

# Tony Live Roleplaying System (V2.72 $\beta$ ) (**Master**)

Tony Cruickshank

September 19, 2008

The Author and Keeper of the Rules (aka Tony, "The Nice GM") reserves the right to change the rules at a moments notice, in the interests of fairness and/or game balance.

In a fit of right-on-ness, I'll also add that though I've used the male pronoun throughout the rules, I in no way meant this to be sexist. I give readers the right to change all instances of "he" to "he/she" or to "she", in their own paper copy of the rules with whatever writing implement they deem fit.

Copyright (C) 1994 — 2006. These rules may be modified and/or passed on to others as long as the following restrictions are kept -

1. This copyright notice is passed on with the rules whether the rules have been modified or not.
2. All authors and editors of the rules are acknowledged on the title page, starting with The Author and Keeper of the Rules - Tony Cruickshank. (Fame at last?)
3. No financial, or other, gain can be made when passing on the rules whether the rules have been modified or not.

<b>Acknowledgements</b>	<b>6</b>
<b>Notes For Games Masters</b>	<b>7</b>
Guidelines	7
How to Break the Rules	8
Summary	8
<b>The System</b>	<b>10</b>
During Play	10
Life Points, Body Points and Damage	10
<i>Character Death</i>	11
<i>Normal Damage</i>	11
<i>Power Damage</i>	12
<i>Subdue Damage</i>	13
<i>Extra Large Weapons</i>	13
<i>Additional Effects</i>	13
<i>Other Calls</i>	15
<i>Armour</i>	16
Gaining Experience	17
<i>Adventurer Experience</i>	17
<i>Monster Experience</i>	17
<b>Characters</b>	<b>19</b>
Races	19
Classes	20
<i>Multi-Classes</i>	20
<i>Changing Classes</i>	20
Rank	20
<b>Skills</b>	<b>21</b>
Weapons, Shield and Armour Skills	21
Physical Skills	27
Medical Skills	30
Magic Skills	30
Religious Skills	34
Subterfuge Skills	36
Manufacture Skills	38
Human Skills Costs	39
Elf Skills Costs	43
Half-Elf Skills Costs	47
Half Orc Skills Costs	51
Half Ogre Skills Costs	55
<b>Of Magic and Mages</b>	<b>59</b>
Learning Spells	59
Casting Spells	59
<i>Magic and Metal Armour</i>	60
Player Created Spells	60
Schools of Magic	60
Spell Details	61
General Spells	63
Higher General Spells	67
School of Fire	67
Higher Fire Spells	71
School of Earth	73
Higher Earth Spells	76
School of Water	79
Higher Water Spells	83
The School of Air	85
Higher Air Spells	88

School of Light	90
Higher Light Spells	94
Spellsword	95
Higher Spellsword Spells	99
School of Darkness	101
Higher Dark Spells	104
Necromantic School	105
Necromantic Spells	106
Necromantic Rituals	110
Higher Necromantic Spells	110
Demonologist School	111
<i>Summoning a Demon</i>	111
Demonology Spells	113
Higher Demonology Spells	114
<b>Of Religion and Priests</b>	<b>115</b>
The Four Principles	115
<i>The Nine Paths</i>	115
Learning Miracles	116
Casting Miracles	116
Player Created Miracles	116
The Miracles	117
<i>Order Miracles</i>	117
<i>Life Miracles</i>	122
<i>Chaos Miracles</i>	128
<i>Death Miracles</i>	134
<i>Justice Miracles</i>	142
<i>Freedom Miracles</i>	143
<i>Balance Miracles</i>	143
<i>Might Miracles</i>	143
<i>Anarchy Miracles</i>	143
<b>Higher Level Miracles</b>	<b>146</b>
Higher Order Miracles	146
Higher Life Miracles	147
Higher Chaos Miracles	149
Higher Death Miracles	153
Higher Justice Miracles	155
Higher Freedom Miracles	156
Higher Balance Miracles	156
Higher Might Miracles	156
Higher Anarchy Miracles	156
<b>Druids</b>	<b>158</b>
Druidic Sects	158
<i>Tree Druids</i>	158
<i>Animal Druids</i>	159
<i>Elemental Druids</i>	159
<i>Weather Druids</i>	159
Druidic Skills Costs	160
<i>Human Lay-Druid Skill Costs</i>	162
<i>Elven Lay-Druid Skill Costs</i>	162
<i>Half-Elven Lay-Druid Skill Costs</i>	163
Druidic Miracles	163
<i>Religious Ceremony</i>	164
<i>General Druid Miracles</i>	164
<i>Tree Druid Miracles</i>	165
<i>Animal Druid Miracles</i>	167

<i>Elemental Druid Miracles</i>	169
<i>Weather Druid Miracles</i>	170
Higher Druid Spells	173
<i>Higher General Druid Miracles</i>	173
<i>Higher Tree Druid Miracles</i>	173
<i>Higher Animal Druid Miracles</i>	175
<i>Higher Elemental Druid Miracles</i>	176
<i>Higher Weather Druid Miracles</i>	176
Dark Druids	177
<i>Dark Druid Miracles</i>	178
Higher Dark Druid Spells	181
Hunters	181
<i>Hunter Miracles</i>	182
Higher Hunter Miracles	183
<b>Notes on Spells and Miracles</b>	<b>185</b>
Casting Requirements	185
Notes on Casting	185
Releasing Touch Spells/Miracles	185
Cancelling Spells/Miracles	186
Dispelling Spells/Miracles	186
Mass Spells/Miracles	186
Breaking Objects	186
Stacking Weapon Spells/Miracles	186
Boosting Normal Weapon Damage and Strength	187
Defensive “Dodge” Spells/Miracles	187
Aspect Spells	187
Stacking Defensive Spells/Miracles	188
Willpower Spells/Miracles	188
Multiple Dexterity, Toughness and Willpower Spells/Miracles	189
Armoured/Unarmoured Dexterity and Spells/Miracles	189
Increasing the Duration of Spells/Miracles	189
Using Strength to Break Free of Effects	189
<i>“Gripping” Spell Effects and Exceptional Strength</i>	189
Dodging Power Damage	190
Raise Dead and Resurrection	190
<b>Barbarians</b>	<b>191</b>
Barbarian Warriors	191
Barbarian Witch Doctors and Shamans	192
<i>Barbarian Witch Doctors</i>	192
<i>Barbarian Shamans</i>	194
Barbarian Skills Costs	197
<b>Amazons</b>	<b>201</b>
Amazon Tribeswoman	201
Amazon Skills Costs	202
<b>Magic Items</b>	<b>206</b>
Creating Magic Items	206
<i>Create or Acquire the Base Items</i>	206
<i>Prepare the Item</i>	208
<i>Embed the Spell or Miracle</i>	209
Using Magic Items	211
Identifying Magic Items	212
Options	213
Destroying Magic Items	214
Upgrading Magic Items	214
<b>Rituals</b>	<b>215</b>

Ritualists and Ritual Groups	215
<i>Forming a Cabal</i>	215
<i>Forming a Conclave</i>	216
Creating Rituals	216
<i>Modifying Rituals</i>	217
Casting a Ritual	218
Maintaining a Ritual	219
Ritual Examples	219
<b>The World</b>	<b>221</b>
Kingdom of Exiles	221
<i>Ruling the Kingdom</i>	221
Outside the Kingdom	221
Campaign Magic Rules	222
<i>Elemental School</i>	222
<i>Proscribed Schools</i>	222
<i>Restricted Schools</i>	223
Campaign Religious Rules	223
<i>Hunters</i>	223
<i>Proscribed Paths</i>	223
<i>Restricted Paths</i>	223
Guilds of the Kingdom	223
<i>Character Skill Limitations</i>	223
<i>Joining a Guild</i>	227
<i>Knights of the Kingdom</i>	227
<i>Defenders of the Kingdom</i>	228
<i>Bladesingers</i>	234
<i>Paladins of the North</i>	236
<i>Humacti</i>	238
<i>The Gladiators</i>	238
<i>The Towers</i>	240
<i>The Circle</i>	241
<i>The Illuminati</i>	243
<i>The Shadow Masters</i>	245
<i>The Artificers</i>	246
<i>The 9 Temples</i>	247
<i>The Brethren</i>	252
<i>Dark Blades</i>	253
<b>Creatures</b>	<b>254</b>
Goblins	254
<i>Goblin Witch Doctors/Shamans</i>	254
<i>Goblin Sub-species</i>	255
Hobgoblins	256
<i>Hobgoblin Witch Doctors/Shamans</i>	256
Orcs	256
<i>Orc Priests</i>	257
Ogres	257
Trolls	257
<i>Troll Sub-species</i>	257
Sprites	258
<i>Wood Sprites</i>	258
<i>Water Sprites</i>	258
<i>Earth Sprites</i>	258
<i>Fire Sprites</i>	259
<i>Air Sprites</i>	259
<i>Iron Sprites</i>	259

The Undead	259
<i>Undead Powers</i>	259
<i>Unintelligent Undead</i>	261
<i>Intelligent Undead</i>	262
Demons	265
<i>Demonic Powers</i>	265
The Hassani	266
Elementals	266
<i>Earth Elemental</i>	267
<i>Air Elemental</i>	267
<i>Fire Elemental</i>	267
<i>Water Elemental</i>	267
Treants	267
Drow	268
Small Humanoid Skills Costs	269
Large Humanoid Skills Costs	273
Demon Skill Costs	276

# Chapter 1

## Acknowledgements

Vast numbers of people have helped me create the Live Action Roleplaying rules that you see before you, most of them unwittingly. I cannot name them all, but I can at least make a start.

I've been an avid reader of science fiction and fantasy books from an early age but the one author I can definitively point to as truly starting me off on the journey is JRRR Tolkien. Similarly I've been an avid collector of roleplaying games, most of which I've never played. Even the bad ones at least showed me what not to do. If JRRR Tolkien set me off, Gary Gygax gave me a direction to go.

Back in 1986 when I started at Bath University I joined a Greek D&D campaign run by Ralph Elia (playing a Magic User called Sarminius, if I recall correctly). That campaign ran for many years and as well as providing no end of fun and fantastic memories (*The party escaping from a city on an invisible, floating bear springs to mind*) it also introduced me to many of my best friends, both directly and indirectly. From this single campaign a tangled web of other games sprang, introducing new friends and that process still continues today. Ralph was also the first DM, as we called them in those days, to introduce me to the concept of changing the rules in the book and from there I went on to creating whole systems of my own. He was also my Best Man.

And finally we come to the Bath University Larping club, also known as Blades. I initially began creating these rules and running LARP games for friends, but in 1998 (or thereabouts) Gavin Lyndon and I started off the Bath Uni Club. We've both subsequently been forced to leave and I'm incredibly grateful for all the people over the years who have put in the enormous effort required to keep it going. This group of people, both past and present, is the main reason the rules exist, and the only reason the rules are more than an intellectual exercise to keep my aging brain from descending into early senility.

## Chapter 2

# Notes For Games Masters

### 2.1 Guidelines

The following is a list of guidelines which I hope are helpful in writing plots and games.

- **DON'T** introduce anything new without consulting the Keeper of the Rules (this includes rules, monsters and classes).

This is very important for game balance and development and world balance and development.

Please note that this is not intended to discourage discussions on the rules and is in fact meant to have the reverse effect. If you would like to see something new or modified you must talk about it first.

New creatures can be used, but should be statted from the existing tables.

- In theory, creating balanced games is easy as every NPC type has a table describing their skill costs. So, when statting a game,
  1. Decide on the average level of the party.
  2. For each encounter, decide on the level of the NPC's. Usually\* this is a little bit lower than the average party level for the first encounter and steadily increases throughout the game.
  3. Use the various skill cost tables for the NPC's, spending points in the normal way (ie: 10 Character Points per level).  
For combat encounters, create several different types of NPC by spending the points differently. This allows tailoring of the encounter, which might be necessary due to the weapons available in the monster kit or to present a bigger challenge to the PCs. For example, if statting an Orc encounter, create a "Warrior Orc with a 1H Weapon", "Warrior Orc with a 2H Weapon", "Scout Orc with Daggers and lots of Dex", "Scout Orc with a Chaos/Death Miracle", etc, etc.
  4. Bear in mind that writing a combat encounter with a single opponent without making him either too soft or too hard is fairly difficult (as he'll normally be greatly outnumbered).

\* Note I say "usually" because games don't necessarily have to follow this rule of thumb, though they commonly do.

I've tried to make the rules balanced across the board, with no one class/race having an overall advantage. If you **use** the tables to create your NPC's rather than just put together a load of combat stats, your games should be balanced (and if they're not, you can blame me).

- At the very least, write down the encounters in the scenario, including the important NPC statistics, and make it accessible during the game. That way the Monster players can prepare for the next encounter while you're busy (playing in the previous encounter, watching the battleboard, etc).
- Plan for party wipe out. Even a perfectly balanced game can't take into account player bad luck and/or stupidity. Its wise to have a "healing" encounter in mind, even if its never used. At the very least, consider what will happen if the party fail in their mission.
- On the other hand, avoid too many "helping" encounters. Players feel they've achieved more when its their own skills and points that have allowed them to succeed (rather than the massively high level ritual cast by the mad mage in the second encounter combined with the Amulet of Ra they found on a dead Goblin in the first).



If you find that the game you are writing requires such deus ex-machina to allow the party to survive, stop writing it and start a new game. Keep the original plot idea, though, as one day there'll be higher level characters who can play it.

- Personally, I try to have at least 1 in 3 non-combat (friendly/roleplaying) encounters, though this obviously depends on the scenario and personal taste.
- **DO NOT** put in monsters just because they are “cool”. For example, Liches, Vampires, Greater Demons, etc. They either wipe the party out or are so crooked as to make the entire thing laughable, discrediting the monster type.

For example, if you're writing a game for a party of Rank 8 average and the plot calls for a Lich, stop writing it and start a new game aimed at Rank 8. Once again, keep the original plot idea as one day there'll be Rank 30+ characters to play it, but don't crock the Lich just so you can put one in the game.

- Similarly, **DO NOT** put in spells and miracles just because they are “cool”. You'll either wipe the party out or have to introduce some way for them to survive which, apart from making the entire spell/miracle pointless, leads back to the previous note on “helping” encounters.
- The Strike Through, Undodgeable and True Strike attacks are extremely powerful and should be used sparingly. For further information on these attacks, see the Advanced Skills Chapter. In particular, note that these skills can only be used a certain number of times per day.

*Some creatures make natural Swift and Piercing attacks, but only the most powerful of creatures make natural Through and Undodgeable attacks. There shouldn't be more than one of these in any encounter, and they should usually be the most highly statted creature in the encounter.*

## 2.2 How to Break the Rules

One of the jobs of the Monster Ref is to make sure the player characters are challenged, and sometimes this means bending the rules. (*This is especially annoying/disconcerting to rules lawyers.*)

**Hero Abilities** Higher level NPC's can be awarded Hero Abilities, just like player characters. Very high level NPC's can have multiple and/or powerful Hero Abilities.

**Guilds** NPC's that belong to a particular group or faction should belong to a Guild. Care must be taken to ensure that the Guild is reasonably balanced, but at the very least NPC's can have equivalent Guild bonuses/restrictions as given by the PC Guilds.

**Rituals** Use rituals for unusual and/or powerful effects beyond the standard spells/miracles.

**Magic Items** Legendary/Artefact items are a standard way for introducing unusual and/or powerful effects, though care must be taken to ensure that the item either does not fall into the hands of the players or to have a plan in place to handle this event.

Note that all the above are also available to player characters.

## 2.3 Summary

The goal of any game is to challenge the players and their characters, which basically means that a game should neither be too easy nor too hard. The challenge does not necessarily have to be aimed at the character's combat abilities, though that's the usual approach, but can also be aimed at challenging their roleplaying skills or their deductive skills. (I generally avoid focusing on a single one of the above, as doing so will mean that some of the players will not enjoy the game.)

A lot of the stresses and hassles of running a game can be reduced by preparation and planning. However, no scenario survives contact with the players.

As mentioned above, its worth thinking about healing encounters ahead of time so that they fit as seamlessly as possible into the game. This will help keep the game on track when the players, both PC and NPC, do something stupid. (And believe me, at least one will do something stupid!)

Be prepared to modify encounters to take account of the players and characters abilities. The idea is to challenge the party, not kill them or give them a walkover (neither of which is much fun). Some *players* are not as good at combat as others, so you might need to make the monsters a bit weaker to compensate (or vice versa).

So when statting a combat encounter, its a good idea to have a few monsters which are slighty understatted and overstatted by one or two Ranks.

Hmmm.... enough rambling for now. I hope the above, which I mostly learnt the hard way, is of some assistance.

## Chapter 3

# The System

The Tony Live Roleplaying System is a points based system. Players spend **Character Points** to buy and improve their character's skills.

Characters can choose from a variety of classes, or a multi-class combining any two classes. They can also choose one of five races, human, half-orc, elf, half-elf or half-ogre.

### 3.1 During Play

There are two referees who oversee a game. The Player Ref. accompanies the players (surprise!), and handles bookkeeping, answering (some) questions about what the players see, hear or know. He also controls the game using the commands below. The Monster Ref. writes the game, plays as a monster and handles the assigning and placement of all the creatures and characters the players will meet. The Monster Ref. is also responsible for making any on-the-fly changes required by the players being too clever, stupid or both, though this will usually entail a discussion with the Player Ref.

There are three key commands which control the flow of the game. They are nearly always called by the Referees.

**“Time In”** Called to signify that the players are now in the game world in the roles of their characters. Used to start/restart the game.

**“Time Out”** Called to stop the game. On a “Time Out”, all players should stop whatever they are doing.

This is normally used after a battle so that damage received, spells cast and other bookkeeping can be performed. However, in exceptional circumstances a player may call time out if he is in danger (or sees someone else in danger).

**“Time Freeze”** Called to suspend the game. All characters should freeze, close their eyes and hum/sing/whistle.

This is used when the game world is changing abruptly around the character. The classic example is when a creature/character is using a teleport ability. Can be used by either players or monsters.

**“Time Stop”** Also called to suspend the game. However, characters remain aware of their surroundings.

This is used when something is happening in the game world too fast for the characters to react, but they are still aware of the activity. (For example, a Vampire leaping upwards 20' to a ledge.)

### 3.2 Life Points, Body Points and Damage

All characters have a Life Point total and 6 location Body Point totals. The amount of Body Points on each location is a function of the characters Life Points as follows

Location	Life Point Fraction
Head	1/3
Right Arm	1/3
Left Arm	1/3
Chest	2/3
Left Leg	1/3
Right Leg	1/3

All fractions are rounded up.

When a character is hit, both the Body Points on the location struck and his Life Points are reduced.

There are two types of damage in the system, **Normal** and **Power**, explained below.

### 3.2.1 Character Death

A character is considered Dead when

- his Life Points drop below  $-1 \times (\text{Current Death Threshold} + \text{Willpower})$ . If a character has a Death Threshold of 6 and a Willpower of 2, he dies when his Life Points drop below -8.
- the Body Points on his Head or Chest drop below -10.

A character is considered to be *dying* when

- his Life Points drop **below** 0
- the Body Points on his Head or Chest drop **below** 0.
- the Body Points on his other locations drop **below** -10.

A dying character loses 1 Life Point per minute, but can still be healed during this time. A character dies when his Life Points drop below his Death Threshold + Willpower score (as above).

High level Miracles can be used to bring a character back to life, but the character's Death Threshold is permanently lowered by 1. Once a character's Death Threshold has reached 0, he can no longer be brought back from the dead.

When a character dies and is brought back to life, his Standing and Mana remain unchanged.

### 3.2.2 Normal Damage

The base amount of Normal damage caused by a blow depends on the character's weapon as follows:

Weapon	Damage
Sword	4
Axe	4
Mace	4
Hammer	4
Club	3
Dagger	2
2H Sword	7
2H Axe	7
2H Mace	7
2H Club	5
Staff	6
Spear	7
Longbow <sup>1</sup>	6
Crossbow <sup>1</sup>	6
Hand Crossbow <sup>1</sup>	4
Throwing Spear	4
Throwing Dagger	2
Throwing Star	2
Throwing Axe	4
Improvised	1
Fist <sup>2</sup>	1
Claws	2+

<sup>1</sup> Attacks from Arrows and Quarrels are both Piercing and Swift, thus defences from Armour and Dexterity are halved. (See Additional Damage Attacks, below.)

<sup>2</sup> "Fist" attacks are a bit of a misnomer as when using this skill a player should keep his hand open or only very loosely bunched and should do his utmost to avoid hitting the head.

Well crafted weapons exist, which have improved Normal damage as follows.

Superior	+1
Master	+2
Legendary	+4 (or higher)

Superior weapons are uncommon. Master weapons are rare. Legendary weapons are usually artefacts, with additional powers and effects.

The amount of Armour Points a character has on the location hit is subtracted from the damage done.

On gaining the Weapon Proficiency skill for a particular weapon, the character can do the base amount of damage. This base amount can also be improved by buying further skill increases (Specialisation, Expertise, Mastery, etc). The damage caused can also be increased by gaining the various levels of Strength.

If a character uses a weapon with which he has no skill, his base damage is half the weapon damage, plus half any bonuses for Strength. The amount of Strength that can be added is still limited by the base weapon damage as normal (see the Strength skill description in the Skills Chapter).

On a successful hit which does normal damage, the character calls the type of attack and the amount of damage caused. Examples of some types of attack are

Blade	Blunt
Power	(Un)Holy
Fire	Cold

...

“Blade” and “Blunt” calls depend on the weapon being used. In most circumstances the exact type of damage is not important to the target so these calls can be dropped (so that only the Normal damage value itself is called). When the call *is* important and the target cannot easily determine the damage type, he can ignore the damage (though he should not say “bounce”).

Note also that some of the calls can be combined (see Power Damage below).

**Example** *Grazer, a character with the Sword Proficiency and Strength skills causes (4 + 2 =) 6 points of damage on a successful attack. When the player lands a blow on an opponent (or a friend) he simply calls “Blade 6” (or, more commonly, simply “6”).*

### Bruising Damage

A minimum of 1 point of bruising damage is caused by weapons (including claws) which do Normal damage, unless the target’s Normal Armour is at least 4 times the amount of damage caused. (Note that Power Damage never causes bruising.)

**Example** *G’Mord is wearing Studded Leather which, with his Specialisation skill, gives him 4 points of Normal Armour and he also has 4 points of Toughness. He thus has 8 points of Normal Armour. Any blow of less than or equal to 2 (ie: 8 / 4) points has no effect. Any blow of 3-8 points causes 1 point of bruising damage. Any blow of more than 8 points damages him in the manner described above.*

Note that any defence from Dexterity is taken from the damage **before** determining whether a bruise is caused.

**Example** *After a few adventures G’Mord has increased his armour skills and Toughness to give him a total of 12 points of Normal Armour. He has also learnt Dexterity and Maneuver in Armour to give 1 point of Dexterity.*

*When struck by a blow doing 4 points of Normal Damage, his Dexterity is used to reduce this to 3, and as his Normal Armour is 4 times this amount, he takes no damage.*

Using fists (or other “soft” weapons) causes no bruising damage, so if the target’s Normal Armour exceeds the fist damage no wounds are inflicted.

**Example** *G’Mord is left weaponless and has to fall back on his Double Strength and Fist Specialisation. He is fighting an armoured Orc wearing Banded mail, which gives him 5 points of Normal protection. Unfortunately, G’Mord is only doing 4 points of damage with his fists and so harmlessly rains blows on the Orc’s chest in a truly girly fashion.*

### 3.2.3 Power Damage

Power damage is (usually) caused by spells and miracles, and cannot be stopped by Normal armour. The base amount of damage is 1, and each further category of increases the damage by 1. When a hit is scored, the player must call out the amount of damage caused and sometimes the type of Power used. (In the latter case the Player Ref. may warn the players.) In order to do Power damage with a weapon, the character must be able to do Normal damage (ie: either be at least proficient in the weapon or have Strength).

If the character is also doing Normal damage, he must call the Normal damage first. If the opponent is damaged by both Normal and Power damage the two are added together. (In some cases where Normal damage is obviously having no effect, the Normal damage call is not necessary.)

**Example** *During a combat, Blaze casts a Flame Blade 2 on Grazer's sword, which causes it to do an additional 2 points of Fire damage. Grazer's player now calls "Blade 6, Fire 2" on a successful attack.*

*The Player Ref. then tells the players that only magical and holy damage seems to be having an effect, so Grazer's player simply calls "Fire 2".*

If multiple Power effects are cast on a weapon, the Power damage caused is the one that causes the most damage.

**Example** *Carlsberg casts Bless 4 on Grazer's sword, which still has the Flame Blade 2 active. Grazer's player now calls "Blade 6, Fire 2, Holy 4". If he hits a Skeleton, which is effected by both the Fire and Holy damage, the Skeleton takes the "Holy 4" as this is highest.*

### 3.2.4 Subdue Damage

Subdue Damage is temporary Normal Damage. The character takes the damage as normal, to Body and Life Points but the damage is recovered 10 minutes later. It is not possible to suffer broken or severed limbs from Subdue Damage. Nor is it possible to go below -1 Life Points or -1 Body Points (the damage stops at -1, knocking the character unconscious or disabling the location).

**Example** *Grazer has taken Sword Subdue Proficiency. His Strength skill increases the damage by 1 (instead of 2 for Normal Damage), so when using this skill he calls "Subdue Blade 5".*

Note that Power Damage is never treated as Subdue Damage.

### 3.2.5 Extra Large Weapons

The standard length for one handed weapons with a hilt or handle is 4'. For every 6", or part thereof, beyond this length the wielder requires a level of Strength.

The standard length for two handed weapons with a hilt or handle is 6'. For every foot, or part thereof, beyond this length the wielder requires a level of Strength.

