and treatment to use.

### Light of Day

Cast 3 Magnitude 5 Duration 10 Range 5m x POW Area: 1m x POW Diameter

This creates a sphere of bright light equal to daylight at noon on a clear day. In addition to providing light, this spell will cause damage to any undead creatures within its area. Any undead within the area of this spell will take 1d6 points of damage to all location per round of exposure (roll at the beginning of each round). Undead will attempt to escape the area as quickly as possible and if outside of the area, will avoid entering it.





### Reveal Falsehood

Cast 3 Magnitude 2 Duration 10 Touch

This spell allows the target to know whether statements made in his presence are falsehoods. It will not reveal the truth to him, but it will indicate when falsehoods are spoken.

### Sooth the Mind

Cast 4 Magnitude 3 Duration 10 Range 5m x POW  
Area 1m x POW radius Resist: Special

This spell calls forth a light breeze in the affected area. This breeze has the effect of calming any beings in the area. This spell will counter the effects of fear, rage or discord on all in the area. If the beings in the area are involved in combat, they must make a Persistence test each combat action they are in the area, and if they fail the test, they will seek to cease combat (they will concentrate on defense if still being attacked).

### Speak the Truth

Cast 4 Magnitude 5 Duration 10 Range: 5m Area: 1 target Resist: Persistence

This spell will force the target to speak only the truth if he fails a Persistence test.

### Succor

Cast: 1 Instant Magnitude 1 Touch

This spell allows the white mage to provide the target with the equivalent of one meals worth of nourishment (food and water).

### Virtuous Strength

Cast 4 Magnitude 3 Duration 10 Touch

This spell endows the target with a sudden increase in Strength, affecting all skills and abilities that rely upon this characteristic. The target receives a boost in Strength of  $2d3+2$  for the duration.



## Shamanism in Leshan

Shamans deal primarily with the world of spirits. Most of their magic is involved in locating and coercing or communicating with the various spirits in an effort to have those spirits provide information or perform tasks. They have a few non-spirit related spells as well.

Typically, Shamans are not considered 'battle mages' due to the fact that most of their magic is very ritualistic and involved.

The following are some basic guidelines and spells for Shaman characters.

### Seek Spirit

Cast 12 Magnitude 1 Duration: Instant

This basic spell allows the shaman to reach out into the spirit world and find either a specific spirit or one with a skillset that the shaman seeks.

The spirit is aware of the contact and can choose to respond or not, as determined by the GM. Once this spell is cast, the shaman is aware of the name (not "True-name") of the spirit and can use this information in efforts to call forth the spirit they seek at a future date.

### Call Spirit

Cast 8 Magnitude 1 Resist: Persistence  
Duration: 1 minute x POW

This spell allows the shaman to attempt to summon a nearby spirit for the purpose of communication and information gathering. The spirit summoned by the spell is determined by the GM unless the shaman specifies a particular spirit that they wish to call forth. The shaman may attempt to coax the spirit into communicating with those present via devices such as 'spirit writing,'

or even through 'channeling,' although this is potentially very dangerous, since there is often no way of knowing what type of spirit will come, and the shaman would be open to possession. A cooperative spirit will answer two important questions per minute.

### Dismiss Spirit

Cast 3 Magnitude 3 Resist: Persistence  
Duration: Instant

This spell will allow the shaman to attempt to force a spirit back into the spirit plane if it is causing problems. This spell will often anger a spirit, but it prevents them from voluntarily returning to the material plane of the shaman.

### Spirit Lights

Cast: 1 Duration 10 minutes x POW  
Magnitude 1 Self

This spell causes a group of  $2d6+2$  small (about 2-3 inch diameter) globes of light to appear and circle over the head of the caster. The lights can be manipulated by the caster up to a range equal to two meters per point of Power characteristic possessed by the spiritualist, and will move at a rate of up to 8m per combat action. They provide light equal to torch light with a radius of two feet.

### Will O' Wisps

Cast: 2 Duration:  $1d3+2$  Rounds  
Magnitude 1 Range: self AOE: 1m x POW  
diameter Resist: Persistence

This spell causes a group of small, multicolored globes of light to appear and dart about the head of the caster, creating colorful patterns of light. The lights dance and dart about in a hypnotic matter for the duration of the spell. Any being with an intelligence greater than 4 within the affected area must make a Persistence check





or they will stand and watch the lights as long as they spin.

#### Lifting Spirits

Cast 5 Duration: Caster's POW in rounds  
Range 1m x POW Magnitude 2 Persistence

This spell calls forth friendly spirits that can cause any single item or creature to rise or descend at the spiritualists direction at a rate of 2 meters per combat action. Maximum weight that can be manipulated is 10x POW characteristic. Unwilling targets may make a Persistence check to shake off the attentions of the spirits each time they try to move the target.

#### Soothing Spirit

Cast: 3 Duration: 1d3+2 rounds Magnitude 2 Area: 1m x POW diameter, centered on caster

This spell summons forth a benign spirit, which will bring with it a calming, soothing aura that will affect any within the area around the spiritualist. The presence of this spirit will remove any fear, terror or the like from those affected, and will grant them a +10% to all persistence rolls for the duration of it's presence.

#### Messenger Spirit

Cast 4 Duration: Special Magnitude 3  
Range: Special

This spell will summon forth a cooperative spirit that will carry a short message to an indicated being on either the spirit plane or the material plane. A message can be sent to a particular spirit to inform it that it is being sought, or to an ally or enemy of the caster who is in another location. The message can be no more than 5 words per point of power characteristic possessed by

the spiritualist.