The standard length for two handed weapons that are held in the middle (for example staves and spears) is 7'. For every foot, or part thereof, beyond this length the wielder requires a level of Strength.

**Example** *A 5' sword can be easily wielded with two hands. To wield the same sword with one hand requires the character to have at least Double Strength.*

*A 7' 6" sword requires at least Double Strength to be wielded with two hands (and an unfeasible level of Septuple Strength to be wielded with 1 hand).*

*A 7' 6" Staff requires at least Strength to be wielded with two hands and cannot be wielded with one hand.*

### 3.2.6 Additional Effects

As well as Normal and Power Damage, there are other effects which can be caused.

**Shield Breaks** If an attack does more than 12 points of Normal damage, it will break any Normal Shield that it strikes.

Characters can learn higher level Shield skills, with each level increasing this amount by 3.

Superior shields increase the amount by 3. Masterwork shields increase the amount by 6.

Every level of protective spell or miracle adds an additional 3 to the amount of damage required. So a Normal Shield with Strengthen 0 will break if hit for more than 15 points of damage in a single blow.

**Weapon Breaks** If an attack does more Normal damage than three times the parrying weapons base damage plus the level of the wielders skill, the weapon will break.

**Example** *Carlsberg is attacked by a huge Ogre and immediately tries to parry its enormously powerful attacks using his 1H Sword. The base damage for a 1H Sword is 4 and Carlsberg has only 1H Sword Proficiency, which means that his weapon will break if the Ogre does more than 15 (base 4, +1 for skill, multiplied by 3) points of Normal damage. Unfortunately for Carlsberg, the Ogre is doing 17 points of Normal damage and his sword breaks while trying to parry the enormous club it's using.*

Every level of protective spell or miracle adds an additional 3 to the amount of damage required.

**Example** *The Ogre is distracted for a few seconds, giving Carlsberg some vital time to first cast Mend on his broken sword and then Strengthen 0. The new amount of damage required to break his sword is 18, which means that it is strong enough for Carlsberg to use when parrying the Ogre's attacks.*

**Broken Limbs** If an attack does 10 or more points of Body Point damage and takes a location below 0, that location is broken. Even if healing is used to raise the location above 0, the location will still be unusable. If the location is the head or chest, the character falls unconscious. Even if the location is an arm or leg, the character collapses due to the pain. Until the location is set, the character is unable to perform any strenuous action, such as fighting, cast spells, cast miracles, run, etc.

To fix a broken or crushed limb, it must first be set using the Set Broken Bone skill and then receive at least a Heal Wounds 20. The Heal Wounds will not restore any body points, but will allow the character to use the location. Note that the character performing the Set Broken Bone does not have to be the same character that performs the Heal Wounds 20.

If only the Set Broken Bone skill is used, the location is immobilised and unusable, but the character can otherwise act normally.

**Example** *Kendall fails to dodge and takes a total of 14 damage to his Right Arm, taking it to -4 and thus breaking it. Mathonwy sets the broken limb and casts Heal Wounds 20. At this point Kendall's Right Arm is still on -4, but if it was healed to at least 0, it would be usable again.*

**Severed/Disabled Limbs** If a location is reduced to -10 it has either been severed (if the weapon used was sharp) or crushed (if the weapon was blunt). Normal healing has no effect, though the limb can still be regenerated. Obviously, if the location is the Head or Chest, the character is killed outright. If any other location is severed or crushed, the character loses 1 Life Point per minute due to bleeding, which can be halted with either Bind Wounds or Body healing on the location.

**Slowed** A Slowed character can only move at half speed. Any defence from Dexterity is halved. The Player should roleplay being Slowed, reacting slowly, walking at a slow pace, talking slowly, etc, etc.

A character cannot be Slowed multiple times.

**Paralysis** A character is Paralysed if his Toughness is less than the level of the Paralysis attack. Whilst Paralysed, the character is held immobile (the player must immediately stand still and not move). After 15 minutes the Paralysis wears off enough for the character to move, but he is effectively Slowed for the first 5 minutes.

If a character's Toughness is more than the Paralysis level, but less than twice the Paralysis level, he resists being Paralysed completely but is Slowed for 15 minutes.

**Example** *Illadrith has a Toughness of 3. A Necromancer touches him with a Paralysis 1 but as his Toughness is more than twice the Paralysis level, he is unneffected.*

*The Necromancer then attacks again, this time with a Paralysis 2. Illadrith's Toughness prevents him being Paralysed, but he is Slowed.*

*The Necromancer attacks him one more time with a Paralysis 4. As the Paralysis effect is more than his Toughness, it takes full effect and Illadrith is Paralysed.*

If the Paralysis effect is part of an attack, it will only be effective if the character is damaged (not bruised).

**Example** *Orlok, the Half-Orc Scout, is in a fight with a group of Ghouls. He has an Unarmoured Dexterity skill of 4 and a Toughness of 2, and a friendly Priest has also cast a Bless 2 on him.*

*The Ghouls are attacking for "Unholy 4, Paralysis 2" so as long as he can see the attack coming, he can completely avoid their blows and thus not be effected by the Paralysis. Unfortunately, one sneaks up behind him and hits him. Though his Toughness is sufficient for him not to be Paralysed he is Slowed, which halves his Dexterity to 2. However, with the Bless, he can still dodge and bounce the attacks from the Ghouls.*

**Petrification** Petrification is a powerful effect that permanently turns a character into stone. For the first 30 seconds, the character can still move but is effectively Slowed. During this time, a Remove Paralysis to each location will halt the Petrification. If any location is missed, the Petrification still turns the whole body into stone. After the first 30 seconds, the character is turned into stone. He can no longer move, and begins to lose 1 Life Point per second. If the Petrification is not removed before the character's Death Threshold is reached, then he dies.

Petrification can be removed by a high level Chaos miracle, but if the character died then he will still be dead and will need a Raise Dead/Resurrection miracle.

**Knockback** The attacks of some creatures are so powerful, they throw their target backwards. Unless a character has at least Strength, he is thrown 10' backwards, though he remains on his feet.

This call can also be preceded by a higher levels of Strength, which indicates the level required to resist the Knockback (eg: "Double Knockback" requires at least Double Strength to resist).

**Swift** Some creatures attack so quickly that they are hard to dodge. The call for this type of attack is preceded by "Swift" (eg. "Swift Claw 6") and any defense from Dexterity is halved.

**Undodgeable** Undodgeable attacks ignore Dexterity. The call for this type of attack is preceded by "Undodgeable" (eg. "Undodgeable Blade 10").

**Piercing** Piercing attacks are Normal damage attacks that are especially useful against opponents wearing physical armour, though armouring spells and miracles are fully effective. Against Piercing attacks, the amount of protection provided by physical armour is halved (rounded up). The call for this type of attack is preceded by "Piercing" (eg: "Piercing Blade 4").

Note that protection from spells and miracles is fully effective against Piercing attacks.

**Through** Through attacks ignore all physical armour and armouring spells and miracles are only half as effective. The call for this type of attack is preceded by "Through" (eg. "Through Blade 10").

Note that the Toughness skill still protects the target.

**True Strike** True Strike attacks ignore both the targets Dexterity and physical armour. In addition, True Strike is a mystical ability and thus ignores armouring spells and miracles and the target's Toughness as well. The call for this type of attack is preceded by "True Strike" (eg. "True Strike Arrow 10").

**Blindness** The character must act as if he is blinded for the duration of the effect. He cannot move faster than a slow walk, he loses all bonuses from Dexterity due to the inability to see attacks and all Normal damage is divided by 4 as he cannot accurately perform attacks.

**Innate** An "Innate" ability is a spell or miracle that a character can cast without needing to use lengthy vocals. Protective effects that target spells or miracles (Dispel, Chaos Resistance, Spell Immunity, etc) also protect against Innate effects.

**Example** *A Fire Elemental attacks the party calling "Innate Flaming Hands 6" and a party Mage quickly casts "Spell Immunity 1 - Flaming Hands" on himself. He can no longer be harmed by any Fire Dart spell and calls "No Effect" when the Fire Elemental targets him.*

**Natural** A "Natural" ability usually duplicates a spell or miracle that a character can use without vocals. However, the ability is not magical in nature and thus protective effects that target spells or miracles are ineffective against Natural effects.

**Example** *A party encounter a large Lizard-like creature that attacks using its fiery breath, calling "Natural Flaming Hands 6". This time the Mage's "Spell Immunity 1 - Flaming Hands" will not protect him from the effect.*

### 3.2.7 Other Calls

During a fight, players can use other calls to indicate what is happening to their characters.

**Dodge** "Dodge" is used when an opponent's attack is completely avoided, usually due to Dexterity.

**Example** *Niffy has an Unarmoured Dexterity of 4. When attacked by a Ghoul doing "Unholy 3, Paralysis 3", the player calls "Dodge" to indicate to the Ghoul player that his attacks are being completely avoided.*

**Bounce** "Bounce" is used when an opponent's attacks are landing, but are causing no damage, usually due to Armour or other protections.

**Example** *A Zombie in 8 points of Normal Armour is being attacked by a Warrior with a 1H Sword doing "Blade 6". As this damage is not sufficient to break through the armour (and Undead don't take Bruising damage), the Zombie player calls "Bounce" to indicate that the Warrior's attacks are bouncing off and causing no damage.*

Bounce is also used to indicate that a non-damaging effect is not sufficient to overcome the character.



**Example** *Eric has Coma 2 cast on him by an enemy Mage. However, as his Willpower is 3 the spell has no effect and the player calls “Bounce” to indicate that he resisted the spell.*

**Dodge Bounce** The two calls above are combined into “Dodge Bounce” when an opponent’s attacks are being partially avoided and the rest is not sufficient to break through the character’s protection.

**Example** *Niff is fighting a more powerful Ghoul doing “Unholy 6, Paralysis 4”. Fortunately for him, a Life Priest has cast “Bless 3” on him, which means that Niff can avoid most of the attack and the remaining 2 points of Unholy damage are deflected by the Bless. The player calls “Dodge Bounce” to indicate to the Ghoul player that his attacks are being partially avoided and partially bounced.*

**No Effect** “No Effect” is used when a character is completely immune to an opponent’s attacks. The main difference between this call and the ones above are that increasing the power of the attack will make no difference.

**Example** *Niff disguises himself as a Zombie in order to infiltrate a necromantic cult. On the way he runs into a Priest of Life, who immediately tries to destroy him by casting “Holy Word 10”. As “Holy Word” has no effect on the living, Niff’s player calls “No Effect” to indicate that the miracle cannot harm him.*

This call is also used to indicate that a character is completely immune to a non-damaging effect.

**Example** *A stranger is approaching the party dressed all in black. Not knowing his intentions, a party Mage casts “Command 3 - Halt” on him. However, the stranger is actually a Vampire and is thus immune to mental spells, so the player calls “No Effect”.*

### 3.2.8 Armour

Armour reduces the amount of damage inflicted by a blow as follows.

The minimum damage caused by a Normal attack is 1 and the minimum damage caused by a Power attack is 0. Thus, a character hit for 3 points of damage while wearing Plate Mail still takes 1 point of damage, whereas a character hit for Fire 1 damage while the protective spell Fire Skin 2 is in effect takes no damage.

Armour	Normal	Power
Furs/Hide	1	0
Leather	1/2 <sup>1</sup>	0
Troll Skin <sup>2</sup>	2	1
Studded Leather	2/3 <sup>1</sup>	0
Studded Troll Skin <sup>2</sup>	3	1
Scale	4	0
Chain	4	0
Banded <sup>3</sup>	5	0
Plate	6	0

<sup>1</sup> Depending on the thickness of the leather.

<sup>2</sup> The only way to get Troll Skin is to kill a troll without using any sharp weapons, skin it before it regenerates using the Subterfuge skill Skinning and then burn the rest of the body. The skin can then be made into armour using the Make Armour skill.

<sup>3</sup> Banded covers metal armour made from individual plates held together by rings (as opposed to sewn onto leather or similar backing).

Well crafted armours exist, which either have improved Normal protection or a reduced Dexterity penalty.

Superior +1

Master +2

Legendary +4

Superior armours are uncommon. Master armours are rare. Legendary armours are usually artefacts, with additional powers and effects. Master and Legendary armours can have their bonus divided up between improved Normal protection and reduced Dexterity penalty. (See Dexterity in the “Skills” Chapter.)

**Example** *A Master Chain shirt covering Body and Arms can give one of the following bonuses*

- +2 points of Normal protection. This would provide 6 points of Normal protection, but also increase the Dexterity penalty for wearing the armour.

- *+1 points of Normal protection, -1 Dexterity penalty. This would provide 5 points of Normal protection, but only penalise a character's Dexterity as a standard Chain shirt.*
- *-2 Dexterity penalty. The Chain shirt would still provide the base 4 points of Normal protection, but only add a total of 6 (instead of 12) to the character's total Armour points.*

Two pieces of armour can be overlapped which gives protection equal to the sum of of the two types of armour minus 1. (*Plate over Chain gives  $(6 + 4 - 1 =) 9$  points of protection.*)

The various armour Specialisation, Expertise and Mastery skills increase the protection of any armour by 1, 2 and 3 respectfully (up to a maximum of double the base armour points).

For a character with the skill Combination, the amount of protection is equal to the sum of the two type of armour plus 1. However, the character must have Expertise in both types of armour before the Combination skill is effective. (*With Combination and Expertise, Plate over Chain gives  $(8 + 6 + 1 =) 15$  points of protection.*)

### 3.3 Gaining Experience

Experience is measured by Character Points which are gained through playing, either as an adventurer or as a monster. Character Points from monsterring may be spent on any character with less than 100 points (ie: below Rank 10), including beginning characters.

At the end of an adventure, the Monster Ref. and Player Ref. assign Character Points for both the adventurers and monsters based on the criteria below. The Referees themselves both receive a base experience of 2 Character Points per hour.

Character Points can be spent on skills, with the cost related to the Character's race, class and Guild (see later).

#### 3.3.1 Character Point Reductions

Some Guilds reduce the Character Point costs for some skills. In this case, the new Character Point cost is rounded down, though to a minimum of 1 Character Point.

**Example** *A Half-Orc Warrior belonging to the Gladiators can learn all hand weapon skills at half cost. When learning Dagger Proficiency, with a base cost of 1 Character Point, the adjusted cost is still 1 Character Point. (1 / 2, rounded down to 0, with a minimum of 1). When learning Dagger Specialisation, with a base cost of 2 Character Points, the adjusted cost is 1 Character Point.*

*An Elven Warrior belonging to the Guards can learn all Armour skills at half cost. When learning Leather Specialisation, base cost of 3 Character Points, the adjusted cost is 1 Character Point.*

#### 3.3.2 Adventurer Experience

For adventurers, the amount of Character Points starts with a base of 2/hour and adjusted for each adventurer for

**Roleplaying** Points will be awarded for accurately portraying the character's race (eg: Half Orcs are dumb), expounding the views of the character's Guild (eg: Gladiators sneering at magic protection), staggering back at the effect of attack spells, good spell vocals, falling over and lying still when dead, etc, etc.

Points may be subtracted for poor roleplaying.

**"Usefulness"** Points will be awarded for how well the character's profession was played. Warrior's consistently fighting, Scout's scouting ahead (and not just 20' ahead of the party), useful and timely casting of spell's, etc, etc.

As with roleplaying, points may be subtracted for acting poorly as your chosen class.

#### 3.3.3 Monster Experience

For monsters, the amount of Character Points starts with a base of 1/hour. These points are then adjusted depending on how well the player followed the Monster guidelines outlined below.

**Do not be competitive** A game is **not** a competition between the monster players and the character players.

A monster character may lose or win in an encounter, but a monster player can never lose or win.

**Play the part** Monsters and NPC's are the main (and possibly only) route that other players have to the game world. Evil Necromancer's should be obviously nasty and horrible, Orc's enjoy fighting and are generally obnoxious, Sprites talk in squeaky voices, Priests of Justice are generally helpful to those in need unless they're known criminals, etc, etc.

**Overact** Ham acting, silly accents and mannerisms are all encouraged and go a long way to making an encounter memorable.

**Don't hit players when they're down** Any character who is on the floor should not be considered a valid target. Similarly, any character who is effectively taken out of a battle should not normally be considered a valid target (eg: an Entangled character).

Note that this guideline may be waived in certain circumstances. Usually only for plot reasons but any player who is known to collapse to the floor at the first sign of trouble is *always* a valid target.

**Damage and Death** There are several guidelines for battle encounters

1. Remember that most monsters have locations so try to keep track of your locational damage. (After all, we expect the adventurers to do the same.)
2. Don't overplay your hits.
3. Fall over and don't move when dead.

## Chapter 4

# Characters

All characters belong to one of several Classes and one of five Races. Each Race has their own starting abilities, and after that the Race and Class determine the amount of Character Points required for the different skills in the system. Each Race also has Thresholds for Life Points, Mana and Standing which are used to modify the Character Point cost of learning the associated skill, “Enhance Life”, “Enhance Mana” and “Improve Standing”. For every Threshold points bought, the Character Point cost for improving the value by 1 increases by 1.

**Example** *Trash, the Half Ogre Warrior, learns Enhance Life at a base cost of 1. As a Half Ogre, his Life Points Threshold is 57, so the first 57 points of Life only cost 1 Character Point each, the second 57 points of Life cost 2 Character Points each, the third 57 points of Life cost 3 Character Points each, and so on.*

### 4.1 Races

The allowed player races are

**Human** Humans form the majority of the world’s sentient population, and are generally considered to be “jacks of all trades”, though they also seem to produce the most Priests.

	Starting	Threshold
Death Threshold	: 10	—
Life Points	: 30	30
Mana	: 2	60
Standing	: 5	180

**Elf** Elves are particularly noted for their dexterity and for their magical ability. This makes them good Scouts and excellent Mages. They do lack physical prowess, and are somewhat weaker than other races.

There are many different types of Elves, ranging from the diminutive Wood Elf to the tall, arrogant High Elf. All use the same skill table.

	Starting	Threshold
Death Threshold	: 3	—
Life Points	: 27	27
Mana	: 6	210
Standing	: 2	60

*An Elven player should wear pointy-ears. The wearing of “Mr Spock” hats, headbands, long hair, etc, is not really sufficient.*

**Half Elves** Half elves are the offspring of a Human and an Elf or two Half Elves. They have both the good and bad sides of pure Humans and Elves to a lesser degree. Thus, for example, they are more adept at the magical skills than humans but not as adept as elves.

	Starting	Threshold
Death Threshold	: 6	—
Life Points	: 30	27
Mana	: 4	100
Standing	: 3	80

**Half Orcs** Half Orcs are normally disdained by the rest of the civilised world as the scum they usually are. They inherit some of the hardiness of their Orcish side, and some of the flexibility of their human side.

	Starting	Threshold
Death Threshold	: 7	—
Life Points	: 33	45
Mana	: 1	40
Standing	: 4	100

*A Half Orc player should at least have a brown and green face and, if possible, they should also wear “piggy” noses. They should also speak in a hoarse, gruff voice.*

**Half Ogre** Half Ogres are also normally disdained by society, though some look on them with sympathy. They are the offspring of female humans, elves and half-orcs who were seldom willing to bear such a monster. Half Ogres have brown and grey faces and are not very intelligent. Some of them also inherit the protruding canines from their father.

	Starting	Threshold
Death Threshold	: 7	—
Life Points	: 42	57
Mana	: 0	20
Standing	: 2	60

Half Ogre characters begin with a base level of Strength, to which additional skill levels add. (Thus a Half Ogre Warrior that spends 8 Character Points for the Strength skill actually has Double Strength.)

*A Half Ogre player should at least have a brown and grey face and, if possible, upward pointing fangs. They should speak in a deep, hoarse voice.*

## 4.2 Classes

The 4 basic Classes available to all races are Warrior, Mage, Priest and Scout. Humans can also be Druids, Barbarians or Amazons. Elves can also be Druids. Half Elves can also be Druids.

### 4.2.1 Multi-Classes

Any two classes can be combined, to form a Warrior/Mage for example, and in this case the Character Points cost for the skills is averaged between the two classes, rounding down with a minimum of 1 Character Point.

### 4.2.2 Changing Classes

When a character changes class all the Character Point costs for the new class are increased by 1. This includes changing from one School of Magic to another or from one Path to another. For skills based on level, such as Learn Spell and Learn Miracle, the 1 point increase in Character Point cost is added *after* the multiplication.

**Example** *The Character Point cost of a spell for a Human Mage is  $3x(\text{level}+1)$ . If a Human Scout becomes a Mage, the Character Point cost is raised to  $(3x(l+1)) + 1$ .*

Note that Mages cannot change to an opposed School. Hence a Fire Elementalist can never become a Water Elementalist.

Priests can change to another Path, but will lose any miracles and any other abilities, powers or favours they acquired from the Principle to which they no longer have access. If a Priest’s miracles are no longer balanced between his new Principles, he must redress the balance as soon as possible. All new Character Points must be spent on learning miracles from the new Path(s) until the Priest has an equal number of miracles from all Principles. There may, of course, be other in game consequences for such a change of allegiance.

**Example** *A Priest of Justice with both 10 Life and 10 Order miracles becomes a Priest of Freedom. In addition to the increased cost for his skills, he will also lose all of his Order miracles, though he can still cast Life miracles, and must spend any new Character Points on learning 10 Chaos miracles.*

When changing to a multi-class, the Character Points are calculated as above and then increased by 1.

## 4.3 Rank

A characters rank is simply equal to his total Character Points divided by 10 (with all fractions dropped). Characters start with a minimum of 20 Character Points, and hence are at Rank 2. If a character has not used all his Character Points, for example when saving for a high cost skill, they still count towards his Rank.

# Chapter 5

## Skills

### 5.1 Weapons, Shield and Armour Skills

**1H Weapon Proficiency** Allows a character to do the base amount of damage with a chosen one handed weapon type. A character using a weapon he is not proficient in does no damage.

For example, Sword Proficiency allows a character to do 4 points of damage (the base amount for a sword) with all one handed swords, and gives no skill with any other weapon.

The standard length for one handed weapons with a hilt or handle is 4'. For every 6", or part thereof, beyond this length the wielder requires a level of Strength.

**Example** *A Mace that is 4' long can be easily wielded in one hand. However, a Mace that is 5' long requires the character to have at least Double Strength.*

**1H Weapon Specialisation** Allows a character to do 1 additional point of damage with a chosen weapon type. The skill 1H Weapon Proficiency must have already been taken in the weapon type.

**1H Weapon Expertise** Allows a character to do 2 additional points of damage with a chosen weapon type. The skill 1H Weapon Specialisation must have already been taken in the weapon type.

**1H Weapon Mastery** Allows a character to do 3 additional points of damage with a chosen weapon type. The skill 1H Weapon Expertise must have already been taken in the weapon type.

**1H Weapon Advanced Mastery** Allows a character to do 4 additional points of damage with a chosen weapon type. The relevant 1H Weapon Mastery skill must have already been taken in the weapon type.

**1H Weapon Legendary Mastery** Allows a character to do 5 additional points of damage with a chosen weapon type. The relevant 1H Advanced Weapon Mastery skill must have already been taken in the weapon type.

**2H Weapon Proficiency** Allows a character to do the base amount of damage with with a chosen two handed weapon type. A character using a two handed weapon he is not proficient in does no damage.

For example, Two Handed Axe Proficiency allows a character to do 7 points of damage with all two handed axes, and gives no skill in any other weapon.

The standard length for two handed weapons with a hilt or handle is 6'. For every foot, or part thereof, beyond this length the wielder requires a level of Strength.

The standard length for two handed weapons that are held in the middle (for example staves and spears) is 7'. For every foot, or part thereof, beyond this length the wielder requires a level of Strength.

**Example** *A 7' 6" Sword Requires At Least Double Strength To Be Wielded With Two Hands (And An Unfeasible Level Of Septuple Strength To Be Wielded With 1 Hand).*

*A 7' 6" Staff requires at least Strength to be wielded with two hands and cannot be wielded with one hand.*

**2H Weapon Specialisation** Allows a character to do 1 additional point of damage with a chosen two handed weapon type. The skill 2H Weapon Proficiency must have already been taken in the weapon type.

**2H Weapon Expertise** Allows a character to do 2 additional points of damage with a chosen two handed weapon type. The skill 2H Weapon Specialisation must have already been taken in the weapon type.

**2H Weapon Mastery** Allows a character to do 3 additional points of damage with a chosen two handed weapon type. The skill 2H Weapon Expertise must have already been taken in the weapon type.

**2H Weapon Advanced Mastery** Allows a character to do 4 additional points of damage with a chosen weapon type. The relevant 2H Weapon Mastery skill must have already been taken in the weapon type.

**2H Weapon Legendary Mastery** Allows a character to do 5 additional points of damage with a chosen weapon type. The relevant 2H Advanced Weapon Mastery skill must have already been taken in the weapon type.

**Fist Proficiency** Allows a character to do the base amount of damage with his hands.

“Fist” attacks are a bit of a misnomer as when using this skill a player should keep his hand open or only very loosely bunched and should do his utmost to avoid hitting the head.

**Fist Specialisation** Allows a character to do 1 additional point of damage with his hands. The skill Fist Proficiency must have already been taken.

**Dagger Proficiency** Allows a character to do the base amount of damage with a dagger. A character without this skill does no damage when using a dagger.

**Dagger Specialisation** Allows a character to do 1 additional point of damage with a dagger. The skill Dagger Proficiency must have already been taken.

**Dagger Expertise** Allows a character to do 2 additional points of damage with a dagger. The skill Dagger Specialisation must have already been taken.

**Dagger Mastery** Allows a character to do 3 additional points of damage with a dagger. The skill Dagger Expertise must have already been taken.

**Staff Proficiency** Allows a character to do the base amount of damage with a staff. A character without this skill does no damage when using a Staff.

**Staff Specialisation** Allows a character to do 1 additional point of damage with a staff. The skill Staff Proficiency must have already been taken.

**Staff Expertise** Allows a character to do 2 additional points of damage with a staff. The skill Staff Specialisation must have already been taken.

**Staff Mastery** Allows a character to do 3 additional points of damage with a staff. The skill Staff Expertise must have already been taken.

**Favoured Weapon** Allows a character to select a particular weapon (**not** weapon type) that he has used extensively as his Favoured Weapon. The base damage for the specified weapon is increased by 1, and this increase also effects the amount of damage that can be added due to Strength.

**Example** *Tyrel has chosen a Sword as his Favoured Weapon, and now does a base damage of 5 when using it. As he also has Triple Strength, he can further increase the damage by 5, instead of the usual 4 points of Normal damage.*

A character can only have one Favoured Weapon. If he decides to make a different weapon his Favoured Weapon, he must re-spend the Character Points.

**Example** *Tyrel finds a Masterwork Sword and, having used it for several adventures, decides to make it his new Favoured Weapon. After spending the additional Character Points on his new Sword, the base damage for the weapon is 7 (4 base, +2 for being Masterwork and +1 for being a Favoured Weapon). When he uses his old Favoured Weapon, he no longer gains the increase in base damage.*

*Skill cost is the same as “Expertise” for the weapon.*

**Chosen Weapon** Allows a character to further focus on his Favoured Weapon. The base damage for the specified weapon is increased by 3, and this increase also effects the amount of damage that can be added due to Strength. However, all other weapons have their base damage reduced by 1 as due to his focus on one weapon, he loses some skill with all others.

**Example** *Macey has a Mace as his Favoured Weapon, and chooses to improve his skill with it to make it his Chosen Weapon. Its base damage is increased from 4 to 7 and Macey can now add 7 points of extra damage from his Quadruple Strength.*

*Macey's secondary weapon is a Sword, which now has a base damage of 3 when he uses it and he can only increase its damage to 6 for his Strength.*

*Skill cost is the same as "Advanced Weapon Mastery" for the weapon.*

**Weapon Adept** This skill covers a wide variety of different abilities. Each ability must be learnt for a particular weapon type (e.g.: 1H Sword) and has its own skill requirements and usage. In general a Weapon Adept ability requires the character to know certain other skills and more advanced abilities require lower level ones to already have been learnt.

Weapon Adept abilities can be combined together in a single attack. Each time an ability is taken it allows the character to use it once per day. Each ability can be learnt more than once to gain multiple uses in a day.

#### **Adept Ability Over Use:**

Most abilities can be "over used" beyond the character's normal daily limit, though this causes Life Point damage equal to

$$abilitylevel \times 5$$

and temporary reduction of a related skill for 24 hours.

**Example** *G'Mord over uses Triple Knockback, taking 15 Life Points of damage and reducing his Strength by one level to Double Strength for 24 hours.*

If the related skill drops below the requirements of an adept ability then any use also counts as an over use.

**Example** *G'Mord once again over uses Triple Knockback, taking a further 15 Life Points of damage and reducing his Strength by a further level for 24 hours.*

*As he no longer meets the requirements for Double Knockback, any time he uses this adept ability he suffers the over use effects even if he still has remaining daily uses.*

If the related skill is already at 0 (i.e.: at the same level as a character without the skill) the character's Death Threshold is reduced by the level of adept ability.

**Example** *Not knowing when to stop, G'Mord continues to over use Triple Knockback two more times. The first time he takes 15 Life Points of damage and has his Strength reduced to that of a normal character. The second time he takes a further 15 Life Points of damage, but as his Strength is as low as it can go (i.e.: at the same level as a character without Strength) his Death Threshold is reduced by 3.*

#### **Disarm Proficiency**

Level 1  
Requirements Weapon Specialisation

A character with this adept ability can disarm a character wielding a weapon with only Weapon Proficiency instead of doing damage. To successfully disarm, the attack must hit either the opponents arm that's wielding the weapon or the weapon itself. If the attack misses or hits the wrong location the disarm use is still lost and no damage is caused.

A disarmed character must immediately drop the weapon he using, though he can retrieve it again.

**Overuse Penalty:** The character's weapon skill drops by one level.

#### **Disarm Specialisation**

Level 2  
Requirements Disarm Proficiency  
Weapon Expertise

As Disarm Proficiency except that the character can disarm a character wielding a weapon with Weapon Specialisation or lower.

**Overuse Penalty:** The character's weapon skill drops by one level.



**Disarm Expertise**

Level 2  
 Requirements Disarm Specialisation  
 Weapon Mastery

As Disarm Proficiency except that the character can disarm a character wielding a weapon with Weapon Expertise or lower.

**Overuse Penalty:** The character's weapon skill drops by one level.

**Knockback**

Level 1  
 Requirements Weapon Specialisation  
 Strength

A character with this adept ability can perform Knockback attacks.

**Overuse Penalty:** The character's Strength drops by one level.

**Double Knockback**

Level 2  
 Requirements Knockback  
 Weapon Specialisation  
 Double Strength

A character with this adept ability can perform Double Knockback attacks.

**Overuse Penalty:** The character's Strength drops by one level.

**Triple Knockback**

Level 3  
 Requirements Double Knockback  
 Weapon Specialisation  
 Triple Strength

A character with this adept ability can perform Triple Knockback attacks.

**Overuse Penalty:** The character's Strength drops by one level.

**Swift**

Level 1  
 Requirements Weapon Specialisation  
 Dexterity 1

A character with this ability can make "Swift" attacks.

**Overuse Penalty:** The character's Dexterity drops by one level.

**Undodgeable**

Level 2  
 Requirements Swift  
 Weapon Specialisation  
 Dexterity 2  
 Toughness 1

A character with this ability can make "Undodgeable" attacks.

**Overuse Penalty:** The character's Dexterity drops by one level.

**Piercing**

Level 1  
 Requirements Weapon Specialisation  
 Will 1

A character with this ability can make "Piercing" attacks.

*Attacks with blunt weapons don't actually pierce the armour, but the character has learnt how to place attacks to either partially avoid the armour or to bend the opponent's own armour into his body.*

**Overuse Penalty:** The character's Will drops by one level.

**Through**

Level 2  
 Requirements Piercing  
 Weapon Specialisation  
 Will 2  
 Toughness 1

A character with this ability can make "Through" attacks.

*Attacks with blunt weapons don't actually go through the armour, but the character has learnt how to place attacks to either partially avoid the armour or to bend the opponent's own armour into his body.*

**Overuse Penalty:** The character's Will drops by one level.

**True Strike**

Level	3
Requirements	Through Undodgeable Weapon Mastery Will 3 Dexterity 3 Toughness 2

A character with this ability can make "True Strike" attacks.

**Overuse Penalty:** True Strike **cannot** be over used.

**Subdue Proficiency** Allows a character to do Subdue Damage with a particular weapon. This involves hitting with the flat of the blade, hitting non-vital areas, etc. The amount of Subdue Damage done is the same as having proficiency in the weapon (ie: Subdue 4 for a sword, Subdue 7 for a 2H sword, etc). The Character Point cost is the same as for the Proficiency cost for the weapon. A character must have the appropriate Weapon Proficiency before he can take this skill.

Note that some creatures cannot be subdued (Undead for example).

Subdue Damage is treated exactly like Normal Damage except that all Body Points and Life Points lost are recovered 10 minutes later.

**Subdue Specialisation** Allows a character to improve the Subdue Damage with a particular weapon by 1 point. The Character Point cost is the same as for the Specialisation cost for the weapon. A character must have Subdue Proficiency and have the appropriate Weapon Specialisation before he can take this skill.

**Subdue Expertise** Allows a character to improve the Subdue Damage with a particular weapon by 2 points. The Character Point cost is the same as for the Expertise cost for the weapon. A character must have Subdue Specialisation and the appropriate Weapon Expertise before he can take this skill.

**Subdue Mastery** Allows a character to improve the Subdue Damage with a particular weapon by 3 points. The Character Point cost is the same as for the Mastery cost for the weapon. A character must have Subdue Expertise and the appropriate Weapon Mastery before he can take this skill.

**Throwing Proficiency** Allows a character to do the base amount of damage with a small throwing weapon or hand crossbow. A character without this skill does no damage with a throwing weapon.

**Throwing Specialisation** Allows a character to do 1 additional point of damage with a small throwing weapon or hand crossbow. The skill Throwing Proficiency must have already been taken.

**Throwing Expertise** Allows a character to do 2 additional points of damage with a small throwing weapon or hand crossbow. The skill Throwing Specialisation must have already been taken.

**Throwing Mastery** Allows a character to do 3 additional points of damage with a small throwing weapon or hand crossbow. The skill Throwing Expertise must have already been taken.

**Longbow Proficiency** Allows a character to do the base amount of damage with a Longbow. A character without this skill does no damage with a Longbow.

Arrows fired from a Longbow are armour piercing and hence physical armour provides only half the normal amount of protection (rounding down). Physical Armour from spells and miracles still have their full effect.

**Longbow Specialisation** Allows a character to do 2 additional points of damage with a Longbow. The skill Longbow Proficiency must have already been taken.

**Longbow Expertise** Allows a character to do 4 additional points of damage with a Longbow. The skill Longbow Specialisation must have already been taken.

**Longbow Mastery** Allows a character to do 6 additional points of damage with a Longbow. The skill Longbow Expertise must have already been taken.

**Crossbow Proficiency** Allows a character to do the base amount of damage with a Crossbow. A character without this skill does no damage with a Crossbow.

Quarrels fired from a Crossbow are armour piercing and hence physical armour provides only half the normal amount of protection (rounding down). Physical Armour from spells and miracles still have their full effect.

**Crossbow Specialisation** Allows a character to do 2 additional point of damage with a Crossbow. The skill Crossbow Proficiency must have already been taken.

**Crossbow Expertise** Allows a character to do 4 additional points of damage with a Crossbow. The skill Crossbow Specialisation must have already been taken.

**Crossbow Mastery** Allows a character to do 6 additional points of damage with a Crossbow. The skill Crossbow Expertise must have already been taken.

**Small Shield Proficiency** Allows a character to use a shield of area less than 1 square foot.

**Small Shield Specialisation/Expertise/Mastery** Every level of skill further increases the amount of damage required to break the shield by 3.

**Medium Shield Proficiency** Allows a character to use a shield of more than 1 square foot and up to 4 square feet.

**Medium Shield Specialisation/Expertise/Mastery** Every level of skill further increases the amount of damage required to break the shield by 3.

**Large Shield Proficiency** Allows a character to use a shield of more than 4 square feet. Large shields above 6 square feet require the character to also have Strength. Large shields above 8 square feet require the character to also have Double Strength. If the character loses the required level of Strength during an adventure, he can no longer use the shield.

**Large Shield Specialisation/Expertise/Mastery** Every level of skill further increases the amount of damage required to break the shield by 3.

**<Armour> Proficiency** Allows a character to wear a particular armour type without penalty. If a character does not know this skill, the amount of Normal protection he gains is halved (rounded up). In addition, the armour points are doubled when determining the penalty to Dexterity and casting spells in metal armour (see Dexterity and Transcend Armour skills below).

**Example** *Grigor finds a suit of superior Chain Mail, which would normally provides 5 points of Normal protection. However, as he does not know Chain Proficiency he only gains 3 points of Normal protection.*

*In addition, the Dexterity penalty for wearing it is doubled. The suit covers his Body, Arms and Legs for a total of 25 armour points (and a theoretical Dexterity penalty of -5). However, this is doubled to 50 armour points and gives a Dexterity penalty of -9.*

**<Armour> Specialisation** Increases the protection granted by the type of armour by 1 point of Normal Protection. The skill <Armour> Proficiency must have already been taken in the armour type and layer. Specialisation must be specified with a layer (default: Lower) and is only effective when associated with that layer.

**Example** *Magrew learns Leather Specialisation (Lower). When he wears his Thick Leather Armour on its own or underneath another type of armour, he gains 3 points of Normal Armour instead of the usual 2.*

*Magrew usually wears Chain over his Leather, and also learns Chain Specialisation (Upper). When wearing Chain over another type of armour (not on its own) he gains 5 points of Normal Armour instead of the usual 4.*

**<Armour> Expertise** Increases the protection granted by the type and layer of the armour by 2 points of Normal Protection, up to a maximum of double the base Normal Armour points. The skill <Armour> Specialisation must have already been taken in the armour type and layer.

**<Armour> Mastery** Increases the protection granted by the type and layer of the armour by 3 points of Normal Protection, up to a maximum of double the base Normal Armour points. The skill <Armour> Expertise must have already been taken in the armour type and layer.

**Combination** Allows a character to increase the effectiveness of wearing two layers of armour. Combination can be applied to all armour types, layers and combinations. Without this skill the amount of protection granted by overlapping pieces of armour is the sum of the two armour types *minus* one. With this skill the amount of protection is the sum of the two armour types *plus* one. For Combination to be effective, the character needs to have learnt Expertise in both types of armour being combined.

**Example** *Magrew wears Chain over Thick Leather, and has learnt the skills Leather Expertise (Lower) and Chain Expertise (Upper). When wearing Chain over Thick Leather, he has  $(4 + 6 - 1 =)$  9 points of Normal Armour. He then learns Combination, learning how to effectively combine layers to provide  $(4 + 6 + 1 =)$  11 points of Normal Armour.*

Note that the layers can be either both the same type of armour or two different types.

**Enhanced Combination** Allows a character to further increase his Combination skill. Unlike Combination, the Enhanced Combination skill must be learnt for two specific types and layers of armour. The amount of protection provided is the sum of the two armour types plus 2. For Enhanced Combination to be effective, the character needs to have learnt Mastery in both types of armour being combined.

**Example** *Magrew has improved his skills and learnt Leather Mastery (Lower), Chain Mastery (Upper) and Enhanced Combination (Leather: Lower, Chain: Upper). When wearing Chain over Thick Leather, he now has  $(4 + 7 + 2) = 13$  points of Normal Armour.*

*Note that the Leather Mastery skill has not increased the protection of his Thick Leather because it has already reached the maximum of double the base Normal Armour points. If Magrew was to wear Superior Thick Leather, his Leather Mastery would increase the protection to 6, and he would then have 15 points of Normal Armour.*

## 5.2 Physical Skills

**Enhance Life** Gives a character 1 additional Life Point each time it is taken. The cost for learning Enhance Life increases by one for every band, as defined by the Life Point Threshold for the character's race.

The amount of Body Points on each location is a function of the characters Life Points as follows

Location	Life Point Fraction
Head	1/3
Right Arm	1/3
Left Arm	1/3
Chest	2/3
Left Leg	1/3
Right Leg	1/3

All fractions are rounded up.

**Ambidexterity** Allows a character to use one handed weapons in either hand simultaneously. Without this skill, the weapon in the off hand does no damage no matter how skilled the character is in its use.

**Strength** The character is strong which allows him to do extra damage when attacking and to break out of some spell/miracle effects. The extra damage depends on the attack as follows:

Weapon*	+2
Fist	+1
Subdue	+1

\* Additional Weapon damage due to Strength, Double Strength, etc is limited to double the normal weapon damage.

The skill also allows him to break out of the effect of some spells and miracles and when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 4 people.

Strength can be used with Bows and Crossbows, but only if the character is using a strengthened version.

**Double Strength** The character is very strong which allows him to do extra damage when attacking and to break out of some spell/miracle effects. The extra damage depends on the attack as follows:

Weapon*	+4
Fist	+2
Subdue*	+2

\* Additional Weapon damage due to Strength, Double Strength, etc is limited by double the normal weapon damage. Thus a character with Double Strength using a 1 Handed Sword (base 4) can do 8 points of damage but using a Dagger (base 2) can only do 4 points of damage.

The skill also allows him to break out of the effect of some spells and miracles and when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 8 people.

**Triple Strength** The character is extremely strong which allows him to do extra damage when attacking and to break out of some spell/miracle effects. The extra damage depends on the attack as follows:

Weapon*	+6
Fist	+3
Subdue*	+3

\* Additional Weapon damage due to Strength, Double Strength, etc is limited by double the normal weapon damage. Thus a character with Triple Strength using a 2 handed sword (base 7) can do 13 points of damage but using a 1 Handed Sword (base 4) can only do 8 points of damage.

The skill also allows him to break out of the effect of some spells and miracles. and when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 12 people.

**Quadruple Strength** The character is extremely strong which allows him to do extra damage when attacking and to break out of some spell/miracle effects. The extra damage depends on the attack as follows:

Weapon*	+8
Fist	+4
Subdue*	+4

\* Additional Weapon damage due to Strength, Double Strength, etc is limited by double the normal weapon damage. Thus a character with Triple Strength using a 2 handed sword (base 7) can do 13 points of damage but using a 1 Handed Sword (base 4) can only do 8 points of damage.

The skill also allows him to break out of the effect of some spells and miracles. and when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 16 people.

**Quintuple Strength** The character is extremely strong which allows him to do extra damage when attacking and to break out of some spell/miracle effects. The extra damage depends on the attack as follows:

Weapon*	+10
Fist	+5
Subdue*	+5

\* Additional Weapon damage due to Strength, Double Strength, etc is limited by double the normal weapon damage. Thus a character with Triple Strength using a 2 handed sword (base 7) can do 13 points of damage but using a 1 Handed Sword (base 4) can only do 8 points of damage.

The skill also allows him to break out of the effect of some spells and miracles. and when helping others to escape the effects of such spells and miracles, his strength makes him equivalent to 20 people.

**Dexterity** Each level of this skill gives the character 1 point of Normal *and* Power protection. (*See Section "Dodging Power Damage" in Chapter "Notes on Spells and Miracles" for full effects of Dexterity and Power Damage.*)

Wearing armour reduces the effectiveness of Dexterity, though this penalty can be offset by the Maneuver in Armour skill (see below). The character's Dexterity is reduced by the average of his Normal armour on all locations **rounded up**.

**Example** *Grazer is wearing Chain on his Body and Legs, which totals 12 points of armour. His Dexterity penalty is thus -2.*

Multiple layers of armour have their totals added together.

**Example** *Grazer improves his armour by adding a Thick Leather jacket, which covers his Body and Arms and increases his total armour points to 18. His Dexterity penalty thus increases to -3.*

Magical effects that are considered "armouring" also penalise the character's Dexterity in the same way as armour. (As these effects cover every location, the Dexterity penalty is the same as the protective value.)

**Example** *Dingly-del, an Earth Mage, casts Iron Skin 2 on himself. This gives him a total of 12 points of armour and thus a Dexterity penalty of -2. (the same as the Iron Skin's protective value).*

If a character is both wearing armour and affected by an “armouring” magical effect, the worst Dexterity penalty is taken (just as the best protective value is taken).

**Example** *In a vicious fight with a Fire Troll, Grazer has a Harden 4 cast on him by a friendly Order Priest. The Dexterity penalty from the Harden is -4, which is worse than the -3 given by his armour, hence it is this value which is used.*

Superior armour that increases the protective value of the armour also increases the Dexterity penalty.

**Example** *Grazer buys a Superior Chain shirt that provides 5 points of Normal protection to his Body and Legs. This increases his total armour points to 21 and hence his Dexterity penalty increases to -4 ( $21 / 6 = 3.5$ , rounded up to 4).*

The character must see the attack in order to dodge it, thus a surprised character gains no benefit from this skill.

A character who has his feet/arms entangled only gains half the benefit (rounded down) of his Dexterity.

**Maneuver in Armour** This skill allows a character to reduce any penalty to Dexterity due to armour (or “armouring” effects). Every level of this skill reduces the Dexterity penalty for wearing armour by 1.

**Example** *Karn has 3 levels of Dexterity and usually wears Leather that provides 1 point of protection to his Body, Arms and Legs. His total Armour points is thus 5, which means that his Dexterity is reduced by -1.*

*He then learns Maneuver in Armour 1, which removes this penalty and allows him to use his full Dexterity. (If he later decides to wear more armour, or accepts an “armouring” effect, his Maneuver in Armour skill will reduce any penalty to Dexterity by 1.)*

**All Round Sight** This skill allows a character to use Dexterity skills from attacks from behind. A character cannot have more levels of All Round Sight than he has in his (highest) Dexterity skill.

**Example** *Niffit has 5 Levels of Dexterity and 3 Levels of All Round Sight. When attacked from behind, he can still reduce any damage taken by 3.*

**Toughness** Each level of this skill gives the character 1 point of Normal protection which is added to the Normal protection he gains from any physical armour he is wearing. In addition, Toughness also reduces the duration of Disease and can reduce the effects of some types of Poison.

**Willpower** This skill allows the character to resist the effects of certain effects and also to enhance the effect of certain spells and miracles.

In addition, Willpower effectively increases the character's Death Threshold as the character can choose to use his will to cling to Life.

**Example** *Delaware, an Elven Warrior, has a Death Threshold of 2 (having lost one in an unfortunate incident with a Goblin and a large spoon) and a Willpower of 2, which means he can stay alive whilst his Life Points are above -4.*

Increased Willpower does not allow a character to be brought back from the dead once his Death Threshold reaches 0.

## Notes:

- There are further weapon skill levels beyond Mastery. (Advanced Mastery and Legendary Mastery, which may be restricted based on the campaign world.)
- There are further levels of armour skill beyond Mastery.
- There are further levels of Strength after Triple Strength.
- A character does not always have to use his maximum strength.

## 5.3 Medical Skills

**Bind Wounds** This skill can be used to stop a character from dying when the Body Points on his Head or Chest drop below 0. A suitable bandage must be applied to the location. The effect lasts for 15 minutes, at which time the blood soaked bandages must be replaced.

**Set Broken Bone** If an attack does 10 or more points of damage and takes a location below 0, that location is broken. For the head and chest, the character is immediately knocked unconscious. For the arms and legs, that limb is unusable, and the character collapses due to the pain.

In order for a character to use the location, a character with the skill Set Broken Bone must tend to the character and bind up the wound. This allows the effected character to move normally, though he still can't fight or cast spells/miracles and cannot use a broken limb.

If the character receives 20 points of body healing in one go, (from a Heal Wounds 20, for example) after the location has been set, the bone is repaired.

**Discern Wounds** Allows a character to find out exactly how badly each location of a character or creature is damaged and how much Life Points the character has. The skill takes a minute to use to fully determine the extent of the character's injuries (the player is told the Life and Body Points). The skill can also be used quickly to gain a quick overview of a character's injuries. This takes 10 seconds, and the player using the skill is told any location that is on less than one-quarter Body Points and whether the character is on less than one-quarter Life Points.

**Discern Disease** Allows a character to discern whether a character or creature is diseased, the level of the disease, its effects and the level of Cure Disease required to cure it. Takes a minute to use.

**Discern Spiritual Influence** Allows a character to discern whether a character or creature is possessed, charmed or otherwise under the influence of someone or something else. Takes a minute to use.

**Discern Poison** Allows a character to discern whether a character or creature is poisoned, the level of the poison, its effects and the level of Cure Poison required to remove it. Takes a minute to use.

**Discern Paralysis** Allows a character to discern whether another character or creature is suffering from the effects of paralysis, petrification or similar and how much longer the effect will last. Takes a minute to use.

## 5.4 Magic Skills

**Recognise Magic** Allows a character to tell whether something or someone within 1 inch of his hand is magical or is under the influence of a spell. It also allows the character to gauge the current Mana of a character as follows

Current Mana	Reading
1-15	"low"
16-50	"medium"
51-100	"high"
101+	"very high"

When this skill is used on himself, the character can tell exactly how much Mana he currently has.

**Read/Write Runes** Allows a character to read/write the magical runes used in spell scrolls. The character must make a copy of the runes in his spell book. Note that this skill is necessary but not sufficient for writing spell scrolls.

**Enhance Mana** Each level of Enhance Mana increases the characters Mana by 1.

The cost for learning Enhance Mana increases by 1 for every band, as defined by the Mana Threshold for the character's race.

**Meditate** Meditate restores a character's Mana back to his normal, full amount. It takes 15 minutes to perform, during which time the character must not perform any other action (such as moving, talking, fighting, etc), otherwise the benefits of meditation are lost.

Meditate can only be performed once per day and cannot be restarted if interrupted.

**Learn Spell** Allows a character to learn a particular spell. Note that the level cost refers to the effective level of the spell.

**Example** *Flare, a Human Fire Elementalist, wishes to learn a 2nd Level Earth spell Grip (R). His base cost for the Learn Spell skill is  $3x(\text{level} + 1)$ . Grip is not a Fire spell, and hence it is treated as one level higher, making the cost for the spell*

$$3x((2 + 1) + 1) = 12 \text{ Character Points}$$

**Multicast** Multicasting is a skill which allows a character to cast more than one spell simultaneously. All the spells in the multicast must be

- of different types (ie: if one spell is Fire Dart 6 you can't have any other Fire Dart spell as part of the multicast),
- known by the character (ie: the relevant Learn Spell skill must have been taken).

The Character Point cost for the Multicast skill is equal to the total Character Points for the relevant Learn Spell skills.

**Example** *Flare has spent a total of 15 Character Points on learning the spells Flame Blade 1 (6 CP's) and Fire Skin 2 (9 CP's). The cost for learning Multicast for these two spells is 15 Character Points.*

**Magic Adept** This skill covers a wide variety of different abilities. Each ability must be learnt for a particular spell chain (e.g.: Fire Dart) and has its own skill requirements.

Using a Magic Adept ability increases the effective level of the spell by the level of the ability, which in turn means that the spell

- requires longer vocals
- costs more Mana
- has increased caster damage

Magic Adept abilities can only be applied to an instant cast spells.

Magic Adept abilities can be combined together in a single casting, with each one increasing the effective level. Each time an ability is taken it allows the character to use it once per day. Each ability can be learnt more than once to gain multiple uses in a day.