#### Healing Spirit

Cast: 7 Duration: Instant Magnitude 8  
Range: 10m

This spell will call forth a benign and cooperative spirit that will draw 2d4+3 points of damage from the target, starting with the most damaged area and moving to other areas if that area is healed completely

#### Phantom Steed

Cast 9 Duration: 1 hour x POW Self  
This spell calls forth the spirit of a riding animal (type determined by the GM) that will carry the caster towards any destination he desires for the duration. This mount is capable of moving at twice the speed of a normal, living mount of the same type.

#### Negotiating with spirits

The primary task of a shaman is to get spirits do do his or her bidding. This can be a long and drawn out task, or it may be a simple task, depending upon the disposition of the spirit called forth, the general reputation of the shaman in the spirit world and the task being requested.

This must be roleplayed between the GM and the player of the Shaman character. Spirits are notorious for following agreements to the strict wording of the agreement, so shamans must be careful in how they deal with them.

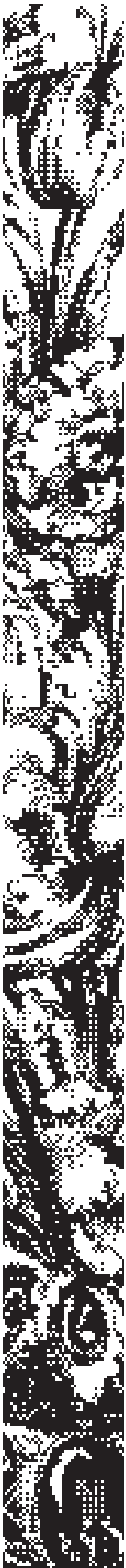
Getting a spirit to function as a secondary spellcaster.

Although rarely done, it is possible for a shaman to call forth a spirit based upon



the spirit's ability to cast spells. If this is the case and the spirit is willing to perform such a task for the shaman, or is coerced into it, the shaman has to spend POW to control the spirit when it is casting spells. Essentially, the shaman must expend POW equal to that being used by the spirit to cast the spell, or he runs a risk of losing control of the spirit. If the spirit casts a spell without the shaman spending POW to maintain control, the spirit gets a Persistence check with a +5% bonus for every point of POW of the spell just cast to break free of the shamans binding. The reactions of the freed spirit are determined by the GM.





## Herbalism in Leshan

Herbalism is a craft skill, and an art form at the same time.

Every herb or plant has some type of property or ‘connection’ to one or more areas of interest.

How an herbalist uses these plants is often a matter of personal interpretation. A few of the more common uses of herbal mixtures will be listed in this text.

These herbs by themselves are seldom enough, other, sometimes esoteric, sometimes quite mundane components and combinations are used to create herbal treatments. Also, the freshness of the herb or the condition in which it is prepared and stored will have a distinctive effect upon its usefulness.

(OPTIONAL) In order for herbal potions to have ‘magical’ effects, the GM may institute a POW cost per potion (just like casting a spell) to empower the mixture.

### Herb/Plant

Commonly Found Areas

‘Connection’ or Typical Areas of effect

Caraway Seed

Protection from Illness and Harm

Flax Seed

Protection

Poppy Seeds

Confusion / Domination

Calamus Root

Domination / Control

Five Finger Grass

Favors / Control / Dexterity

Deers Tongue

Eloquence

Dill Seed

Eloquence / Influence

Black Pepper

Evil, Drive Off or Movement

Red Pepper

Bad Luck, Blindness

Eucalyptus

Pest Removal

Lemon Grass

Increase power, Aphrodisiac

Alfalfa

Friendship

Clover

Sustain effect, Love,

Huckleberry Leaves

Dreams

Nutmeg

Luck

Althea Leaves

Healing / Soothing / Visions

Basil

Fertility / Happiness / constipation

/ Love / Purification

Cloves

Attract Luck

Cumin Seeds

Ward off Evil, Passion

Hyssop

Cleansing

Cardamon Seed

Lust, Passion, Love  
Catnip

Captivate / Lust  
Dill Leave

Restoration of Manhood  
Juniper

Virility, Passion, Fertility  
Cinnamon

Luck, Purification  
Thyme

Money, Riches  
Acacia Leaf

Personal Power,  
Black Cohosh Root

Removes Fear, Timidity  
Sage

Reverse magic, Protection vs Evil  
Eye  
Yarrow Root

Curse Breaker  
Celery Seeds

Prophetic Dreams  
Aloe

Cure Wounds, Stomach Problems,  
Insect Poison,  
Anise

Relieves Cramps, Nausea / Ward  
off nightmares and evil  
Ash

Water, the Sea, attracts lightning

Blackberry

Diarrhea cure, Stop bleeding, Pro-  
tection  
Bloodroot

Sedative  
Marigold

Fever, vomiting relief / Improves  
Charisma  
Hazel

Protection from Lightning, Good  
Fortune, Locating  
Hawthorne

Wards vs Spirits, Protection from  
Lightning  
Holly

Prophetic Dreams  
Mistletoe

Protection from Lightning and  
Fire, Restful Sleep, Peaceful Dreams  
Morning Glory

Protection from Nightmares  
Sunflower

Guard againsts Pests  
Ague

Aid in bone setting  
Allspice

Catalyst  
Borage

Uncovers Dishonesty