#### **Adept Ability Over Use:**

Most abilities can be "over used" beyond the character's normal daily limit, though this causes Life Point damage equal to

$$\text{abilitylevel} \times 5$$

and temporary reduction of a related skill for 24 hours.

**Example** *Ignitio over uses Undodgeable Fire Dart, taking 10 Life Points of damage and reducing his Will by one level to 2.*

If the related skill drops below the requirements of an adept ability then any use also counts as an over use.

**Example** *Ignitio once again over uses Undodgeable Fire Dart, taking a further 10 Life Points of damage and reducing his Will by a further one for 24 hours.*

*As he no longer meets the requirements for Touch To Range, any time he uses this adept ability he suffers the over use effects even if he still has remaining daily uses.*

If the related skill is already at 0 (i.e.: at the same level as a character without the skill) the character's Death Threshold is reduced by the level of adept ability.

**Example** *Ignitio continues to blast away with Undodgeable Fire Darts. The first time he takes 10 Life Points of damage and has his Will reduced by 1, which takes it down to zero. The second time he takes a further 10 points of damage, but as his Will is as low as it can go, his Death Threshold is reduced by 2.*

If a character combines different adept abilities in a single casting, each one is counted separately when determining over use.



**Example** *In one final attempt to down his fleeing enemy, Ignitio casts Undodgeable, Double Extended Range Fire Dart 4. Though he still has daily uses remaining of his Extend Range adept ability, because he no longer meets the requirements (his Will is at 0), all three abilities are counted as over used.*

*He thus takes 20 Life Points of damage (10 for Undodgeable, 5 each for the two Extend Range abilities) and his Death Threshold is reduced by 4.*

### Self To Touch

Level 3  
Requirements Will 3

A character with this adept ability can turn a self only spell into a touch spell.

The call for the spell must include “Self to Touch”.

**Overuse Penalty:** The character’s Will drops by one level.

### Touch to Range

Level 2  
Requirements Will 2

A character with this adept ability can turn a touch spell into a spell with a range of 20’.

The call for the spell must include “Touch to Range”.

**Overuse Penalty:** The character’s Will drops by one level.

### Extend Range

Level 1  
Requirements Will 1

A character with this adept ability can extend the range of a spell by 20’. The spell must already have a 20’ range.

The call for the spell must include “Extended Range”.

The “Extend Range” adept ability can be learnt multiple times for the same spell. Each time this adept ability is learnt, the character can cast the spell at a range of a further 20’.

**Example** *Flare learns Extend Range twice for the Fire Dart chain of spells. In a fight he can cast spells at the standard range of 20’, at a range of 40’, which increases the effective level by 1, or at a range of 60’, which increases the effective level by 2.*

**Overuse Penalty:** The character’s Will drops by one level.

### Swift

Level 1  
Requirements Will 1  
Dexterity 1

A character with this adept ability can cast a spell as a Swift spell. (This ability is only useful for offensive, dodgeable spells.)

The call for the spell must include “Swift”.

### Undodgeable

Level 2  
Requirements Swift  
Will 2  
Dexterity 2

A character with this adept ability can cast a spell as an Undodgeable spell. (This ability is only useful for offensive, dodgeable spells.)

The call for the spell must include “Undodgeable”.

**Overuse Penalty:** The character’s Will drops by one level.

### Speed Cast

Level 2  
Usage Will 1  
Dexterity 1

A character with this adept ability can cast a spell with half the number of standard vocals. Unlike other abilities, the effective level increase does not require a longer set of vocals, though the other effects of casting a higher level spell (e.g.: Mana costs) are still applicable.

The call for the spell must include “Speed Cast”.

**Overuse Penalty:** The character’s Will drops by one level.

**Instant Cast**

Level	4
Requirements	Speed Cast Will 2 Dexterity 2

A character with this adept ability can cast a spell with no vocals other than the spell name. Unlike other abilities, the effective level increase does not require a longer set of vocals, though the other effects of casting a higher level spell (e.g.: Mana costs) are still applicable.

The call for the spell becomes “Instant Cast ;Spell<sub>i</sub>”.

**Overuse Penalty:** The character’s Will drops by one level.

**Create Talisman** Allows a character to enchant a small object (normally a piece of jewelry such as a pendant or ring) up to his level in Create Talisman. A Talisman protects a character’s life force when casting spells, reducing any damage taken by its level. In order to do this, the Talisman must be within 1” of the caster’s body and the spell must be cast through it. (This requires no extra action but does mean that only one Talisman can be used per spell.) Creating a Talisman takes an entire day.

When a character first creates a Talisman, he places a small portion of his life force into it. This causes no detrimental effect on the caster for the first two Talismans, but for every further Talisman created his Death Threshold is lowered by 1.

Once created, a Talisman cannot be easily destroyed, as it is empowered by the character’s life force. It is immune to normal attacks and shattering spells and miracles. A ritual of at level 25 or above can be used to destroy a Talisman.

*A word to the munchkins... Talismans must be small objects, not shields, weapons, armour or similar item.*

**Example** *Flare has bought Create Talisman 3 times, at a cost of 9 Character Points each time. He currently has two Level 3 Talismans on his person, either one of which will reduce the damage he takes from casting spells by 3 (down to a minimum of 0) if it is within 1” of his body.*

**Transcend Armour** This skill offsets the penalty for wearing metal armour whilst casting spells.

Wearing metal armour interferes with the casting of magic, effectively increasing the level of spells as they are cast. This means that casting a spell in metal armour requires extra Mana and extra vocals and increases the casting damage caused. This level increase is equal to the average of the Normal protection provided by metal armour on all locations **rounded up**.

**Example** *Hurl, a Half Orc Mage, wears Studded Leather on his Body and Arms, which totals 6 points of metal armour. All spells he casts are thus treated as one level higher for determining the number of words in the vocals, Mana cost and spell casting damage.*

*When Hurl casts the level 2 Fire spell “Fire Dart 4”, it is treated as a level 3 spell. Thus he needs to use vocals of at least 9 words and spend 4 Mana to cast the spell and takes 3 points of casting damage (which can be reduced by his Talisman in the usual way).*

Every level the character has in the skill Transcend Armour reduces the effect of wearing metal armour on casting spells.

**Example** *Hurl learns Transcend Armour 2, which reduces the penalty he has for wearing Studded Leather on his Body and Arms to 0 and also allows him to wear up to 12 points of metal armour without penalising his spell casting.*

**Enchant Item** This skill must be taken for a specific School, and allows a character to prepare an object to hold a spell. (See the “Magic Items” Chapter for more information.)

**Magic Ritual** This skill is used when creating and performing rituals to cast a magical effect.

Separate Magic Ritual skills are required for each of the Schools of Magic, though the Elemental School is further divided by element as usual. (ie: Magic Ritual (Fire), Magic Ritual (Necromantic), Magic Ritual (General), etc). Magic Ritual can only be learnt for the Schools that the character can cast.

The Magic Ritual skills start at level 0 and follow the same rules for learning spells (ie: the level is counted as one higher for all non-primary Schools).

**Example** *Flare, a Fire Elementalist, wishes to learn Magic Ritual(Earth) level 0. His base cost for Magic Ritual is  $12 + l$ , making the cost for this skill*

$$12 + (0 + 1) = 13 \text{ Character Points}$$

Note that an Elementalist can not usually perform a ritual of the opposing element.

See the “Rituals” Chapter for more information.

**Inscribe Magic Circle** This skill is used when creating Circles for Magic Rituals.

Separate Inscribe Magic Circle skills are required for each of the Schools of Magic, though the Elemental School is further divided by element as usual. (ie: Inscribe Magic Ritual (Water), Inscribe Magic Circle (Demonology), Inscribe Magic Circle (Light), etc). Inscribe Magic Circle can only be learnt for the Schools that the character can cast.

Inscribe Magic Circle skills start at level 1 and follow the same rules for learning spells (ie: the level is counted as one higher for all non-primary Schools).

See the “Rituals” Chapter for more information.

**Work with Cabal** This skill allows the character to perform rituals with Cabal Ritual Groups. The level of this skill cannot be higher than the character’s Magic Ritual skill. When working with a Cabal Ritual Group to cast spells, this skill limits the effective Magic Ritual level that the character can add to the ritual.

See the “Rituals” Chapter for more information.

**Join Cabal** This skill must be bought to join a particular Cabal, and represents the time and effort required to work with its members. Level 0 simply allows the character to work with the ritualists in the Cabal. Higher levels reduce the casting damage assigned to the character by the Ritual Leader.

See the “Rituals” Chapter for more information.

## 5.5 Religious Skills

**Recognise Miracle** Allows a character to tell whether something or someone within 1 inch of his hand is under the influence of a miracle. It also allows the character to gauge the current Standing of a character as follows

Current Power	Reading
1–15	“low”
16–50	“medium”
51–100	“high”
101+	“very high”

When this skill is used on himself, the character can tell exactly how much Standing he currently has.

**Read/Write Temple Runes** Allows a character to read/write the Temple Runes used in miracle scrolls for a particular Path. The first set of Temple Runes a character must learn is always the one associated with his own Path. He can then learn the Temple Runes of the Paths closest to his own (but not diagonally related).

**Example** *Just is a Priest of Justice and hence the first set of Temple Runes he learns must be those of Justice. After that he could learn the Temple Runes for Life and Order, but not those of Balance.*

*Flint, a Human Priest of Order, can learn the Temple Runes of Justice, Balance and Might after learning those of his own Path.*

The character must make a copy of the all the Temple Runes he knows, and must keep a copy with him. Note that this skill is necessary but not sufficient for writing miracle scrolls.

**Improve Standing** Each level of Improve Standing increases the characters Standing by 1.

The cost for learning Improve Standing increases by 1 for every band, as defined by the Standing Threshold for the character’s race.

**Prayer** Prayer restores a character's Standing back to his normal, full amount. It takes 15 minutes to perform, during which time the character must not perform any other action (such as moving, talking, fighting, etc), otherwise the benefits of praying are lost.

Prayer can only be performed once per day and cannot be restarted if interrupted.

**Learn Miracle** Allows a character to learn a particular miracle. Note that the level cost refers to the effective level of the miracle.

**Example** *Fray, a Human Priest of Freedom, wishes to learn Harm 8, a 1st level miracle of Chaos. His base cost for the Learn Miracle skill is  $3x(l+1)$ . As Fray is not a Priest of Chaos, Harm 8 is treated as being one level higher, and hence costs him*

$$3x((1 + 1) + 1) = 9 \text{ Character Points}$$

**Combined Prayer** Using Combined Prayer a character can cast more than one miracle simultaneously. All the miracles in the Combined Prayer must be

- of different types (ie: if one miracle is Heal Life 8 you can't have any other Heal Life miracle as part of the combined prayer),
- known by the character (ie: the relevant Learn Miracle skill must have been taken).

The Character Point cost for the Combined Prayer skill is equal to the total Character Points for the relevant Learn Miracle skills.

**Example** *Faust has spent 4 Character Points on Destroy (R) and 10 Character Points on Dispel 4. The cost for learning Combined Prayer with these two miracles is thus 8.*

**Create Holy Symbol** Allows a character to consecrate a small object (normally a piece of jewelry such as a pendant or ring) up to his level in Create Holy Symbol. A Holy Symbol protects a character's life force when casting miracles, reducing any damage taken by its level. In order to do this, the Holy Symbol must be within 1" of the caster's body and the miracle must be cast through it. (This requires no extra action but does mean that only one Holy Symbol can be used per miracle.) Creating a Holy Symbol takes an entire day.

When a character first creates a Holy Symbol, he places a small portion of his life force into it. This causes no detrimental effect on the caster for the first two Holy Symbols, but for every further Holy Symbol created his Death Threshold is lowered by 1.

Once created, a Holy Symbol cannot be easily destroyed, as it is empowered by the character's life force. It is immune to normal attacks and shattering spells and miracles. A ritual of at level 25 or above can be used to destroy a Holy Symbol.

*A word to the munchkins... Holy Symbols must be small objects, not shields, weapons, armour or similar items.*

**Example** *Fray has bought Create Holy Symbol 4 times, at a cost of 6 Character Points each time. He currently has two Level 4 Holy Symbols on his person, either one of which will reduce the damage he takes from casting miracles by 4 (down to a minimum of 0) if it is within 1" of his body.*

**Consecrate Item** This skill must be taken for a specific Path or Sect, and allows a character to prepare an object to hold a miracle castable by that Path or Sect. (See the "Magic Items" Chapter for more information.)

A character can only learn Consecrate Item for his own Path or Sect. If he ever changes this, he can no longer use the old Consecrate Item skill.

**Religious Ceremony** This skill is used when performing rituals to create a religious effect.

Religious Ceremony is learnt for a specific Path (ie: Religious Ceremony(Order), Religious Ceremony(Justice), Religious Ceremony(Balance)). The Character Point cost is multiplied by the number of Principles in the Path.

**Example** *Mayberry, a Justice Priestess, wishes to learn Religious Ceremony(Justice) level 0. Her base cost for Religious Ceremony is  $p \times (8 + l)$ , making the cost for this skill 16 Character Points (as Justice has 2 Principles).*

Characters with Religious Ceremony for different Paths can work together to cast rituals of shared Principles. Thus characters with Religious Ceremony(Anarchy) and Religious Ceremony (Might) can form a Conclave to cast Death miracles.

See the “Rituals” Chapter for more information.

**Inscribe Ceremonial Circle** This skill is used when creating Circles for Religious Ceremonies.

Separate Inscribe Ceremonial Circle must be learnt for a specific Path (ie: Inscribe Ceremonial Circle(Death), Inscribe Ceremonial Circle(Freedom)). The Character Point cost is multiplied by the number of Principles in the Path.

See the “Rituals” Chapter for more information.

**Work with Conclave** This skill allows the character to perform ceremonies with Conclave Ritual Groups. The level of this skill cannot be higher than the character’s Religious Ceremony skill. When working with a Conclave Ritual Group to cast miracles, this skill limits the effective Religious Ceremony level that the character can add to the ritual.

See the “Rituals” Chapter for more information.

**Join Conclave** This skill must be bought to join a particular Conclave, and represents the time and effort required to work with its members. Level 0 simply allows the character to work with the ritualists in the Conclave. Higher levels reduce the casting damage assigned to the character by the Ritual Leader.

See the “Rituals” Chapter for more information.

## 5.6 Subterfuge Skills

**Recognise Creature** Allows a character to recognise a creature with a base type Rank of up to 10, though he will not necessarily know about any of its special abilities. Each time this skill is learnt, the Rank recognised increases by 10.

**Example** *Mask, a Scout who has learnt Recognise Creature once, spots a monster (actually a Goblin) and does Recognise Creature Rank 10. As the base (ie: lowest) level for a Goblin is 1, the creature player tells Mask that he is a Goblin. However, he doesn’t tell him that this particular Goblin is a Rank 15 Goblin Champion.*

*If Mask learnt Recognise Creature again, he would use Recognise Creature Rank 20. However, he would still only know that the creature above is a Goblin.*

**Recognise Undead** Allows a character to recognise an Undead type with a base type Rank up to 10, though he will not necessarily know about any of its special abilities. Each time this skill is learnt, the Rank recognised increases by 10.

**Example** *Harp, a Priest who has learnt Recognise Undead twice, is being approached by something he suspects to be Undead and calls “Recognise Undead Rank 20”. The creature is actually a Zombie and as the base level for a Zombie is 1, the creature player tells Harp what he is, but not that he is actually a Rank 8 Zombie.*

If a character has learnt both Recognise Creature and Recognise Undead, the Rank from the Recognise Creature is added to that of Recognise Undead.

**Example** *Rickard, a Scout who changed class to Priest, has learnt Recognise Creature twice and Recognise Undead once. He can thus call “Recognise Creature Rank 20” and “Recognise Undead Rank 30”.*

**Recognise Smell** Allows a character to recognise a creature with a base type Rank of up to 10 by its smell. This can be used to check out a cave for example, as well as walking up to a creature and smelling it directly. Note that not all creatures are identifiable by this method. Each time this skill is learnt, the Rank recognised increases by 10.

In order to learn Recognise Smell, the character must have already learnt Recognise Creature to the same level.

**Example** *Niff* has learnt *Recognise Creature* twice, and can call “*Recognise Creature Rank 20*”. He can learn *Recognise Smell* twice, but not a third time unless he improves his *Recognise Creature* skill.

**Evaluate** Allows a character to determine the Quality of an item (Ubiquitous, Common, etc) and also estimate within it’s monetary value within 10%.

**Throat Slit** A particularly nasty skill which can kill a living opponent almost instantly. The character must take the victim by surprise, and drag any small sharp weapon across his throat. If the attack damages the opponent, his throat has been slit and bleeds at a rate equal to the damage taken in Life Points per second. It also does Body damage to the head in the usual way.

**Example** *Niff*, an *Elven Scout* with *Dagger Proficiency* attempts to *Throat Slit* an *Ogre*. Unfortunately his target has *Toughness* which reduces the damage by 2, and the blow does no damage. *Niff* has to beat a hasty retreat before he gets smashed.

*Later in his career, Niff has increased his skill with his dagger and now has Dagger Specialisation. Once again he attempts to Throat Slit the Ogre, this time doing 3 points of damage. This penetrates the Ogre’s skin, who starts bleeding to death at a rate of 1 Life Point per second.*

Note that *Throat Slit* cannot be taken by characters who follow the Path of Life, Justice or Freedom and a character cannot follow the Path of Life, Justice or Freedom once he has taken this skill.

**For a Throat Slit to be valid, the attack must start on one side of the neck and go right round to the other side. Dragging a sharp implement across the front of the neck is not sufficient.**

**Backstab Proficiency** Increases the Normal damage a character does with a One Handed Weapon by 3 if an opponent has his back turned to him or is helpless.

When attacking an unaware opponent, only the first attack will have its damage increased as presumably after that the opponent is no longer unaware. A character with the *Amibidexterity* skill can gain the extra Normal damage with both his attacks, as long as they are done (roughly) simultaneously.

Against helpless opponents all attacks will have their damage increased until the opponent is no longer helpless.

This skill is available to all characters.

**Backstab Specialisation** Increases the Normal damage a character does by 6 under the same conditions outlined under *Backstab Proficiency*.

The skill *Backstab Proficiency* must have already been taken.

Note that this skill cannot be taken by characters who follow the Path of Life, Justice or Freedom and a character cannot follow the Path of Life, Justice or Freedom once he has taken this skill.

**Backstab Expertise** Increases the Normal damage a character does by 9 under the same conditions outlined under *Backstab Proficiency*. The skill *Backstab Specialisation* must have already been taken.

This skill is not normally available to characters. Only members of certain guilds can learn *Backstab Expertise*.

**Backstab Mastery** Increases the Normal damage a character does by 12 under the same conditions outlined under *Backstab Proficiency*. The skill *Backstab Expertise* must have already been taken.

This skill is not normally available to characters. Only members of certain guilds can learn *Backstab Mastery*.

**Sniping Proficiency** Increases the Normal damage a character does with a missile weapon (*Bow*, *Crossbow* or *Thrown*) by 3 if an opponent has his back turned to him.

This skill is available to all characters.

*Note that any extra damage from Sniping should only be used if the missile hits the target squarely in the back.*

**Sniping Specialisation** Increases the Normal damage a character does by 6 under the same conditions outlined under *Sniping Proficiency*.

The skill *Sniping Proficiency* must have already been taken.

Note that this skill cannot be taken by characters who follow the Path of Life, Justice or Freedom and a character cannot follow the Path of Life, Justice or Freedom once he has taken this skill.

**Sniping Expertise** Increases the Normal damage a character does by 9 under the same conditions outlined under Sniping Proficiency. The skill Sniping Specialisation must have already been taken.

This skill is not normally available to characters. Only members of certain guilds can learn Sniping Expertise.

**Sniping Mastery** Increases the Normal damage a character does by 12 under the same conditions outlined under Sniping Proficiency. The skill Sniping Expertise must have already been taken.

This skill is not normally available to characters. Only members of certain guilds can learn Sniping Mastery.

## 5.7 Manufacture Skills

The time taken to create Normal Armour is equal to the Armour Points in man-weeks per location. This is doubled for Superior Armour. Thus a suit of Chain, covering Chest and Arms, takes 12 man-weeks. The same suit of Superior Chain takes 30 weeks.

The time taken to create Normal weapons is equal to the Weapon's damage in man-days. This is doubled for Superior Weapons. Thus a Sword will take 4 man-days to make and a Superior Sword will take 10 man-days.

**Skinning** This allows a character to skin a creature from which leather armour can be made. Leather armour made from some creatures, such as Trolls and Ogres, is more effective than normal leather armour. In order to use this skill, the creatures must have been killed by non-sharp weapons, and the character must have a small edged implement such as a dagger or short sword. The skill takes 15 minutes to use.

**Make Leather Armour** With this skill, a character can make Leather Armour rather than buying it.

**Make Superior Leather Armour** With this skill, a character can improve Leather Armour rather than buying it. Superior Leather Armour provides an extra 1 point of Normal protection.

**Make Metal Armour** With this skill, a character can make Metal Armour rather than buying it. This effectively halves the cost of the armour.

**Make Superior Metal Armour** With this skill, a character can improve Metal Armour rather than buying it. Superior Metal Armour provides an extra 1 point of Normal protection. The cost for making Superior Metal Armour is the same as buying the equivalent normal armour.

**Make Weapon** With this skill, a character can make weapons of any type. This effectively halves the cost of the weapon.

**Make Superior Weapon** With this skill a character can make Superior Weapons. A Superior Weapon causes 1 additional point of damage on a successful attack. The cost for making a Superior Weapon is the same as buying the equivalent normal weapon.

## 5.8 Human Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	3	6	6	9
1H Weapon Specialisation	6	12	12	18
1H Weapon Expertise	12	24	24	36
1H Weapon Mastery	24	48	48	72
1H Weapon Advanced Mastery	48	96	96	144
1H Weapon Legendary Mastery	96	192	192	288
2H Weapon Proficiency	6	12	12	18
2H Weapon Specialisation	12	24	24	36
2H Weapon Expertise	24	48	48	72
2H Weapon Mastery	48	96	96	144
2H Weapon Advanced Mastery	96	192	192	288
2H Weapon Legendary Mastery	192	384	384	576
Fist Proficiency	2	4	2	6
Fist Specialisation	4	8	4	12
Dagger Proficiency	2	4	2	6
Dagger Specialisation	4	8	4	12
Dagger Expertise	8	16	8	24
Dagger Mastery	16	32	16	48
Dagger Advanced Mastery	32	64	32	96
Dagger Legendary Mastery	64	128	64	192
Staff Proficiency	6	12	12	9
Staff Specialisation	12	24	24	18
Staff Expertise	24	48	48	36
Staff Mastery	48	96	96	72
Staff Advanced Mastery	96	192	192	144
Staff Legendary Mastery	192	384	384	288
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	3	6	3	9
Throwing Specialisation	6	12	6	18
Throwing Expertise	12	24	12	36
Throwing Mastery	24	48	24	72
Throwing Advanced Mastery	48	96	48	144
Throwing Legendary Mastery	96	192	96	288
Longbow Proficiency	6	12	6	18
Longbow Specialisation	12	24	12	36
Longbow Expertise	24	48	24	72
Longbow Mastery	48	96	48	144
Longbow Advanced Mastery	96	192	96	288
Longbow Legendary Mastery	192	384	192	576
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	18	36	18	54
Crossbow Expertise	36	72	36	108
Crossbow Mastery	72	144	72	216
Crossbow Advanced Mastery	144	288	144	432
Crossbow Legendary Mastery	288	576	288	864
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept (per level)	<i>10xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	2	4	8	8
Small Shield Specialisation	4	8	16	16
Small Shield Expertise	8	16	32	32
Small Shield Mastery	16	32	64	64



## Human Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	4	8	16	16
Medium Shield Specialisation	8	16	32	32
Medium Shield Expertise	16	32	64	64
Medium Shield Mastery	32	64	128	128
Large Shield Proficiency	6	12	24	24
Large Shield Specialisation	12	24	48	48
Large Shield Expertise	24	48	96	96
Large Shield Mastery	48	96	192	192
Furs/Skins/Leather Proficiency	2	4	2	6
Furs/Skins/Leather Specialisation	4	8	4	12
Furs/Skins/Leather Expertise	8	16	8	24
Furs/Skins/Leather Mastery	16	32	16	48
Studded Leather Proficiency	3	6	3	9
Studded Leather Specialisation	6	12	6	18
Studded Leather Expertise	12	24	12	36
Studded Leather Mastery	24	48	24	72
Chain Proficiency	4	8	8	12
Chain Specialisation	8	16	16	24
Chain Expertise	16	32	32	48
Chain Mastery	32	64	64	96
Banded Proficiency	5	10	15	15
Banded Specialisation	10	20	30	30
Banded Expertise	20	40	60	60
Banded Mastery	40	80	120	120
Plate Proficiency	6	12	18	18
Plate Specialisation	12	24	36	36
Plate Expertise	24	48	72	72
Plate Mastery	48	96	144	144
Combination	5	10	15	15
Enhanced Combination	20	40	60	60
<b>Physical / Mental</b>				
Enhance Life	1	2	2	3
Ambidexterity	10	15	10	20
Strength	20	30	40	40
Double Strength	40	60	80	80
Triple Strength	80	120	160	160
Quadruple Strength	160	240	320	320
Quintuple Strength	320	480	640	640
Dexterity (per level)	<i>9xlevel</i>	<i>12xlevel</i>	<i>6xlevel</i>	<i>12xlevel</i>
Maneuver in Armour (per level)	<i>3xlevel</i>	<i>6xlevel</i>	<i>9xlevel</i>	<i>12xlevel</i>
All Round Sight (per level)	<i>9xlevel</i>	<i>12xlevel</i>	<i>6xlevel</i>	<i>12xlevel</i>
Toughness (per level)	<i>10xlevel</i>	<i>15xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>
Willpower (per level)	<i>9xlevel</i>	<i>9xlevel</i>	<i>12xlevel</i>	<i>6xlevel</i>
<b>Medical</b>				
Bind Wounds	9	3	6	6
Set Broken Bone	9	3	6	6
Discern Wounds	9	3	6	6
Discern Disease	9	3	6	6
Discern Spiritual Influence	9	3	6	3
Discern Poisoning	9	3	3	6
Discern Paralysis	9	3	6	6

## Human Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Magic</b>				
Recognise Magic	6	6	4	2
Read/Write Runes	6	6	4	2
Enhance Mana	3	3	2	1
Meditate	18	18	12	6
Learn Spell	$9x(l+1)$	$9x(l+1)$	$6x(l+1)$	$3x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$30xlevel$	$30xlevel$	$20xlevel$	$10xlevel$
Create Talisman	$9+l$	$9+l$	$6+l$	$3+l$
<i>l = level</i>				
Transcend Armour	$12+l$	$12+l$	$8+l$	$4+l$
<i>l = level</i>				
Enchant Item	$36+l$	$36+l$	$24+l$	$12+l$
<i>l = level</i>				
Magic Ritual	$36+l$	$36+l$	$24+l$	$12+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$18+l$	$18+l$	$12+l$	$6+l$
<i>l = circle level</i>				
Work with Cabal	$36+l$	$36+l$	$24+l$	$12+l$
<i>l = ritual level</i>				
Join Cabal	$18x(l+1)$	$18x(l+1)$	$12x(l+1)$	$6x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	3	1	2	3
Read/Write Temple Runes	3	1	2	3
Improve Standing	2	1	1	2
Prayer	12	4	8	12
Learn Miracle	$6x(l+1)$	$2x(l+1)$	$4x(l+1)$	$6x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$6+l$	$2+l$	$4+l$	$6+l$
<i>l = level</i>				
Consecrate Item	$px(24+l)$	$px(8+l)$	$px(16+l)$	$px(24+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(24+l)$	$px(8+l)$	$px(16+l)$	$px(24+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$12+l$	$4+l$	$8+l$	$12+l$
<i>l = circle level</i>				
Work with Conclave	$24+l$	$8+l$	$16+l$	$24+l$
<i>l = ceremony level</i>				
Join Conclave	$12x(l+1)$	$4x(l+1)$	$8x(l+1)$	$12x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Evaluate	6	9	3	6
Throat Slit	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
Backstab Advanced Mastery	320	480	160	480
Backstab Legendary Mastery	640	960	320	960

**Human Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	40	60	20	60
Sniping Specialisation	80	120	40	120
Sniping Expertise	160	240	80	240
Sniping Mastery	320	480	160	480
Sniping Advanced Mastery	640	960	320	960
Sniping Legendary Mastery	1280	1920	640	1920
<b><u>Manufacture</u></b>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	40	80	40	120
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	80	160	240	240
Make Weapon	40	80	120	120
Make Superior Weapon	80	160	240	240

## 5.9 Elf Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	5	10	10	15
1H Weapon Specialisation	10	20	20	30
1H Weapon Expertise	20	40	40	60
1H Weapon Mastery	40	80	80	120
1H Weapon Advanced Mastery	80	160	160	240
1H Weapon Legendary Mastery	160	320	320	480
2H Weapon Proficiency	10	20	20	30
2H Weapon Specialisation	20	40	40	60
2H Weapon Expertise	40	80	80	120
2H Weapon Mastery	80	160	160	240
2H Weapon Advanced Mastery	160	320	320	480
2H Weapon Legendary Mastery	320	640	640	960
Fist Proficiency	4	8	4	12
Fist Specialisation	8	16	8	24
Dagger Proficiency	4	8	4	12
Dagger Specialisation	8	16	8	24
Dagger Expertise	16	32	16	48
Dagger Mastery	32	64	32	96
Dagger Advanced Mastery	64	128	64	192
Dagger Legendary Mastery	128	256	128	384
Staff Proficiency	10	20	20	15
Staff Specialisation	20	40	40	30
Staff Expertise	40	80	80	60
Staff Mastery	80	160	160	120
Staff Advanced Mastery	160	320	320	240
Staff Legendary Mastery	320	640	640	480
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	2	4	2	6
Throwing Specialisation	4	8	4	12
Throwing Expertise	8	16	8	24
Throwing Mastery	16	32	16	48
Throwing Advanced Mastery	32	64	32	96
Throwing Legendary Mastery	64	128	64	192
Longbow Proficiency	5	10	5	15
Longbow Specialisation	10	20	10	30
Longbow Expertise	20	40	20	60
Longbow Mastery	40	80	40	120
Longbow Advanced Mastery	80	160	80	240
Longbow Legendary Mastery	160	320	160	480
Crossbow Proficiency	12	24	12	36
Crossbow Specialisation	24	48	24	72
Crossbow Expertise	48	96	48	144
Crossbow Mastery	96	192	96	288
Crossbow Advanced Mastery	192	384	192	576
Crossbow Legendary Mastery	384	768	384	1152
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept (per level)	<i>10xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	3	6	12	12
Small Shield Specialisation	6	12	24	24
Small Shield Expertise	12	24	48	48
Small Shield Mastery	24	48	96	96

**Elf Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	6	12	24	24
Medium Shield Specialisation	12	24	48	48
Medium Shield Expertise	24	48	96	96
Medium Shield Mastery	48	96	192	192
Large Shield Proficiency	9	18	36	36
Large Shield Specialisation	18	36	72	72
Large Shield Expertise	36	72	144	144
Large Shield Mastery	72	144	288	288
Furs/Skins/Leather Proficiency	3	6	3	9
Furs/Skins/Leather Specialisation	6	12	6	18
Furs/Skins/Leather Expertise	12	24	12	36
Furs/Skins/Leather Mastery	24	48	24	72
Studded Leather Proficiency	4	8	4	12
Studded Leather Specialisation	8	16	8	24
Studded Leather Expertise	16	32	16	48
Studded Leather Mastery	32	64	32	96
Chain Proficiency	5	10	10	15
Chain Specialisation	10	20	20	30
Chain Expertise	20	40	40	60
Chain Mastery	40	80	80	120
Banded Proficiency	6	12	18	18
Banded Specialisation	12	24	36	36
Banded Expertise	24	48	72	72
Banded Mastery	48	96	144	144
Plate Proficiency	7	14	21	21
Plate Specialisation	14	28	42	42
Plate Expertise	28	56	84	84
Plate Mastery	56	112	168	168
Combination	6	12	18	18
Enhanced Combination	24	48	72	72
<b>Physical / Mental</b>				
Enhance Life	2	3	3	5
Ambidexterity	5	7	5	10
Strength	30	45	60	60
Double Strength	60	90	120	120
Triple Strength	120	180	240	240
Quadruple Strength	240	360	480	480
Quintuple Strength	480	720	960	960
Dexterity (per level)	<i>6xlevel</i>	<i>8xlevel</i>	<i>4xlevel</i>	<i>8xlevel</i>
Maneuver in Armour (per level)	<i>4xlevel</i>	<i>8xlevel</i>	<i>12xlevel</i>	<i>16xlevel</i>
All Round Sight (per level)	<i>6xlevel</i>	<i>8xlevel</i>	<i>4xlevel</i>	<i>8xlevel</i>
Toughness (per level)	<i>12xlevel</i>	<i>18xlevel</i>	<i>24xlevel</i>	<i>24xlevel</i>
Willpower (per level)	<i>6xlevel</i>	<i>6xlevel</i>	<i>8xlevel</i>	<i>4xlevel</i>
<b>Medical</b>				
Bind Wounds	9	3	6	6
Set Broken Bone	9	3	6	6
Discern Wounds	9	3	6	6
Discern Disease	9	3	6	6
Discern Spiritual Influence	9	3	6	3
Discern Poisoning	9	3	3	6
Discern Paralysis	9	3	6	6

**Elf Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b>Magic</b>				
Recognise Magic	3	3	2	1
Read/Write Runes	3	3	2	1
Enhance Mana	2	2	1	1
Meditate	12	12	8	4
Learn Spell	$6x(l+1)$	$6x(l+1)$	$4x(l+1)$	$2x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$30xlevel$	$30xlevel$	$20xlevel$	$10xlevel$
Create Talisman	$6+l$	$6+l$	$4+l$	$2+l$
<i>l = level</i>				
Transcend Armour	$15+l$	$15+l$	$10+l$	$5+l$
<i>l = level</i>				
Enchant Item	$24+l$	$24+l$	$16+l$	$8+l$
<i>l = level</i>				
Magic Ritual	$24+l$	$24+l$	$16+l$	$8+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$12+l$	$12+l$	$8+l$	$4+l$
<i>l = circle level</i>				
Work with Cabal	$24+l$	$24+l$	$16+l$	$8+l$
<i>l = ritual level</i>				
Join Cabal	$12x(l+1)$	$12x(l+1)$	$8x(l+1)$	$4x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	9	3	6	9
Read/Write Temple Runes	9	3	6	9
Improve Standing	6	2	4	6
Prayer	36	12	24	36
Learn Miracle	$16x(l+1)$	$4x(l+1)$	$8x(l+1)$	$16x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$12+l$	$4+l$	$8+l$	$12+l$
<i>l = level</i>				
Consecrate Item	$px(48+l)$	$px(16+l)$	$px(32+l)$	$px(48+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(48+l)$	$px(16+l)$	$px(32+l)$	$px(48+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$24+l$	$8+l$	$16+l$	$24+l$
<i>l = circle level</i>				
Work with Conclave	$32+l$	$16+l$	$32+l$	$48+l$
<i>l = ceremony level</i>				
Join Conclave	$24x(l+1)$	$8x(l+1)$	$16x(l+1)$	$24x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Evaluate	6	9	3	6
Throat Slit	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
Backstab Advanced Mastery	320	480	160	480
Backstab Legendary Mastery	640	960	320	960

**Elf Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	20	30	10	30
Sniping Specialisation	40	60	20	60
Sniping Expertise	80	120	40	120
Sniping Mastery	160	240	80	240
Sniping Advanced Mastery	320	480	160	480
Sniping Legendary Mastery	640	960	320	960
<b><u>Manufacture</u></b>				
Skinning	20	30	10	30
Make Leather Armour	15	30	15	45
Make Superior Leather Armour	30	60	30	90
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	80	160	240	240
Make Weapon	40	80	120	120
Make Superior Weapon	80	160	240	240

## 5.10 Half-Elf Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	4	8	8	12
1H Weapon Specialisation	8	16	16	24
1H Weapon Expertise	16	32	32	48
1H Weapon Mastery	32	64	64	96
1H Weapon Advanced Mastery	64	128	128	192
1H Weapon Legendary Mastery	128	256	256	384
2H Weapon Proficiency	8	16	16	24
2H Weapon Specialisation	16	32	32	48
2H Weapon Expertise	32	64	64	96
2H Weapon Mastery	64	128	128	192
2H Weapon Advanced Mastery	128	256	256	384
2H Weapon Legendary Mastery	256	512	512	768
Fist Proficiency	3	6	3	9
Fist Specialisation	6	12	6	18
Dagger Proficiency	3	6	3	9
Dagger Specialisation	6	12	6	18
Dagger Expertise	12	24	12	36
Dagger Mastery	24	48	24	72
Dagger Advanced Mastery	48	96	48	144
Dagger Legendary Mastery	96	192	96	288
Staff Proficiency	8	16	16	12
Staff Specialisation	16	32	32	24
Staff Expertise	32	64	64	48
Staff Mastery	64	128	128	96
Staff Advanced Mastery	128	256	256	192
Staff Legendary Mastery	256	512	512	384
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	3	5	3	8
Throwing Specialisation	5	10	5	15
Throwing Expertise	10	20	10	30
Throwing Mastery	20	40	20	60
Throwing Advanced Mastery	40	80	40	120
Throwing Legendary Mastery	80	160	80	240
Longbow Proficiency	6	11	6	17
Longbow Specialisation	11	22	11	33
Longbow Expertise	22	44	22	66
Longbow Mastery	44	88	44	132
Longbow Advanced Mastery	88	176	88	264
Longbow Legendary Mastery	176	352	176	528
Crossbow Proficiency	11	21	11	32
Crossbow Specialisation	21	42	21	63
Crossbow Expertise	42	84	42	126
Crossbow Mastery	84	168	84	252
Crossbow Advanced Mastery	168	336	168	504
Crossbow Legendary Mastery	336	672	336	1008
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept (per level)	<i>10xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	3	5	10	10
Small Shield Specialisation	5	10	20	20
Small Shield Expertise	10	20	40	40
Small Shield Mastery	20	40	80	80



## Half-Elf Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	5	10	20	20
Medium Shield Specialisation	10	20	40	40
Medium Shield Expertise	20	40	80	80
Medium Shield Mastery	40	80	160	160
Large Shield Proficiency	8	15	30	30
Large Shield Specialisation	15	30	60	60
Large Shield Expertise	30	60	120	120
Large Shield Mastery	60	120	240	240
Furs/Skins/Leather Proficiency	3	5	3	8
Furs/Skins/Leather Specialisation	5	10	5	15
Furs/Skins/Leather Expertise	10	20	10	30
Furs/Skins/Leather Mastery	20	40	20	60
Studded Leather Proficiency	4	7	4	11
Studded Leather Specialisation	7	14	7	21
Studded Leather Expertise	14	28	14	42
Studded Leather Mastery	28	56	28	84
Chain Proficiency	5	9	9	14
Chain Specialisation	9	18	18	27
Chain Expertise	18	36	36	54
Chain Mastery	36	72	72	108
Banded Proficiency	6	11	17	17
Banded Specialisation	11	22	33	33
Banded Expertise	22	44	66	66
Banded Mastery	44	88	132	132
Plate Proficiency	7	13	20	20
Plate Specialisation	13	26	39	39
Plate Expertise	26	52	78	78
Plate Mastery	52	104	156	156
Combination	6	11	17	17
Enhanced Combination	22	44	66	66
<b>Physical / Mental</b>				
Enhance Life	2	3	3	4
Ambidexterity	8	11	8	15
Strength	25	38	50	50
Double Strength	50	75	100	100
Triple Strength	100	150	200	200
Quadruple Strength	200	300	400	400
Quintuple Strength	400	600	800	800
Dexterity (per level)	<i>8xlevel</i>	<i>10xlevel</i>	<i>5xlevel</i>	<i>10xlevel</i>
Maneuver in Armour (per level)	<i>4xlevel</i>	<i>7xlevel</i>	<i>11xlevel</i>	<i>14xlevel</i>
All Round Sight (per level)	<i>8xlevel</i>	<i>10xlevel</i>	<i>5xlevel</i>	<i>10xlevel</i>
Toughness (per level)	<i>11xlevel</i>	<i>17xlevel</i>	<i>22xlevel</i>	<i>22xlevel</i>
Willpower (per level)	<i>8xlevel</i>	<i>8xlevel</i>	<i>10xlevel</i>	<i>5xlevel</i>
<b>Medical</b>				
Bind Wounds	9	3	6	6
Set Broken Bone	9	3	6	6
Discern Wounds	9	3	6	6
Discern Disease	9	3	6	6
Discern Spiritual Influence	9	3	6	3
Discern Poisoning	9	3	3	6
Discern Paralysis	9	3	6	6

## Half-Elf Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Magic</b>				
Recognise Magic	5	5	3	2
Read/Write Runes	5	5	3	2
Enhance Mana	3	3	2	1
Meditate	15	15	10	5
Learn Spell	$8x(l+1)$	$8x(l+1)$	$5x(l+1)$	$3x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$30xlevel$	$30xlevel$	$20xlevel$	$10xlevel$
Create Talisman	$8+l$	$8+l$	$5+l$	$3+l$
<i>l = level</i>				
Transcend Armour	$14+l$	$14+l$	$9+l$	$5+l$
<i>l = level</i>				
Enchant Item	$30+l$	$30+l$	$20+l$	$10+l$
<i>l = level</i>				
Magic Ritual	$30+l$	$30+l$	$20+l$	$10+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$15+l$	$15+l$	$10+l$	$5+l$
<i>l = circle level</i>				
Work with Cabal	$30+l$	$30+l$	$20+l$	$10+l$
<i>l = ritual level</i>				
Join Cabal	$15x(l+1)$	$15x(l+1)$	$10x(l+1)$	$5x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	6	2	4	6
Read/Write Temple Runes	6	2	4	6
Improve Standing	4	2	3	4
Prayer	24	8	16	24
Learn Miracle	$11x(l+1)$	$3x(l+1)$	$6x(l+1)$	$11x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$9+l$	$3+l$	$6+l$	$9+l$
<i>l = level</i>				
Consecrate Item	$px(36+l)$	$px(12+l)$	$px(24+l)$	$px(36+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(36+l)$	$px(12+l)$	$px(24+l)$	$px(36+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$18+l$	$6+l$	$12+l$	$18+l$
<i>l = circle level</i>				
Work with Conclave	$28+l$	$12+l$	$24+l$	$36+l$
<i>l = ceremony level</i>				
Join Conclave	$18x(l+1)$	$6x(l+1)$	$12x(l+1)$	$18x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	6	9	3	6
Recognise Undead	6	3	3	6
Recognise Smell	6	9	3	6
Evaluate	6	9	3	6
Throat Slit	20	30	10	30
Backstab Proficiency	20	30	10	30
Backstab Specialisation	40	60	20	60
Backstab Expertise	80	120	40	120
Backstab Mastery	160	240	80	240
Backstab Advanced Mastery	320	480	160	480
Backstab Legendary Mastery	640	960	320	960

**Half-Elf Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	30	45	15	45
Sniping Specialisation	60	90	30	90
Sniping Expertise	120	180	60	180
Sniping Mastery	240	360	120	360
Sniping Advanced Mastery	480	720	240	720
Sniping Legendary Mastery	960	1440	480	1440
<b><u>Manufacture</u></b>				
Skinning	20	30	10	30
Make Leather Armour	18	35	18	53
Make Superior Leather Armour	35	70	35	105
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	80	160	240	240
Make Weapon	40	80	120	120
Make Superior Weapon	80	160	240	240

## 5.11 Half Orc Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	2	4	4	6
1H Weapon Specialisation	4	8	8	12
1H Weapon Expertise	10	20	20	30
1H Weapon Mastery	25	50	50	75
1H Weapon Advanced Mastery	75	150	150	225
1H Weapon Legendary Mastery	225	450	450	675
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	20	40	40	60
2H Weapon Mastery	50	100	100	150
2H Weapon Advanced Mastery	150	300	300	450
2H Weapon Legendary Mastery	450	900	900	1350
Fist Proficiency	1	2	1	3
Fist Specialisation	2	4	2	6
Dagger Proficiency	1	2	1	3
Dagger Specialisation	2	4	2	6
Dagger Expertise	5	10	5	15
Dagger Mastery	13	25	13	38
Dagger Advanced Mastery	38	75	38	113
Dagger Legendary Mastery	113	225	113	338
Staff Proficiency	4	8	8	6
Staff Specialisation	8	16	16	12
Staff Expertise	20	40	40	30
Staff Mastery	50	100	100	75
Staff Advanced Mastery	150	300	300	150
Staff Legendary Mastery	450	900	900	675
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	2	4	4	6
Throwing Specialisation	4	8	8	12
Throwing Expertise	10	20	20	30
Throwing Mastery	25	50	50	75
Throwing Advanced Mastery	75	150	150	225
Throwing Legendary Mastery	225	450	450	675
Longbow Proficiency	6	12	6	18
Longbow Specialisation	12	24	12	36
Longbow Expertise	30	60	30	90
Longbow Mastery	75	150	75	225
Longbow Advanced Mastery	225	450	225	675
Longbow Legendary Mastery	675	1350	675	2025
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	18	36	18	54
Crossbow Expertise	45	90	45	135
Crossbow Mastery	113	225	113	338
Crossbow Advanced Mastery	338	675	338	1013
Crossbow Legendary Mastery	1013	2025	1013	3038
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept (per level)	<i>10xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	4	8	8	12
Small Shield Specialisation	8	16	16	24
Small Shield Expertise	20	40	40	60
Small Shield Mastery	50	100	100	150

## Half Orc Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	8	16	24	24
Medium Shield Specialisation	16	32	48	48
Medium Shield Expertise	40	80	120	120
Medium Shield Mastery	100	200	300	300
Large Shield Proficiency	12	24	48	48
Large Shield Specialisation	24	48	72	72
Large Shield Expertise	60	120	120	120
Large Shield Mastery	150	300	300	450
Furs/Skins/Leather Proficiency	1	2	1	3
Furs/Skins/Leather Specialisation	2	4	2	6
Furs/Skins/Leather Expertise	4	8	4	12
Furs/Skins/Leather Mastery	8	16	8	24
Studded Leather Proficiency	2	4	2	6
Studded Leather Specialisation	4	8	4	12
Studded Leather Expertise	8	16	8	24
Studded Leather Mastery	16	32	16	48
Chain Proficiency	3	6	6	9
Chain Specialisation	6	12	12	18
Chain Expertise	12	24	24	36
Chain Mastery	24	48	48	72
Banded Proficiency	4	8	12	12
Banded Specialisation	8	16	24	24
Banded Expertise	16	32	48	48
Banded Mastery	32	64	96	96
Plate Proficiency	5	10	15	15
Plate Specialisation	10	20	30	30
Plate Expertise	20	40	60	60
Plate Mastery	40	80	120	120
Combination	4	8	12	12
Enhanced Combination	16	32	48	48
<b>Physical / Mental</b>				
Enhance Life	1	1	1	2
Ambidexterity	10	15	10	20
Strength	15	22	30	30
Double Strength	30	45	60	60
Triple Strength	60	90	120	120
Quadruple Strength	120	180	240	240
Quintuple Strength	240	360	480	480
Dexterity (per level)	<i>12xlevel</i>	<i>16xlevel</i>	<i>8xlevel</i>	<i>16xlevel</i>
Maneuver in Armour (per level)	<i>2xlevel</i>	<i>4xlevel</i>	<i>6xlevel</i>	<i>8xlevel</i>
All Round Sight (per level)	<i>12xlevel</i>	<i>16xlevel</i>	<i>8xlevel</i>	<i>16xlevel</i>
Toughness (per level)	<i>8xlevel</i>	<i>12xlevel</i>	<i>16xlevel</i>	<i>16xlevel</i>
Willpower (per level)	<i>12xlevel</i>	<i>12xlevel</i>	<i>16xlevel</i>	<i>8xlevel</i>
<b>Medical</b>				
Bind Wounds	15	5	10	10
Set Broken Bone	15	5	10	10
Discern Wounds	15	5	10	10
Discern Disease	15	5	10	10
Discern Spiritual Influence	15	5	10	5
Discern Poisoning	15	5	5	10
Discern Paralysis	15	5	10	10

## Half Orc Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Magic</b>				
Recognise Magic	9	9	6	3
Read/Write Runes	9	9	6	3
Enhance Mana	6	6	4	2
Meditate	24	24	16	8
Learn Spell	$12x(l+1)$	$12x(l+1)$	$8x(l+1)$	$4x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$30xlevel$	$30xlevel$	$20xlevel$	$10xlevel$
Create Talisman	$12+l$	$12+l$	$8+l$	$4+l$
<i>l = level</i>				
Transcend Armour	$9+l$	$9+l$	$6+l$	$3+l$
<i>l = level</i>				
Enchant Item	$48+l$	$48+l$	$32+l$	$16+l$
<i>l = level</i>				
Magic Ritual	$48+l$	$48+l$	$32+l$	$16+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$24+l$	$24+l$	$16+l$	$8+l$
<i>l = circle level</i>				
Work with Cabal	$48+l$	$48+l$	$32+l$	$16+l$
<i>l = ritual level</i>				
Join Cabal	$32x(l+1)$	$32x(l+1)$	$16x(l+1)$	$8x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	6	2	4	6
Read/Write Temple Runes	6	2	4	6
Improve Standing	3	1	2	3
Prayer	24	8	16	24
Learn Miracle	$9x(l+1)$	$3x(l+1)$	$6x(l+1)$	$9x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$9+l$	$3+l$	$6+l$	$9+l$
<i>l = level</i>				
Consecrate Item	$px(36+l)$	$px(12+l)$	$px(24+l)$	$px(36+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(36+l)$	$px(12+l)$	$px(24+l)$	$px(36+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$18+l$	$6+l$	$12+l$	$18+l$
<i>l = circle level</i>				
Work with Conclave	$36+l$	$12+l$	$24+l$	$36+l$
<i>l = ceremony level</i>				
Join Conclave	$18x(l+1)$	$6x(l+1)$	$12x(l+1)$	$18x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	10	15	5	10
Recognise Undead	10	5	5	10
Recognise Smell	10	15	5	10
Evaluate	8	12	4	8
Throat Slit	10	15	5	15
Backstab Proficiency	10	15	5	15
Backstab Specialisation	20	30	10	30
Backstab Expertise	40	60	20	60
Backstab Mastery	80	120	40	120
Backstab Advanced Mastery	160	240	80	240
Backstab Legendary Mastery	320	480	160	480

**Half Orc Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	40	60	20	60
Sniping Specialisation	80	120	40	120
Sniping Expertise	160	240	80	240
Sniping Mastery	320	480	160	480
Sniping Advanced Mastery	640	960	320	960
Sniping Legendary Mastery	1280	1920	640	1920
<b><u>Manufacture</u></b>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	60	120	60	180
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	120	240	360	360
Make Weapon	40	80	120	120
Make Superior Weapon	120	240	360	360

## 5.12 Half Ogre Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	3	6	6	9
1H Weapon Specialisation	6	12	12	18
1H Weapon Expertise	15	30	30	45
1H Weapon Mastery	38	75	75	113
1H Weapon Advanced Mastery	113	225	225	338
1H Weapon Legendary Mastery	338	675	675	1013
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	20	40	40	60
2H Weapon Mastery	50	100	100	150
2H Weapon Advanced Mastery	150	300	300	450
2H Weapon Legendary Mastery	450	900	900	1350
Fist Proficiency	1	2	1	3
Fist Specialisation	2	4	2	6
Dagger Proficiency	2	4	4	6
Dagger Specialisation	4	8	8	12
Dagger Expertise	10	20	20	30
Dagger Mastery	25	50	50	75
Dagger Advanced Mastery	75	150	150	225
Dagger Legendary Mastery	225	450	450	675
Staff Proficiency	4	8	8	6
Staff Specialisation	8	16	16	12
Staff Expertise	20	40	40	30
Staff Mastery	50	100	100	75
Staff Advanced Mastery	150	300	300	150
Staff Legendary Mastery	450	900	900	675
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	5	10	5	15
Throwing Specialisation	10	20	10	30
Throwing Expertise	25	50	25	75
Throwing Mastery	63	125	63	188
Throwing Advanced Mastery	188	375	188	563
Throwing Legendary Mastery	563	1125	563	1688
Longbow Proficiency	9	18	9	27
Longbow Specialisation	18	36	18	54
Longbow Expertise	45	90	45	135
Longbow Mastery	113	225	113	338
Longbow Advanced Mastery	338	675	338	1013
Longbow Legendary Mastery	1013	2025	1013	3038
Crossbow Proficiency	12	24	12	36
Crossbow Specialisation	24	48	24	72
Crossbow Expertise	60	120	60	180
Crossbow Mastery	150	300	150	450
Crossbow Advanced Mastery	450	900	450	1350
Crossbow Legendary Mastery	1350	2700	1350	4050
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept	<i>10xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	5	10	10	15
Small Shield Specialisation	10	20	20	30
Small Shield Expertise	25	50	50	75
Small Shield Mastery	63	125	125	188



## Half Ogre Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	10	20	30	30
Medium Shield Specialisation	20	40	60	60
Medium Shield Expertise	50	100	150	150
Medium Shield Mastery	125	250	375	375
Large Shield Proficiency	15	30	45	45
Large Shield Specialisation	30	60	90	90
Large Shield Expertise	75	150	225	225
Large Shield Mastery	188	375	563	563
Furs/Skins/Leather Proficiency	3	6	3	9
Furs/Skins/Leather Specialisation	6	12	6	18
Furs/Skins/Leather Expertise	12	24	12	36
Furs/Skins/Leather Mastery	24	48	24	72
Studded Leather Proficiency	4	8	4	12
Studded Leather Specialisation	8	16	8	24
Studded Leather Expertise	16	32	16	48
Studded Leather Mastery	32	64	32	96
Chain Proficiency	5	10	10	15
Chain Specialisation	10	20	20	30
Chain Expertise	20	40	40	60
Chain Mastery	40	80	80	120
Banded Proficiency	6	12	18	18
Banded Specialisation	12	24	36	36
Banded Expertise	24	48	72	72
Banded Mastery	48	96	144	144
Plate Proficiency	7	14	21	21
Plate Specialisation	14	28	42	42
Plate Expertise	28	56	84	84
Plate Mastery	56	112	168	168
Combination	6	12	18	18
Enhanced Combination	24	48	72	72
<b>Physical / Mental</b>				
Enhance Life	1	1	1	1
Ambidexterity	20	30	20	40
Strength	8	12	16	16
Double Strength	16	24	32	32
Triple Strength	32	48	64	64
Quadruple Strength	64	96	128	128
Quintuple Strength	128	192	256	256
Dexterity (per level)	<i>15xlevel</i>	<i>20xlevel</i>	<i>10xlevel</i>	<i>20xlevel</i>
Maneuver in Armour (per level)	<i>2xlevel</i>	<i>4xlevel</i>	<i>6xlevel</i>	<i>8xlevel</i>
All Round Sight (per level)	<i>15xlevel</i>	<i>20xlevel</i>	<i>10xlevel</i>	<i>20xlevel</i>
Toughness (per level)	<i>6xlevel</i>	<i>9xlevel</i>	<i>12xlevel</i>	<i>12xlevel</i>
Willpower (per level)	<i>15xlevel</i>	<i>15xlevel</i>	<i>20xlevel</i>	<i>10xlevel</i>
<b>Medical</b>				
Bind Wounds	18	6	12	12
Set Broken Bone	18	6	12	12
Discern Wounds	18	6	12	12
Discern Disease	18	6	12	12
Discern Spiritual Influence	18	6	12	6
Discern Poisoning	18	6	6	12
Discern Paralysis	18	6	12	12

## Half Ogre Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Magic</b>				
Recognise Magic	15	15	10	5
Read/Write Runes	15	15	10	5
Enhance Mana	9	9	6	3
Meditate	30	30	20	10
Learn Spell	$15x(l+1)$	$15x(l+1)$	$10x(l+1)$	$5x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$30xlevel$	$30xlevel$	$20xlevel$	$10xlevel$
Create Talisman	$15+l$	$15+l$	$10+l$	$5+l$
<i>l = level</i>				
Transcend Armour	$12+l$	$12+l$	$8+l$	$4+l$
<i>l = level</i>				
Enchant Item	$60+l$	$60+l$	$40+l$	$20+l$
<i>l = level</i>				
Magic Ritual	$60+l$	$60+l$	$40+l$	$20+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$30+l$	$30+l$	$20+l$	$10+l$
<i>l = circle level</i>				
Work with Cabal	$60+l$	$60+l$	$40+l$	$20+l$
<i>l = ritual level</i>				
Join Cabal	$30x(l+1)$	$30x(l+1)$	$20x(l+1)$	$10x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	9	3	6	9
Read/Write Temple Runes	9	3	6	9
Improve Standing	6	2	4	6
Prayer	36	12	24	36
Learn Miracle	$16x(l+1)$	$4x(l+1)$	$8x(l+1)$	$16x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$12+l$	$4+l$	$8+l$	$12+l$
<i>l = level</i>				
Consecrate Item	$px(48+l)$	$px(16+l)$	$px(32+l)$	$px(48+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(48+l)$	$px(16+l)$	$px(32+l)$	$px(48+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$24+l$	$8+l$	$16+l$	$24+l$
<i>l = circle level</i>				
Work with Conclave	$32+l$	$16+l$	$32+l$	$48+l$
<i>l = ceremony level</i>				
Join Conclave	$24x(l+1)$	$8x(l+1)$	$16x(l+1)$	$24x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	12	18	6	12
Recognise Undead	12	6	6	12
Recognise Smell	12	18	6	12
Evaluate	6	9	3	6
Throat Slit	40	60	20	60
Backstab Proficiency	30	45	15	45
Backstab Specialisation	60	90	30	90
Backstab Expertise	120	180	60	180
Backstab Mastery	240	360	120	360
Backstab Advanced Mastery	480	720	240	720
Backstab Legendary Mastery	960	1440	480	1440

**Half Ogre Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	60	90	30	90
Sniping Specialisation	120	180	60	180
Sniping Expertise	240	360	120	360
Sniping Mastery	480	720	240	720
Sniping Advanced Mastery	960	1440	480	1440
Sniping Legendary Mastery	1920	2880	960	2880
<b><u>Manufacture</u></b>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	60	120	60	180
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	120	240	360	360
Make Weapon	40	80	120	120
Make Superior Weapon	120	240	360	360

# Chapter 6

## Of Magic and Mages

Mages spend Character Points to learn spells, and use **Mana Points** to cast them, the exact amount dependent on the **Spell Level** and the school of the Mage. Mana Points can be increased by spending Character Points on the skill Enhance Mana.

All characters who use Magic must carry a spell book with them listing all the spells the characters knows, with notes on the vocals and any other casting requirements. For Mages this book must be at least A5 size and for other classes it must be at least A6 size.

Spells of level 4 and below are freely available from various sources. Above this level a Mage must find the spell (or be given it by his Guild).

### 6.1 Learning Spells

To learn a spell, the character must spend Character Points. Spells are linked in chains, and lower level versions must be learnt before the higher level ones. All spells in the same line of the spell table are in the same chain (see the spells for the Schools), though some spells also specify other chain(s) in their description.

**Example** *In order to learn Combust 4, Flare must first learn Ignite and Combust 2.*

### 6.2 Casting Spells

Casting a spell requires the character to say a set of vocals, in at least a normal speaking voice. The vocal must contain a number of words equal to three times the spell's level (level 0 spells require at least two words). In addition, Level 0 spells and miracles require that the characters "favoured" arm is free, while higher levels require both arms to be free.

When a spell is cast, the character uses his Mana to power it. Mana is regained at a rate of 1 per 15 minutes of rest, or by using the Meditate skill. The Mana cost for a spell is

$$\text{Level} + 1$$

If a character does not have enough Mana left to cast a spell, he can call on his life force instead. For every point required, the caster loses 5 Life Points and has his Death Threshold temporarily lowered by 1. As the Mage is using his life force to power the spell this loss of life cannot be prevented in any way. If it was prevented then the spell would not be powered and hence not take effect.

**Example** *Flare, a Fire Mage with no Mana left is attacked by an Orc and in order to save his life decides to cast a Fire Dart 4, a level 2 spell. This is powered directly from his life and Flare loses 15 points from his current Life Points and his Death Threshold is lowered by 3.*

Every time a spell is cast, the caster takes Life Point damage equal to the spell's level. (Thus 0 level spells cause no damage.) If a character has a Talisman (see Magic Skills below), the amount of damage is reduced by the level of the Talisman. Thus a character with a Talisman 2 will not take damage from any spell with a level of 2 or less, will only take 1 point of damage for a level 3 spell, 2 for a level 4, etc. (Note that this damage is in addition to any other damage caused by lack of Mana to cast the spell.)

## 6.2.1 Magic and Metal Armour

Wearing metal armour interferes with the casting of magic, effectively increasing the level of spells as they are cast. This means that casting a spell in metal armour requires extra Mana and extra vocals and increases the casting damage caused. This level increase is equal to the average of the Normal protection provided by metal armour on all locations **rounded up**.

**Example** *Hurl, a Half Orc Mage, wears Studded Leather on his Body and Arms, which totals 6 points of metal armour. All spells he casts are thus treated as one level higher for determining the number of words in the vocals, Mana cost and spell casting damage.*

*When Hurl casts the level 2 Fire spell “Fire Dart 4”, it is treated as a level 3 spell. Thus he needs to use vocals of at least 9 words and spend 4 Mana to cast the spell and takes 3 points of casting damage (which can be reduced by his Talisman in the usual way).*

Every level the character has in the skill Transcend Armour reduces the effect of wearing metal armour on casting spells.

**Example** *Hurl learns Transcend Armour 2, which reduces the penalty he has for wearing Studded Leather on his Body and Arms to 0 and also allows him to wear up to 12 points of metal armour without penalising his spell casting.*

## 6.3 Player Created Spells

The spells detailed for the different Schools of Magic allowed to players are by no means exhaustive and characters can attempt to research and create different spells not in the lists. The player must describe the spell he wants to the Character Ref, and he will decide whether it's suitable, what level it is, what range, exact effect, etc. To create a spell of a given level, the character must have the appropriate Ritual Magic skill at that level (or higher). When a character first creates a new spell, it can only be cast using ritual magic. After the character has gained a sufficient understanding of the spell, he becomes sufficiently skilled in its use to cast it as an instant spell using vocals. After one full year (real time), the player can spend Character Points to learn the spell and the character can then cast it normally.

**Example** *Flare, an Elven Fire Mage, wants to create a new spell, which the Character Ref decides is Level 5. As Flare does not have level 5 in Ritual Magic, he cannot successfully perform the research immediately. After a few adventures, he finally gains the necessary level in Ritual Magic and creates the spell.*

*For the next (real time) year, Flare practices his new spell, both during adventures and the down time in between. At the end of the year, Flare spends 12 Character Points and can now cast the spell using normal vocals.*

Once a character has researched a new spell, he can teach other characters to cast it using ritual magic. Once he has gained a sufficient grasp of the spell to cast it using vocals, he can teach other characters to do the same.

If a character has a Ritual Magic skill that's 5 or more higher than the level of the spell, it only takes 6 (real time) months before it can be converted to an instant spell. If a character has a Ritual Magic skill that's 10 or more higher than the level of the spell, it only takes 3 (real time) months.

## 6.4 Schools of Magic

Mages have a Primary School from which they learn spells at the base Character Point cost. Mages can also choose additional Schools during their lifetimes, with spells from each new School being treated as one level higher than the previous School for purposes of learning, though this does not effect the casting level of the spell.

**Example** *Raglan has General as his Primary School, and learns spells from this School at the standard level.*

*Raglan then takes Water as a Secondary School, learning spells from this School as if they were one level higher. So the level 1 Water spell Ice Dart is treated as level 2 for determining the Character Point cost. However, it is still cast as a level 1 Water spell.*

*If Raglan were to learn spells from a third School, the spells would be treated as two levels higher when determining the Character Point cost.*

The following types of Mages exist

<b>Primary School</b>	<b>Name</b>
General	Wizard
Fire	Pyromancer
Earth	Geomancer
Water	Hydromancer
Air	Aeromancer
Light	Photomancer
Darkness	Nyxomancer
Demonology	Demonologist
Necromancy	Necromancer
Spellsword	Spellsword

It is possible for a character to change his Primary School, or even the order of his Secondary Schools. However, doing so is treated as changing classes (ie: all Character Point costs are increased by 1, though the character is still a Mage). Mage).

## 6.5 Spell Details

All spells have a range, a duration, type markers and an effect.

If the range is touch, the target must be touched with at least one hand within 30 seconds of casting the spell for level 0 spells and both hands for higher level spells. Casting either another spell or miracles dissipates the touch spell.

Some spells have an instantaneous duration. This means that though the effect is instantaneous, any results last until reversed by other means. For example, the duration for Heal Life is instantaneous, and heals lost Life Points immediately. These Life Points last until removed (by a sword, say). For a timed duration, the Player Referee will adjudicate how much game time has passed, and whether the spell is still in effect. A permanent spell lasts forever or until the target or spell is destroyed.

The type markers, detailed below, indicate additional information about the spell.

O	Offensive. This spell/miracle can be cast on a non-willing target, or an object owned by an unwilling target. Spell/miracles not marked with “O” can be automatically resisted and cannot be cast on owned objects without the owner’s permission.
O(D)	Offensive, Dodgeable spell. The effects of this spell can be partially or totally avoided using Dexterity. Any damage left over can be further reduced by other defenses, such as protective spells/miracles, armour, Toughness as appropriate.
O(T)	Offensive, spell/miracle with effects modified by Toughness.
O(W)	Offensive, Willpower resisted spell/miracle. This spell/miracle is automatically resisted by characters with sufficient Willpower.
D	Defensive. This spell/miracle protects the target from direct harm.
D(D)	Defensive and acts as a dodge bonus, causing opponents to miss instead of absorbing or negating the damage from a successful attack. (See section Defensive “Dodge” Spells/Miracles in the Chapter Notes on Spells and Miracles)
D(A)	Defensive and armouring. This defensive spell/miracle counts as wearing armour.
DR<n>[type]	Damage Reducing effect. All damage of the specified type(s) is reduced by <n> <b>after</b> all other defences are taken into consideration.
M	Mental. This spell/miracle does not work on mindless targets. It also does not work on targets with a radically different mind, such as Demons, Intelligent Undead, Elementals, etc.
I	Informational. The spell/miracle gathers information and though this is not considered an offensive spell/miracle, it cannot usually be resisted.
i	Inanimate. The spell/miracle can only be cast on inanimate objects, swords, shields, chairs, etc.
P	Protective. This spell/miracle protects an item from being broken by other spells/miracles. A protective spell/miracle also increases the damage required to break the item by 5 per level. (E.g: a Shield with a level 3 protective spell/miracle on it requires (20 + 20 =) 40 points of damage to break.
ns	Not Stackable. Usually a higher level spell/miracle can be cast when a lower level one is active, superceding its effect. However, spells/miracles with a type of “ns” cannot be stacked in this way and a previous casting must be cancelled, dispelled or expired before any new casting will be effective.
—	No additional type information.

## 6.6 General Spells

All characters, no matter their School of Magic, have access to the General List. Mages who have the General List as their base list are known as Wizards.

Level 0	Level 1	Level 2	Level 3	Level 4
Detect Magic	Magic Sight	Magic Divination		
Dispel Magic 0	Dispel Magic 1	Dispel Magic 2	Dispel Magic 3	Dispel Magic 4
Extension 0	Extension 1	Extension 2	Extension 3	Extension 4
Spell Prime 0	Spell Prime 1	Spell Prime 2	Spell Prime 3	Spell Prime 4
Mana Gift 1		Mana Gift 2		Mana Gift 4
Spell Gift 0	Spell Gift 1	Spell Gift 2	Spell Gift 3	Spell Gift 4
Drain Mana 5	Drain Mana 10	Drain Mana 15	Drain Mana 20	Drain Mana 25
	Spell Weave 1	Spell Weave 2	Spell Weave 3	Spell Weave 4
Magic Pool 0	Magic Pool 1	Magic Pool 2	Magic Pool 3	Magic Pool 4
	Spell Immunity 1		Spell Immunity 2	

### Detect Magic

Range : 10' radius  
 Duration : instantaneous  
 Type : I  
 Effect :

The caster will be made aware of all sources of magic within 10', even those hidden behind or within something else.

### Magic Sight

Range : sight  
 Duration : 15 minutes  
 Type : I  
 Effect :

Any magical items, active spells and entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

### Magic Divination

Range : 20'  
 Duration : instantaneous  
 Type : I  
 Effect :

The caster learns how many spells and of what level and from which School are active on a target. The target can be a character or an object. If cast on a magic item, the character can use the item immediately (ie: without having to claim the item for the usual 24 hours).

### Dispel Magic <n>

Range : 20'  
 Duration : instantaneous  
 Type : O  
 Effect :

Removes any spell of level <n> or less. This spell can also dispel miracles of 2 levels lower. The caster must decide as the spell is cast whether he is removing a spell or miracle. (ie: Dispel Magic 3 can be cast as Dispel Miracle 1.) The caster can nominate a particular spell/miracle, a location or item or just the target character, and in the latter two cases, the highest level spell/miracle targetable by the Dispel will be removed.

### Example

**“Dispel that Flame Blade”** *Cast on a particular spell running on a weapon. If the Dispel is not of sufficient level, it will have no effect.*

**“Dispel on your body”** *Cast on a target's body to remove the highest level magical protection possible by the Dispel.*

**“Dispel on you” (points at target)** *To remove the highest level magical spell active on the target or any of his carried items.*



**Extension <n>**

Range : touch  
 Duration : (var)  
 Type : —  
 Effect :

Extension <n> increases the duration of a spell with a base duration of 15 minutes that has been cast by the same character, provided it is cast immediately after the spell to be effected. Extension <n> increases the duration of a spell of level <n> to 1 hour. For every level above <n>, the duration is multiplied by 4 (as per the usual rules).

Extension can also be cast on spells cast by another character, but the level is counted as one level higher. It can also be cast on miracles, which are treated as two levels higher. Miracles cast by another character are treated as three levels higher.

	Spell Level				
	0	1	2	3	4
Extension 0	1hr	—	—	—	—
Extension 1	4hrs	1hr	—	—	—
Extension 2	16hrs	4hrs	1hr	—	—
Extension 3	64hrs	16hrs	4hrs	1hr	—
Extension 4	256hrs	64hrs	16hrs	4hrs	1hr
...			...		
+1 level	Different caster				
+2 levels	Miracle				
+3 levels	Miracle by different caster				

**Spell Prime <n>**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

Spell Prime <n> allows the caster to pre-cast another spell of level <n> or less so that it is cast when a specified condition is met. The spell to be primed must be cast immediately after the Spell Prime. The condition can be fairly general, but cannot specify something that the caster isn't able to sense naturally.

Only one Spell Prime can be active on a character or object at any one time. The Spell Prime will last until its duration expires or the condition is met.

**Example** *Worried about taking on a Chaos Priest with Weakness miracles, Gritt casts Spell Prime 2 followed by Strength with the condition of "If I suffer from a weakness effect".*

**Mana Gift <n>**

Range : touch  
 Duration : *variable*  
 Type : —  
 Effect :

Mana Gift allows the character to transfer his own Mana to another Mage. Once the spell has been cast, the character can transfer <n> points of Mana per minute to another Mage. This spell can increase the recipient's Mana beyond his usual maximum (with an upper limit of his racial maximum), with the extra Mana being lost after 15 minutes.

If the receiving Mage is of the same School (and the same element for Elementalists) the rate is doubled.

An Elementalist cannot transfer Mana to another Elementalist with an opposing element.

**Example** *Flare, a Fire Mage, can use Mana Gift to transfer 2 points of Mana per minute to another Fire Mage or to transfer 1 point of Mana per minute to an Earth or Air Mage. He cannot transfer Mana to a Water Mage.*

**Spell Gift <n>**

Range : touch  
 Duration : 15 Minutes  
 Type : —  
 Effect :

Spell Gift <n> allows the caster to pass knowledge of a spell of level <n> or lower to another. For the duration of the spell, the recipient can cast the spell (using his own Mana) as if he had spent Character Points to learn it. However, for the duration of the spell, the giver loses all knowledge of the spell and also all knowledge of spells which require it to be known.

An Elementalist cannot transfer a spell to another Elementalist if the spell comes from his opposing School.

**Example** *Flare can use Spell Gift 1 to transfer Fire Dart 4 to any character who is not a Water Mage. For 15 minutes, he loses all knowledge of Fire Dart 4 and also Fire Dart 6 and above (as they require knowledge of Fire Dart 4).*

*Flare can also use Spell Gift 1 to transfer Earth Merge to any character who is not an Air Mage.*

### Drain Mana <n>

Range : touch  
Duration : instantaneous  
Type : O  
Effect :

This spell allows the caster to forcibly remove <n> points of Mana from a touched target.

### Spell Weave <n>

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

Spell Weave allows two spells of level <n> that are usually incompatible to be combined together. Spell Weave can be used to combine

- Two weapon spells from different Schools.
- Two protective spells from different Schools.

When used to combine blade spells with a power effect, the call changes to specify both types followed by the damage. If the caster drops the weapon for more than 30 seconds, the weave unravels and the effect ends.

**Example** *Grayson casts Spell Weave 1 to combine Ice Blade 1 and Fire Blade 1. The damage call becomes "Blade 4, Fire 1, Ice 1".*

*Later he casts Spell Weave 1 to combine Ice Blade 1 and Blade Sharp 2. The damage call becomes "Blade 6, Ice 1".*

When used to combine protective spells the base amount of protection is unchanged, but is doubled against both types of damage.

**Example** *Grayson casts Spell Weave 2 to combine Fire Skin 2 and Storm Skin 2. He thus has 2 points of Power protection, doubled to 4 against lightning and fire attacks.*

*Later he casts Spell Weave 2 to combine Fire Skin 2 and Iron Skin 4, gaining 4 points of Normal protection and 2 points of Power protection that is doubled to 4 against fire attacks.*

To spells to be combined must be cast with the same vocals as the Spell Weave itself, with no gaps or interruptions. The Spell Weave and woven spells are essentially combined into a single effect and can be dispelled with a single Dispel effect of sufficient level.

**Example** *A enemy Mage casts Dispel Magic 3 on Grayson's protection, which removes the Spell Weave 2, the Fire Skin 2 and the Iron Skin 4 as they are all treated as a single spell.*

### Magic Pool <n>

Range : touch  
Duration : Up to 15 minutes  
Type : —  
Effect :

Magic Pool allows two casters to link together to cast spells, up to level <n>. All casters must cast Magic Pool and the lowest level determines the maximum castable spell that can take advantage of the pooled resources.

Magic Pool has the following affects

- A member of the pool can cast spells up to level <n> known by any other member of the pool.
- The Mana for spells can be distributed across all members of the pool. The casting damage a character takes is based on the amount of Mana supplied by each character.

Overcasting damage (taken when all members of the pool have no Mana left) is also divided evenly amongst all members of the Pool.

The caster of the spell determines how the costs are divided, but members can refuse to pay the cost. In this case the caster must pay the costs himself and the Magic Pool immediately ends.

**Example** *Albert, a Fire Mage, and Barbarella, a Water Mage, both cast Magic Pool 2 and join hands. Albert can now cast up to level 2 spells known by Barbarella and Barbarella can now cast up to level 2 spells known by Albert.*

*Albert casts the level 2 Water spell Entangle(R) (known by Barbarella) on an annoying Elven Scout, using 2 of his own Mana and 1 from Barbarella. Albert takes 2 points of casting damage and Barbarella takes 1.*

*He then follows this up with the level 4 Fire spell Fire Dart 8. As this is above the level of the Magic Pool he must use his own Mana and take the full casting damage.*

*Meanwhile, Barbarella casts Spell Weave 2/Fire Blade 2/Ice Blade 2 on the blade of a Warrior in the party.*

*Eventually both Albert and Barbarella exhaust their Mana reserves, though the fight continues. Barbarella casts the level 2 Fire spell Fire Dart 4. As there is no more Mana available, the spell causes 15 points of damage and the loss of 3 Death Thresholds. As Albert is Human, Barbarella decides that he will lose the 3 Death Thresholds and 10 Life Points and she will lose 5 Life Points. As Albert is a nice Human, he agrees to the cost.*

Magic Pool expires before its standard duration if contact is broken by any member of the pool, a member refuses to pay the costs for a spell cast by another member or if any member falls unconscious or dies.

More than two casters can join together in a pool by dropping the level by 1 for each additional caster. Each caster in the pool must touch at least one other member of the pool.

**Example** *Albert and Barbarella are joined by Cade. Each one casts Magic Pool 2, cast down to Magic Pool 1, to create a pool with all three of them.*

### Spell Immunity <n>

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

The touched character or object gains immunity to <n> named spells, specified when the Spell Immunity is cast. The immunity effects all levels of the spell up to level 10.

**Example** *Flare casts a Spell Immunity against Ice Dart on himself, and can thus ignore any Ice Dart spell cast at him, no matter what level it is.*

Spell Immunity can also defend against miracles by expending 2 spell “slots” (ie: Spell Immunity 2 can be used to make a target immune to one miracle).

Spell Immunity can only be cast on a person or item. In particular, it cannot be cast on a different spell or miracle thus it cannot be used to defend against Dispel as this targets other spells/miracles.

## 6.7 Higher General Spells

Level 5	Level 6	Level 7
Dispel Magic 5	Dispel Magic 6	Dispel Magic 7
Mass Dispel 0	Mass Dispel 1	Mass Dispel 2
Anti Magic Shell 0	Anti Magic Shell 1	Anti Magic Shell 2
Extension 5	Extension 6	Extension 7
Spell Prime 5	Spell Prime 6	Spell Prime 7
	Mana Gift 8	
Drain Mana 30	Drain Mana 35	Drain Mana 40
Steal Mana 5	Steal Mana 10	Steal Mana 15
Spell Weave 5	Spell Weave 6	Spell Weave 7
Spell Immunity 3		Spell Immunity 4
Level 8	Level 9	Level 10
Dispel Magic 8	Dispel Magic 9	Dispel Magic 10
Mass Dispel 3	Mass Dispel 4	Mass Dispel 5
Anti Magic Shell 3	Anti Magic Shell 4	Anti Magic Shell 5
Extension 8	Extension 9	Extension 10
Spell Prime 8	Spell Prime 9	Spell Prime 10
Mana Gift 16		Mana Gift 32
Drain Mana 45	Drain Mana 50	Drain Mana 55
Steal Mana 20	Steal Mana 25	Steal Mana 30
Spell Weave 8	Spell Weave 9	Spell Weave 10
	Spell Immunity 5	

### Steal Mana <n>

Range : touch  
 Duration : *variable*  
 Type : O  
 Effect :

This spell allows the caster to forcefully remove <n> points of Mana from a touched target, gaining the Mana himself up to his maximum amount.

Before learning Steal Mana, the character must know Drain Mana at least to the same level. So to learn Steal Mana 5, a character must know Drain Mana 20.

### Anti Magic Shell <n>

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

Anti Magic Shell creates a sphere with a radius of 10' around the caster. Within this radius, all spells of level <n> or less cease to function. Effected spells cast within the area are immediately dispelled, as our instantaneous spells cast into the area. Spells with a duration which enter the shell are temporarily nullified, but start working again once outside the shell.

Note that the Anti Magic Shell effects all spells, including those cast by “friendly” characters.

## 6.8 School of Fire

The School of Fire contains spells that manipulate fire. Fire spells are mainly centered around causing damage and harm.

Level 0	Level 1	Level 2	Level 3	Level 4
Ignite	Fire Dart 2 Combust 2	Fire Dart 4 Combust 4 Flaming Hands 2	Fire Dart 6 Combust 6 Flaming Hands 4	Fire Dart 8 Combust 8 Flaming Hands 6
Glowing Mark 1	Fire Skin 1 Glowing Mark 2	Fire Skin 2 Glowing Mark 3	Fire Skin 3 Glowing Mark 4	Fire Skin 4 Mass Glowing Mark 1
Destroy (T) Reform (T)	Destroy (R) Reform (R)	Heat Metal (T)	Disintegrate (T)	Disintegrate (R)
Light	Flash 1 Radiate (self)		Flash 2 Radiate (T)	Heat Metal (R)
Flame Blade 0	Flame Blade 1	Flame Blade 2	Flame Blade 3	Flame Blade 4

**Light**

Range : (var)  
Duration : 15 minutes  
Type : —  
Effect :

The caster can create light in his hand. (The player must provide his own light source as a Phys. Rep. for this spell.)

**Fire Dart <n>**

Range : 20'  
Duration : instantaneous  
Type : O(D)  
Effect :

Fire Dart <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. The spell vocal should end with the words “Fire Dart <n>” to indicate the damage and the caster should point at the targeted character.

**Ignite**

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

Ignites a single flammable object within 20' of the caster. If the object is being worn by a creature, it takes 1 point of Normal damage per minute for 15 minutes or until the fire is put out. A character with any form of Power protection is unaffected by this spell.

**Combust <n>**

Range : 20'  
Duration : instantaneous  
Type : O(T)  
Effect :

Combust <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. The spell vocal should end with the words “Combust <n>” to indicate the damage and the caster should point at the targeted character.

Even though this spell causes Power damage, the character's Toughness reduces the damage.

**Example** *Wisp is in a Storm Skin 3 when he is targeted by a Combust 6 spell. The Storm Skin reduces this by 3, so Wisp only takes 3 Life Point damage and 3 Body Point damage to all locations.*

**Flaming Hands <n>**

Range : 5'  
Duration : instantaneous  
Type : O(D)  
Effect :

This spell causes a burst of intense flame to shoot from the casters hands, targetting all characters to the front of the caster and within 5' and causing <n> Body Points of Power Damage to every location and <n> Life Point damage.

Dexterity is only half as effective (rounded down).

### Fire Skin <n>

Range : touch  
Duration : 15 minutes  
Type : D  
Effect :

Fire Skin <n> gives the character touched <n> points of Power protection. The amount of protection is doubled against fire and heat attacks. (ie: A Fire Skin 2 will negate a Fire Dart 4.)

### Glowing Mark <n>

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

Glowing Mark lines the targets body with a glowing red flame, which doesn't actually cause any damage, but does make the target easier to see, even in bright daylight.

For the duration of the spell, the target's Dexterity bonus is reduced by <n>, to a minimum of 0. In addition, Glowing Mark negates the effects of invisibility, causing the target to be seen clearly.

### Mass Glowing Mark <n>

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Glowing Mark <n> spell.

### Destroy (T)/(R)

Range : touch (level 0)  
          : 20' (level 1)  
Duration : instantaneous  
Type : O,i  
Effect :

Fire surrounds the object, melting or burning it, unless it is protected. The call for this spell is "Fire Destroy".

### Disintegrate (T)/(R)

Range : touch (level 3)  
          : 20' (level 4)  
Duration : instantaneous  
Type : O,i  
Effect :

Fire surrounds the object, melting or burning it, unless it is protected. The pieces take 15 man-minutes of collecting before they object can be mended. The call for this spell is "Fire Disintegrate".

### Reform (T)/(R)

Range : touch (level 0)  
          : 20' (level 1)  
Duration : instantaneous  
Type : i  
Effect :

Reform mends any broken metal object touched or up to a range of 20'.

### Heat Metal (T)/(R)

Range : touch (level 2)  
          : 20' (level 4)  
Duration : 15 minutes  
Type : O,i  
Effect :

Heat Metal can be used on any unprotected metal item. An effected item slowly heats up over several minutes, causing Fire based Power damage to anyone in contact with it.

The item initially causes 1 point of Fire Power damage at the end of the first minute. For every subsequent minute, the Power damage caused increases by 1 until the end of the 8th minute (ie: 2 points at the end of the second minute, 3 points at the end of the third, etc). After the 8th minute the Power damage decreases by 1 until the duration ends (ie: 7 points at the end of the 9th minute, 6 points at the end of the 10th, etc).

This Body Point damage is caused every minute to all locations touched by the metal object. The Life Point damage is equal to the total amount of Body Point damage caused.

Any spell/miracle that protects against a breaking spell will also protect an item from the effects of Heat Metal.

### Flash <n>

Range : 20' (level 2)  
 Duration : 3 seconds  
 Type : O(T)  
 Effect :

Any target with Toughness less than <n> is partially blinded, causing the following effects:

- The next attack the character makes automatically misses.
- The character cannot run for the next 3 seconds, though he is able to move at a walk.

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). However, creatures that do use sight, even as a secondary sense, are still affected.

### Radiate (var)

Range : self (level 1)  
           : touch (level 3)  
 Duration : 15 minutes  
 Type : —  
 Effect :

For the duration of the spell, the effected character radiates heat which is sufficient to burn any plants that he touches. Thus he cannot be effected by trip or entangling spells. Note that Grip, Double Grip or similar spells and miracles which fix him to the earth will still be effective.

The character also gains the following benefits

- immunity to Freeze and Slow spells as Radiate keeps his body at a fairly high temperature.
- Fire Skin spells running on the character give improved protection, increasing the Power protection by 1.

*The effected character leaves a blackened trail behind him, which makes the use of this spell very unpopular with Druids.*

### Flame Blade <n>

Range : touch  
 Duration : 15 minutes  
 Type : i,P  
 Effect :

Flame Blade can be cast on any weapon and adds <n> fire Power damage for 15 minutes. If cast on a non-metal weapon, the weapon is destroyed as soon as the spell expires due to burning damage. The weapon can be protected against this effect by the use of miracles, for example the Nature miracle Shillelagh.

Flame Blade 0 causes no additional damage, but does protect the weapon from being melted, warped or otherwise destroyed by magical means.

The call upon a successful hit is “Fire <n>”, if the weapon is doing additional damage.

## 6.9 Higher Fire Spells

Level 5	Level 6	Level 7
Fire Dart 10 Combust 10 Flaming Hands 8 Fire Ball 2 Scorch 2	Fire Dart 12 Combust 12 Flaming Hands 10 Fire Ball 4 Scorch 4 Immolate (self) Fire Skin 6 Mass Glowing Mark 2 Shatter (T) Mass Flash 1 Flame Blade 6	Fire Dart 14 Combust 14 Flaming Hands 12 Fire Ball 6 Scorch 6  Fire Skin 7 Glowing Mark 6 Shatter (R) Flash 4 Flame Blade 7
Level 8	Level 9	Level 10
Fire Dart 16 Combust 16 Flaming Hands 14 Fire Ball 8 Scorch 8 Immolate (T) Fire Skin 8 Mass Glowing Mark 3	Fire Dart 18 Combust 18 Flaming Hands 16 Fire Ball 10 Scorch 10  Fire Skin 9 Glowing Mark 7 Mass Destroy Flash 5 Flame Blade 9	Fire Dart 20 Combust 20 Flaming Hands 18 Fire Ball 12 Scorch 12  Fire Skin 10 Mass Glowing Mark 4 Mass Disintegrate Mass Flash 3 Flame Blade 10 Fire Form

### Fire Ball <n>

Range : 20', radius 10'  
Duration : instantaneous  
Type : O(D)  
Effect :

Fire Ball <n> has the same effect as Fire Dart <n> to all targets within its area of effect. The caster can place the center point up to 20' away and all characters within a 10' radius of the point are effected. Note that the caster can target the spell on himself, but will also be effected by the spell.

The targeted character gains no defence from Dexterity and for all others in the area of effect Dexterity is only half as effective.

### Scorch <n>

Range : 20', radius 10'  
Duration : instantaneous  
Type : O(T)  
Effect :

Scorch <n> has the same effect as Combust <n> to all targets within its area of effect. The caster can place the center point up to 20' away and all characters within a 10' radius of the point are effected. Note that the caster can target the spell on himself, but will also be effected by the spell.

All characters in the area of effect use their Toughness to reduce the damage.

### Shatter (T)/(R)

Range : touch (level 0)  
          : 20' (level 1)  
Duration : 15 minutes  
Type : O,i  
Effect :

Breaks any one non-living object touched or up to a range of 20ft. The target of this spell cannot be repaired by any means for 15 minutes.

### Mass Destroy

Range : 20'  
Duration : instantaneous  
Type : O,i  
Effect :



The caster nominates a point (which may be a person, object or anything else equally obvious) and a type of item (Shield, Weapon, Armour, ...). One item of the specified type on all characters within 20' of the point is effected by a Destroy spell. The spell targets items currently being used first, but continues to other items of the specified type until it takes effect. If a type of "Armour" is specified, each location is treated as a separate item and the spell progresses from the strongest to the weakest.

In addition, all non-owned items of that type within 20' of the point are effected by a Destroy spell.

**Example** *A party of brave adventurers are fighting a group of Orcs, and have nearly finished defeating them when a Priest of Chaos turns up and casts Mass Destroy Weapon. Each character in the area will have the weapon he is currently using affected by a Destroy. In the case where two weapons are being used, the primary weapon is affected first. If the weapon is protected, the spell will move to another weapon owned by the character, targetting a secondary weapon followed by all other weapons starting with the largest (ie: most damage). The spell stops effecting each character once it runs out of targets or it destroys a weapon.*

*The spell also destroys all the weapons from the fallen as they are currently unowned.*

### Mass Disintegrate

Range : 20'  
Duration : instantaneous  
Type : O,i  
Effect :

As Mass Destroy, above, except that the items are targeted by a Disintegrate instead of a Destroy miracle.

### Immolate (self/T)

Range : self (level 6)  
: touch (level 8)  
Duration : 15 minutes  
Type : —  
Effect :

Immolate is an advanced form of Radiate that, as well as all the benefits of that spell, also gives the following

- any weapon touching (or being touched by) the caster suffers the effects of a Destroy spell and is destroyed unless protected.
- Fire Skin spells have their protection increased by 2.
- a touch fire attack that does 4 Fire Power Damage.

### Mass Flash <n>

Range : 20'  
Duration : 15 minutes  
Type : O(T)  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all characters within the area are affected by Flash <n>.

### Fire Form

Range : self  
Duration : 15 minutes  
Type : DR20[Normal]  
Effect :

This spell transforms the caster's body into fire. This has the following effects

- all Normal damage taken by the caster is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration,
- he is under similar effects as an Immolate spell,
- all Fire spells require 1 less Mana (minimum 1) to cast,
- he can only cast spells from the School of Fire.

Fire Form is only castable by characters who have dedicated themselves to the element of Fire. The total levels of all their Fire spells minus the total levels of all spells from other Schools must exceed 100.

## 6.10 School of Earth

The School of Earth contains spells that manipulate earth and metal. Earth spells are good for both defence and attack, though only covering Normal damage.

Level 0	Level 1	Level 2	Level 3	Level 4
Endurance 3	Endurance 6	Endurance 9	Endurance 12	Endurance 15
Bludgeon 1	Bludgeon 2	Bludgeon 3	Bludgeon 4	Bludgeon 5
Blade Sharp 1	Shattering Blow 1	Blade Sharp 3	Shattering Blow 2	Double Strength
	Blade Sharp 2	Grip (R)	Blade Sharp 4	Bludgeon 5
	Grip (T)	Stone Merge	Double Grip (T)	Blade Sharp 5
	Earth Merge	Self	Earth Merge	Double Grip (R)
Warp (T)	Self		Other	Stone Merge
Mend (T)	Warp (R)	Transcend		Other
	Mend (R)	Armour 1	Transcend	
		Iron Skin 4	Armour 2	Transcend
	Iron Skin 2		Iron Skin 6	Armour 3
				Iron Skin 8

### Endurance <n>

Range : touch  
 Duration : 15 minutes  
 Type : ns  
 Effect :

Endurance <n> provides an ablative buffer of <n> points, reducing any damage taken until the points have all been used up.

**Example** *Dingly-del, an Elven Earth Mage, casts Endurance 9 on himself just before he is hit for 4 points of damage by a Goblin. This causes him no damage, but the “buffer” from his Endurance is reduced to 5.*

*He then casts a Double Grip (T), a level 3 spell which would normally cause him 3 points of damage. However, this damage also comes off his Endurance, leaving 2 points left.*

*He is then struck by another Goblin, also doing 4 points of damage. The last points from his Endurance are used up and Dingly-del takes the remaining 2 points of damage.*

Spells and miracles which cause damage to every location as well as life (eg: Fire Dart, Disruption, etc) have their base damage reduced by the Endurance with any left over taken off all locations and life.

**Example** *Later on Dingly-del is again involved in battle, this time against an enemy Fire Mage, and quickly casts his Endurance 9. He is almost immediately hit by a Fire Dart 6. This takes down 6 points from his Endurance but leaves him unharmed. The enemy Mage then repeats the trick, taking down the remaining 3 points from his Endurance with the rest getting through. Dingly-del takes 3 points of damage to each location and 3 points to his life. pe*

Note, only one Endurance spell of any level can be cast on a character at any one time and the spell is still in effect even after it has been reduced to 0. To cast another Endurance before a previous one expires thus requires the original to be dispelled or cancelled.

**Example** *Dingly-del wants to recast Endurance 9, but the previous one is still in effect. He can either wait for 15 minutes or cast Dispel 2 on the old Endurance 9 or concentrate for 30 seconds to cancel the spell.*

### Strength/Double Strength

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Gives the target Strength/Double Strength for 15 minutes, as the Strength skill. This increases the amount of damage he does with a weapon by one/two steps, and allows him to break out of some spells and miracles.

Note that this spell is not cumulative with any other strength increasing spell/miracle or with any Strength increasing skill.

**Bludgeon <n>**

Range : touch  
 Duration : 15 minutes  
 Type : i  
 Effect :

Increases the Normal damage of a bludgeoning weapon by <n> points of up to a maximum of twice the weapons Normal damage. (ie: a 1H Mace which does 4 points of damage can have up to Bludgeon 4 cast on it.) A spell of too high a level has its effect reduced to the maximum possible for the weapon.

The additional damage is non-magical and hence the weapon is not protected. The call is simply the new level of damage. (eg: a character wielding a 1H Mace with Bludgeon 2 calls “Blunt 6” on a successful attack.)

The enhancement from this spell increases the amount of Strength that can be added to the damage.

Note that this spell will only work on weapons at least partially made of stone, metal or similar naturally occurring mineral or ore. It will not work on weapons made of wood, bone, etc.

**Shattering Blow <n>**

Range : touch  
 Duration : 1 minute  
 Type : i  
 Effect :

Shattering Blow increases the weight of a weapon that has a Bludgeon effect on it. The Shattering Blow reduces the effect of the Bludgeon by 2, but the next <n> attacks the wielder of the weapon makes are treated as “Shatter” attacks (with damage increased by 5 for the purposes of breaking weapons, shields and armour).

**Example** *Dingly-Del casts Bludgeon 3 on his Mace followed by Shattering Blow 2. This reduces the Bludgeon effect to a Bludgeon 1 for the rest of its duration, but the next two strikes Dingly-Del makes are “Shattering” attacks.*

Shattering Blow cannot be cast on a weapon without a minimum of a Bludgeon 2 in effect.

If Shattering Blow is cast on a weapon with a permanent Bludgeon, the Bludgeon has its effect reduced for 15 minutes.

**Blade Sharp <n>**

Range : touch  
 Duration : 15 minutes  
 Type : i  
 Effect :

Increases the Normal damage of a metal bladed weapon by <n> points of up to a maximum of twice the weapons Normal damage. (ie: a 1H Sword which does 4 points of damage can have up to Blade Sharp 4 cast on it.) A spell of too high a level has its effect reduced to the maximum possible for the weapon.

The additional damage is non-magical and hence the weapon is not protected. The call is simply the new level of damage. (eg: a character wielding a 1H Sword with Blade Sharp 2 calls “6”.)

The enhancement from this spell increases the amount of Strength that can be added to the damage.

Note that this spell will only work on weapons at least partially made of stone, metal or similar naturally occurring mineral or ore. It will not work on weapons made of wood, bone, etc.

**Grip (T)/(R)**

Range : touch (level 1)  
           : 20’ (level 2)  
 Duration : 15 minutes  
 Type : O  
 Effect :

Grip causes the ground to hold the target character for 15 minutes. Any part of the target’s body touching the ground is effected. If the character has Strength he can break the hold in 5 seconds per location. (ie: A character with both feet held can break the hold in 10 seconds.)

**Double Grip (T)/(R)**

Range : touch (level 3)  
       : 20' (level 4)  
 Duration : 15 minutes  
 Type : O  
 Effect :

Double Grip is a stronger form of Grip which requires Double Strength to break.

**Earth Merge Self/Other**

Range : self  
       : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

A character effected by this spell sinks into the earth, and is put in stasis. For the duration of the spell he is unable to move, communicate or effect the environment around him and the world cannot effect the character. When the spell ends, the character emerges from the same point that he entered the earth.

Note that while merged with the earth, the character regains Standing/Power as per normal. In addition, the character can be targeted by this spell just before using the skills Prayer or Meditate.

This spell can only be used on earth (mud, dirt, ...), not stone or any other surface. Note that this spell can merge the character into earth slopes or cliffs.

Earth Merge Other cannot be used on character's with Air as their primary School.

**Stone Merge Self/Other**

Range : self  
       : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell is the same as Earth Merge, except that the character can sink into stone as well as earth.

**Warp (T)/(R)**

Range : touch (level 0)  
       : 20' (level 1)  
 Duration : instantaneous  
 Type : O,i  
 Effect :

Warp destroys any one wooden object either touched or up to 20' away.

**Mend (T)/(R)**

Range : touch (level 0)  
       : 20' (level 1)  
 Duration : instantaneous  
 Type : i  
 Effect :

Mend fixes any broken object.

**Transcend Armour <n>**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell increases the character's Transcend Armour skill by <n>.

**Iron Skin <n>**

Range : touch  
 Duration : 15 minutes  
 Type : D(A)  
 Effect :

Iron Skin makes the target's skin tougher, protecting him from normal damage. The target gains <n> points of Normal Armour.

## 6.11 Higher Earth Spells

Level 5	Level 6	Level 7
Endurance 18 Bludgeon 6 Shattering Blow 3 Blade Sharp 6 Iron Skin 10 Aspect of the Schools Ensorcel Armour 4 Triple Grip (T)  Mass Grip Mass Warp Mass Mend	Endurance 21 Triple Strength Bludgeon 7  Blade Sharp 7 Iron Skin 12  Ensorcel Armour 5 Triple Grip (R) Earth Merge Others	Endurance 24  Bludgeon 8 Shattering Blow 4 Blade Sharp 8 Iron Skin 14  Ensorcel Armour 6 Quadruple Grip (T) Stone Merge Others Mass Double Grip  Metal Immunity Self Earthquake
Level 8	Level 9	Level 10
Endurance 27 Quadruple Strength Bludgeon 9  Blade Sharp 9 Iron Skin 16 Aspect of the Principles Ensorcel Armour 7 Quadruple Grip (R)	Endurance 30  Bludgeon 10 Shattering Blow 4 Blade Sharp 10 Iron Skin 18  Ensorcel Armour 8 Quintuple Grip (T) Mass Triple Grip Mass Earth Merge	Endurance 33 Quintuple Strength Bludgeon 11  Blade Sharp 11 Iron Skin 20  Ensorcel Armour 9 Quintuple Grip (R)  Mass Stone Merge Metal Immunity Other Stone Form

### Aspect of the Schools

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Aspect of the Schools allows the caster to modify the effect of an Iron Skin cast on himself so that it provides protection against Elemental based attacks (fire, cold, lightening, sun, etc). Every 1 point of Elemental protection reduces the Normal protection by 2.

**Example** Granite casts Iron Skin 6 on himself followed by Aspect of the Elements, using the latter to convert the Iron Skin to provide 1 point of Fire protection and 4 points of Normal protection.

If the Iron Skin is dispelled, the Aspect of the Elements is also dispelled.

If the Aspect of the Elements is cancelled or dispelled before the Iron Skin expires, the Iron Skin spell will revert to providing just Normal protection.

Multiple Aspect spells can be active at the same time, but each one can only modify the Normal protection.

**Example** Granite follows the Aspect of the Elements (fire) with Aspect of the Elements (water) on his Iron Skin 6. As he has already modified 2 points of Normal protection to be effective against Fire he can only modify the remaining 4 points to be effective against Cold. He chooses to modify the Iron Skin so that it provides 1 point of Fire protection, 1 point of Cold protection and 2 points of Normal protection.

Recasting Aspect of the Schools with a previously used element allows the caster to re-assign the protection from Normal and the specific element, but not protection assigned to attack from other elements.

**Example** Granite recasts Aspect of the Elements (fire) further modifying the Iron Skin to provide 2 points of Fire protection and 1 point of Cold protection.

**Aspect of the Principles**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

Aspect of the Principles allows the caster to modify the effect of an Iron Skin cast on himself so that it provides protection against Principle based attacks (Chaos, Life, Death or Order). Every 1 point of Principle protection reduces the Normal protection by 2.

**Example** *Granite casts Iron Skin 8 on himself followed by Aspect of the Principles, using the latter to convert the Iron Skin to provide 2 points of Chaos protection and 4 points of Normal protection.*

If the Iron Skin is dispelled, the Aspect of the Principles is also dispelled.

If the Aspect of the Principles is cancelled or dispelled before the Iron Skin expires, the Iron Skin spell will revert to providing just Normal protection.

Multiple Aspect spells can be active at the same time, but each one can only modify the Normal protection.

**Example** *Granite follows the Aspect of the Principles with Aspect of the Elements (lightening) on the Iron Skin 8. As he has already modified 4 points of Normal protection to be effective against Chaos he can only modify the remaining 4 points to be effective against Lightening. He chooses to modify the Iron Skin so that it provides 1 point of Lightening protection, 2 points of Chaos protection and 2 points of Normal protection.*

Recasting Aspect of the Principles allows the caster to re-assign the protection from Normal and, but not protection assigned to other attack types.

**Example** *Granite recasts Aspect of the Principles (chaos) further modifying the Iron Skin to provide 3 points of Chaos protection and 1 point of Lightening protection.*

**Earth Merge Others**

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

The caster and up to 3 other characters touching him (caster's choice) can be targetted by an Earth Merge spell.

**Stone Merge Others**

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

The caster and up to 3 other characters touching him (caster's choice) can be targetted by an Stone Merge spell.

**Mass Earth Merge**

Range : 20'  
 Duration : instantaneous  
 Type : —  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Earth Merge spell.

**Mass Stone Merge**

Range : 20'  
 Duration : instantaneous  
 Type : —  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Stone Merge spell.

**Earthquake**

Range : 20'  
 Duration : 20 seconds  
 Type : O(Dx)  
 Effect :

Earthquake causes the ground in a small area to heave and undulate. The caster picks the center of the spell and everyone within a 10' radius must fall to the floor, waving their arms and legs in the air. Characters with 10 Dexterity and above do not fall to the floor, though they are unable to move. Characters with 15 Dexterity and above can walk at a slow pace.

This spell will also cause anybody in the ground (under the effects of Earth Merge, Triple Grip or Quadruple Grip, for example) to take 10 Body Points of damage per location in the ground, with an equivalent amount of Life Point damage as they are first pummeled and then thrown out of the ground. Normal armour protects against this as usual, but Dexterity effects do not.

Note that non-corporeal beings and those under the effect of a Float spell are unaffected by Earthquake.

**Metal Immunity**

Range : self  
 : touch  
 Duration : 15 minutes  
 Type : DR10[Metal]  
 Effect :

For the duration of this spell, all Normal damage inflicted by a metal weapon (or metal part of a weapon) is reduced by 10, with the reduction occurring **after** all other defenses are taken into consideration.

In order to learn Metal Immunity Self, the character must know Iron Skin 8. In order to learn Metal Immunity Other, the character must know Iron Skin 11.

Power damage on metal weapons still harms the recipient of the spell as usual.

**Triple Grip (T)/(R)**

Range : touch (level 3)  
 : 20' (level 4)  
 Duration : 15 minutes (or less, see Effect)  
 Type : O  
 Effect :

Triple Grip is a stronger form of Grip which sinks the target into the ground up to his knees, and requires Triple Strength to escape. As his lower legs are below the ground, they cannot be damaged by attacks.

**Quadruple Grip (T)/(R)**

Range : touch (level 3)  
 : 20' (level 4)  
 Duration : 15 minutes (or less, see Effect)  
 Type : O  
 Effect :

Quadruple Grip is a stronger form of Grip which sinks the target into the ground up to his waist, and requires Quadruple Strength to escape. As his legs are below the ground, they cannot be damaged by attacks.

**Quintuple Grip (T)/(R)**

Range : touch (level 3)  
 : 20' (level 4)  
 Duration : 15 minutes (or less, see Effect)  
 Type : O  
 Effect :

Quintuple Grip is a stronger form of Grip which sinks the target into the ground up to his neck, and requires Quintuple Strength to escape. As only his head is above the ground, the rest of his body cannot be damaged by attacks.

**Stone Form**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell transforms the caster's body into stone. This has the following effects

- all Normal damage from edged and sharp weapons taken by the caster is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration,
- he takes only half Normal damage from bludgeoning weapons,
- he is under the effects of an Endurance 24 (though this need not be dispelled once the extra points are gone),
- his Strength improves by one level (with Strength spells adding to this),
- his hand attacks do normal damage (ie: not "soft" damage) and they are treated as having a Bludgeon 7 on them,
- all Earth spells require 1 less Mana (minimum 1) to cast,
- he can only cast spells from the School of Earth.

Stone Form is only castable by Mages who have dedicated themselves to the element of Earth. The total levels of all their Earth spells minus the total levels of all spells from other Schools must exceed 100.

## 6.12 School of Water

The School of Water contains spells that manipulate water and ice. As most living creatures are mostly water, spells from this School can be used to influence minds and control plants. In its icy form, water spells can also cause harm directly.

Level 0	Level 1	Level 2	Level 3	Level 4
	Ice Dart 2 Freeze (T) Coma 1 Command 1	Ice Dart 4 Freeze (R)	Ice Dart 6  Coma 2 Command 2 Suggestion 1 Clear Mind (R)	Ice Dart 8 Slow (T) Mass Coma 1 Mass Command 1
Trip (R)	Clear Mind (T)  Entangle (T)	Enhance Will 1 Weaken Will 1 Entangle (R)	Trip 'n' Entangle (T)	Enhance Will 2 Weaken Will 2 Trip 'n' Entangle (R)
Rust (T) Ice Blade 0	Rust (R) Ice Blade 1	Plant Strength  Ice Blade 2	Ice Blade 3	Ice Blade 4

### Ice Dart <n>

Range : 20'  
Duration : instantaneous  
Type : O(D)  
Effect :

Ice Dart <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. The spell vocal should end with the words "Ice Dart <n>" to indicate the damage and the caster should point at the targeted character.

### Freeze (T)/(R)

Range : touch (level 1)  
: 20' (level 2)  
Duration : 10 seconds  
Type : O  
Effect :

Causes the target character (touched or within 20'), to freeze for 10 seconds or until attacked.

Freeze temporarily freezes all the water in the effected creatures body, thus opponents with no water, such as Skeletons, are immune to this spell. In addition, strong characters can shrug off the effect of the spell, though at least Strength is required and the character takes 2 Body Points of damage to all locations and 2 Life Point damage as icy shards tear through the character's body. Defensive spells and miracles do not protect against this damage, though Endurance does.



**Slow (T)**

Range : touch  
 Duration : 15 minutes  
 Type : O  
 Effect :

Causes the target character (touched or within 20') to be Slowed.

The spell works by partially freezing any water in the targets body. Opponents with no water, such as Skeletons, are not effected by this spell. In addition, strong opponents can shrug off the effect of the spell, though at least Double Strength is required. Doing so requires 10 seconds and has the side effect of causing 4 Body Points of damage to all locations and 4 Life Point damage as icy shards tear through the character's body. Defensive spells and miracles do not protect against this damage, though Endurance does.

**Command <n>**

Range : 20'  
 Duration : 10 seconds  
 Type : O(W),M  
 Effect :

The caster gives a one word command which must be obeyed if the target fails to resist. Commands which cause damage or have a permanent effect are ignored (hence Command "Die!" will have no effect).

This spell does effect creatures even if they cannot understand the caster's language, as this spell works directly on the mind.

**Mass Command <n>**

Range : 20'  
 Duration : 10 seconds  
 Type : O(W),M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by the same Command <n> spell. The caster can focus on one target within the area and add his Willpower to the level required to resist the effect.

**Suggestion <n>**

Range : 20'  
 Duration : 10 seconds  
 Type : O(W),M  
 Effect :

The caster gives a one sentence command which must be obeyed if the target fails to resist. Suggestions which cause damage or have a permanent effect are ignored (hence the Suggestion "Run off that cliff!" will have no effect).

A sentence is any phrase without any conjunctions (eg: "and", "or", etc) up to a maximum of 10 words.

**Clear Mind (T)/(R)**

Range : touch (level 1)  
           : 20' (level 3)  
 Duration : instantaneous  
 Type : M  
 Effect :

Clear Mind removes the effect of one offensive Mental spell cast on the target character. Note that this spell **cannot** be used on the caster as he will not be aware that there is anything wrong.

**Example** *Twinkle is attacked by a nasty Water Mage who casts a Coma 1 on her. Fortunately, a nice Water Mage casts Clear Mind on her, and the effect of the Coma spell is immediately removed.*

**Enhance Will <n>**

Range : touch  
 Duration : 15 minutes  
 Type : M  
 Effect :

Enhance Will increases the target's Willpower by <n> for the duration of the spell. This spell will not remove any existing effects on the target.

Note that this spell is not cumulative with any other Willpower increasing spell/miracle, though it does stack with the Willpower skill.

**Weaken Will <n>**

Range : touch  
 Duration : 15 minutes  
 Type : M  
 Effect :

Weaken Will decreases the target's Willpower by <n> for the duration of the spell. This spell **can** effectively take a character's Willpower below 0, making them susceptible to effects that are usually automatically resisted (such as Fear 0).

**Coma <n>**

Range : touch  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

Causes a target who fails to resist to fall into a coma for 15 minutes or until damaged. The spell directly effects the mind, causing signals from the brain to be stopped. Thus a strong signal, such as pain, will enable the character to awaken.

Note that this spell does not effect the Undead, plants or similar creatures.

**Mass Coma <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Coma <n> spell. The caster can focus on one target within the area and add his Willpower to the level required to resist the effect.

**Trip (R)**

Range : 20'  
 Duration : instantaneous  
 Type : O(Dx)  
 Effect :

Causes any plants around the targeted character to tangle together, which trip him if he's moving (the player should fall to his knees).

An All Round Sight skill of at least 4, is sufficient to avoid the effects of Trip. Also, if there are no ground level plants in the area, the spell has no effect.

**Entangle (T)/(R)**

Range : touch (level 1)  
           : 20' (level 2)  
 Duration : 15 minutes  
 Type : O  
 Effect :

Entangle causes any plants near the target to entangle his limbs. Thus a character on grass will have his legs entangled, while a character on grass and near a tree will his legs and arms entangled. A character with at least Strength can break the hold, taking 5 seconds per entangled location.

**Trip 'n' Entangle (T)/(R)**

Range : touch (level 3)  
           : 20' (level 4)  
 Duration : 15 minutes  
 Type : O  
 Effect :

This spell combines the Trip and Entangle spells into one. The target is tripped and the plants where he falls entangle him, requiring at least Strength to break free.

Note that the target is only tripped if he is moving when the spell is cast and there are ground level plants. He will still be entangled by any other plants around him (such as tree branches grabbing his body and arms).

An All Round Sight skill of at least 4, is sufficient to avoid the effects of the Trip, though the target is still entangled.

### **Plant Strength**

Range : 20'  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell effects entangling plants, strengthening them so that at least Double Strength is required to break free.

It also repairs damaged plants, healing them of 25 points of damage.

### **Rust (T)/(R)**

Range : touch (level 0)  
 : 20' (level 1)  
 Duration : instantaneous  
 Type : O,i  
 Effect :

Rust destroys any metal object touched or up to a range of 20'.

### **Ice Blade <n>**

Range : touch  
 Duration : 15 minutes  
 Type : i,P  
 Effect :

Ice Blade can be cast on any weapon and adds <n> cold Power damage for 15 minutes. If cast on a metal weapon, the weapon is destroyed as soon as the spell expires due to rusting damage. The weapon can be protected against this effect by the use of miracles, for example the Order miracle Strengthen.

Ice Blade 0 causes no additional damage, but does protect the weapon from being melted, warped or otherwise destroyed.

The call upon a successful hit is "Ice <n>", if the weapon is doing additional damage.

## 6.13 Higher Water Spells

Level 5	Level 6	Level 7
Ice Dart 10 Slow (R) Cone of Cold 2 Coma 3 Command 3 Suggestion 2 Charm 1  Mass Enhance Will 1 Mass Weaken Will 1 Mass Trip Double Plant Strength Mass Rust Ice Blade 5	Ice Dart 12  Cone of Cold 4 Mass Coma 2 Mass Command 2 Mass Suggestion 1  Mass Clear Mind Enhance Will 3 Weaken Will 3  Ice Blade 6	Ice Dart 14 Mass Freeze Cone of Cold 6 Coma 4 Command 4 Suggestion 3 Charm 2  Mass Enhance Will 2 Mass Weaken Will 2 Mass Entangle  Ice Blade 7
Level 8	Level 9	Level 10
Ice Dart 16  Cone of Cold 8 Mass Coma 3 Mass Command 3 Mass Suggestion 2 Mass Charm 1 Enhance Will 4 Weaken Will 4  Triple Plant Strength Ice Blade 8	Ice Dart 18 Mass Slow Cone of Cold 10 Coma 5 Command 5 Suggestion 4 Charm 3 Mass Enhance Will 3 Mass Weaken Will 3 Mass Trip 'n' Entangle  Ice Blade 9	Ice Dart 20  Cone of Cold 12 Mass Coma 4 Mass Command 4 Mass Suggestion 3 Mass Charm 2 Enhance Will 5 Weaken Will 5  Ice Blade 10 Water Form

### Charm <n>

Range : touch  
Duration : 15 minutes  
Type : O(W),M  
Effect :

Causes a target who fails to resist to consider the caster to be a close friend for the duration of the spell. If the caster makes any hostile action, either directly or indirectly, against the target the spell immediately ends.

Note that the target does not become a mindless slave of the caster, nor does he abandon his previous allies and friends.

### Mass Clear Mind

Range : 20'  
Duration : instantaneous  
Type : M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Clear Mind spell.

### Mass Enhance Will <n>

Range : 20'  
Duration : 15 minutes  
Type : M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Enhance Will <n>.

### Mass Weaken Will <n>

Range : 20'  
Duration : 15 minutes  
Type : M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Weaken Will <n>.

### Mass Trip

Range : 20'  
 Duration : instantaneous  
 Type : O(Dx)  
 Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Trip spell.

### Mass Entangle

Range : 20' (level 2)  
 Duration : 15 minutes (or less, see Effect)  
 Type : O  
 Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by an Entangle spell.

### Mass Trip 'n' Entangle

Range : 20' (level 2)  
 Duration : 15 minutes (or less, see Effect)  
 Type : O  
 Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Trip 'n' Entangle spell.

### Cone of Cold <n>

Range : 20'  
 Duration : instantaneous  
 Type : O(D)  
 Effect :

This spell causes a cone of intense cold to shoot from the casters hands, targetting all characters to the front of the caster and within 20' and causing <n> points of Power Damage to every location and <n> Life Point damage.

Dexterity is only half as effective (rounded down).

### Through Strike <n>

Range : touch  
 Duration : 1 minute  
 Type : i  
 Effect :

Through Strike forms an icy, sharp edge along the blade of a weapon that has an Ice Blade effect on it. The Through Strike reduces the effect of the Ice Blade by 4, but the next <n> attacks the wielder of the weapon makes are treated as "Through" attacks.

**Example** *Glacier casts Ice Blade 7 on his Sword followed by Through Strike 1. This immediately reduces the Ice Blade effect to an Ice Blade 3, but the next strike Glacier makes is a "Through attack."*

Through Strike cannot be cast on a weapon without a minimum of an Ice Blade 4 in effect.

### Water Form

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell transforms the caster's body into water. This has the following effects

- all Normal damage taken from edged or sharp weapons is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration,
- he takes only half Normal damage from bludgeoning weapons,

- his touch automatically has the effect of a Rust spell (this applies to weapons hitting him as well as those he touches),
- he is under similar effects as Enhance Will 3,
- his touch is equivalent to Freeze(T),
- all Water spells require 1 less Mana (minimum 1) to cast,
- he can only cast spells from the School of Water.

Water Form is only castable by Mages who have dedicated themselves to the element of Water. The total levels of all their Water spells minus the total levels of all spells from other Schools must exceed 100.

## 6.14 The School of Air

The School of Air contains spells that manipulate the air and electricity. Air spells can be used in defence and attack, but also provide methods for moving quickly from one place to another.

Level 0	Level 1	Level 2	Level 3	Level 4
Air Blast 2	Air Blast 4	Air Blast 6	Air Blast 8	Air Blast 10
Wall of Air 2	Storm Skin 1	Storm Skin 2	Storm Skin 3	Storm Skin 4
Shocking Grasp 2	Wall of Air 4	Wall of Air 6	Wall of Air 8	Wall of Air 10
	Shocking Grasp 4	Shocking Grasp 6	Shocking Grasp 8	Shocking Grasp 10
	Storm Hand 1	Storm Hand 2	Storm Hand 3	Storm Hand 4
	Sleep 1		Sleep 2	
Blink 0			Blink Other	Blink 4
Recall 0	Recall 1	Recall 2	Recall 3	Recall 4
	Float (Self)		Float (T)	
Extinguish		Gust of Wind		Gale

### Extinguish

Range : 20'  
 Duration : instantaneous  
 Type : —  
 Effect :

This causes a gust of air to extinguish a fire up to the size of a torch.

### Gust of Wind/Gale

Range : 20'  
 Duration : 1 minute  
 Type : O  
 Effect :

Gust of Wind lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. This spell will extinguish any fire up to the size of a campfire.

Gale has exactly the same effect except that all characters without at least Double Strength will be blown directly away from the caster, and all other creatures are slowed when they approach. This spell will extinguish any fire up to the size of a bonfire 10' high.

Both spells also protect the caster from missile weapons. Gust of Wind reduces all missile damage by 8, Gale reduces all missile damage by 16.

In addition, if a Gust of Wind is cast on a destroyed weapon it takes 15 man-minutes to retrieve all the pieces.

### Wall of Air <n>

Range : touch  
 Duration : 15 minutes  
 Type : D  
 Effect :

This spell allows the caster to create an immovable, solid wall of air up to 10' long, protecting all those behind the wall from weapons and other physical attacks.

Normal damage from all attacks passing through the Wall of Air are reduced by <n>. If the Normal damage from a weapon is completely negated, then any Power damage is also negated.

Note that Wall of Air is not an Armouring enchantment cast on a character, but provides an extra layer of protection present in the environment. Thus, the protection provided by the Wall of Air stacks with any Normal protection that a character has.

Wall of Air spells cannot themselves be stacked. If the character is protected by more than one Wall of Air spell, only the highest level spell is counted.

**Example** *Tornado casts Wall of Air 6 in a circle around himself, while also protected by Harden 3. He is then attacked by an Orc with a 1H Axe, doing 9 points of Normal damage. The Wall of Air reduces this to 3 and the Harden then reduces this to 0 (though he still takes a point of bruising damage).*

*He is then attacked by a Goblin with a Dagger, doing 5 Normal and 3 Fire damage. The Wall of Air reduces the Normal damage to 0, so the Goblin's attack is completely negated. Tornado doesn't even take any bruising damage as the Dagger isn't even hitting him.*

In order to cast this spell, the player needs a 10' long piece of brightly coloured cord or ribbon as a Phys Rep. When casting the spell, this is used to determine the extent of the wall.

### Storm Skin <n>

Range : touch  
Duration : 15 minutes  
Type : D  
Effect :

Storm Skin <n> gives the character touched <n> points of Power protection. The amount of protection is doubled against lightning attacks. (ie: A Storm Skin 2 will negate a Shocking Grasp 4.)

### Shocking Grasp <n>

Range : touch  
Duration : instantaneous  
Type : O  
Effect :

Shocking Grasp allows the Mage to cause <n> Power damage with each hand. Thus, if both hands hit, then 2 x <n> points of damage are caused. The damage from each hand is treated separately when determining the effect of the target's Power armour.

**Example** *Keela is in a Fire Skin 2 when he is attacked by a Shocking Grasp 4 by a Goblin Witch Doctor. Both hands hit him, one on the Chest and one on his Left Arm. The Fire Skin 2 reduces the damage from each hand by 2, so Keela takes 2 Body Points of damage to his Chest and Left Arm and 4 Life Points of damage.*

This spell can be cast through a metal weapon, but only half damage is caused. Thus a Shocking Grasp 4 cast through a sword held in both hands only does 4 points of Power damage. If only one hand is used, only 2 point of Power damage is caused. (Fractions are rounded down.)

### Storm Hand <n>

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Storm Hand is a more controlled version of Shocking Grasp. For 15 minutes the Mage can cause <n> points of Power damage with his main hand. The call is "Lightning <n>".

*The caster should have a yellow glove as a Phys. Rep. for this spell.*

### Air Blast <n>

Range : 20'  
Duration : instantaneous  
Type : O(D)  
Effect :

Air Blast does <n> points of Normal damage to every location of the target creature and <n> points of Life Point damage.

**Sleep <n>**

Range : 20'  
 Duration : 15 minutes (see below)  
 Type : O(T)  
 Effect :

A band of air tightens around the target's throat, causing him to fall unconscious if his Toughness is less than <n>. The target will remain unconscious for 15 minutes, or until damaged.

This spell will not work on any creature that does not breath.

**Blink 0**

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Blink moves the caster instantaneously from one spot to another. The player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. He cannot walk through anything or anybody, must take the full 10 paces unless he is obstructed and his facing remains unchanged.

**Blink Other**

Range : touch  
 Duration : instantaneous  
 Type : —  
 Effect :

Blink Other moves another willing character instantaneously from one spot to another. The effect player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. He cannot walk through anything or anybody, must take the full 10 paces unless he is obstructed and his facing remains unchanged.

**Blink 4**

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Blink moves the caster instantaneously from one spot to another. The player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. With Blink 4 the caster can choose to either change his facing *or* go through solid objects.

**Recall <n>**

Range : various (see below)  
 Duration : 15 minutes (target point)  
           varies (teleport)  
 Type : —  
 Effect :

Recall 0 allows the caster to return to a previously prepared point up to 20', effectively teleporting there through intervening solid barriers. Magical Wards will still prevent movement if the caster cannot physically move through them whether placed around the caster or his target point.

First the caster must prepare the spot by casting a Recall spell. This imprints the area within the caster's mind, creating a connection between the two. This connection will last for 15 minutes, but higher levels of the Recall spell can be used to extend the duration in the normal way. Extension spells and Extend miracles can also be used. A character can only have one such connection and preparing a new site removes the old one.

To return to the site, the caster casts another Recall. Recall 0 can only be cast on the character and will only take him 20'. For every additional level, the caster can choose one of the following

- Double the range (40', 80', 160',...)
- Take one other character

Casting Recall when the prepared site is out of range causes the targets of the spell to be temporarily trapped in the ethereal plane, bounced about by the magical whiplash. After a few seconds they will reappear at the departure point, unconscious for 5 minutes.



*After the player has cast the Recall spell, he simply puts his hand in the air to signify that he is no longer present and makes his way to the prepared site. If in his own or the referees opinion it is too far, he walks back to where he started and acts unconscious for the next 5 minutes.*

**Example** *Wisp is about to enter what looks like a goblin invested cave, so she decides to set up an escape route. Locating a likely spot just off the path, she casts Recall 0 on the area and then Extension 1 to make sure it lasts for 4 hours. Then she and her brave adventuring friends enter the cave.*

*Though everything starts well, they eventually come across a Goblin Shaman who's proving a bit too much for them. Wisp is cornered on her own and decides that its time to make a quick exit. Not being exactly sure how far away the site is, she casts Recall 4 and uses every level to double the range (giving a distance 320'). Fortunately, this is well within range and she escapes the massacre.*

### Float (var)

Range : self (level 1)  
: touch (level 3)  
Duration : 15 minutes  
Type : —  
Effect :

For the duration of the spell, the effected character is floating 1" above the ground. He cannot be effected by Grip, Double Grip or similar spells and miracles which fix him to the earth. Note that entangling spells will still be effective.

## 6.15 Higher Air Spells

Level 5	Level 6	Level 7
Air Blast 12 Air Bomb 2 Wall of Air 12 Storm Skin 5 Shocking Grasp 12 Storm Hand 5 Sleep 3  Recall 5 Float (R)	Air Blast 14 Air Bomb 4 Wall of Air 14 Storm Skin 6 Shocking Grasp 14 Storm Hand 6 Mass Sleep 1 Blink 6 Recall 6  Hurricane	Air Blast 16 Air Bomb 6 Wall of Air 16 Storm Skin 7 Shocking Grasp 16 Storm Hand 7 Sleep 4  Recall 7 Mass Float
Level 8	Level 9	Level 10
Air Blast 18 Air Bomb 8 Wall of Air 18 Storm Skin 8 Shocking Grasp 18 Storm Hand 8 Mass Sleep 2 Mass Blink 0 Recall 8 Whirlwind	Air Blast 20 Air Bomb 10 Wall of Air 20 Storm Skin 9 Shocking Grasp 20 Storm Hand 9 Sleep 5  Recall 9	Air Blast 22 Air Bomb 12 Wall of Air 22 Storm Skin 10 Shocking Grasp 22 Storm Hand 10 Mass Sleep 3 Mass Blink 4 Recall 10 Tornado Air Form

### Mass Sleep <n>

Range : 20'  
Duration : 15 minutes  
Type : O(T)  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Sleep <n> spell.

**Air Bomb <n>**

Range : 20', radius 10'  
 Duration : 15 minutes  
 Type : O(D)  
 Effect :

Air Bomb <n> has the same effect as Air Blast <n> to all targets within its area of effect. The Mage can place the center point up to 20' away and all characters within a 10' radius of the point are effected. Note that the Mage can target the spell on himself, but will also be effected by the spell.

The targeted character gains no defence from Dexterity and for all others in the area of effect Dexterity is only half as effective.

**Blink 6**

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Blink moves the caster instantaneously from one spot to another. The player must shout "Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. With Blink 6 the caster can change his facing and go through solid objects.

**Mass Blink 0**

Range : touch  
 Duration : instantaneous  
 Type : —  
 Effect :

Using Mass Blink 0, the caster transports himself and anyone touching him to a new location. The player must shout "Mass Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. Anyone touching the caster will move with him, keeping their relative positions. Neither the caster nor anyone touching him can change facing or go through solid objects.

**Mass Blink 4**

Range : touch  
 Duration : instantaneous  
 Type : —  
 Effect :

Using Mass Blink 4, the caster transports himself and anyone touching him to a new location. The player must shout "Mass Blink - time freeze", and can then walk 10 paces (normal walking steps) in a *straight* line to another position. Anyone touching the caster will move with him, keeping their relative positions. With Mass Blink 4, the caster can choose to either change his facing (causing everyone touching him to "spin" around him) *or* go through solid objects.

**Hurricane**

Range : 20'  
 Duration : 1 minute  
 Type : O  
 Effect :

Hurricane lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Triple Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach.

Hurricane also protects the caster from missile weapons, reducing all missile damage by 24.

**Whirlwind**

Range : 20'  
 Duration : 1 minute  
 Type : O  
 Effect :

Whirlwind lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Quadruple Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. Any character without at least Strength will suffer the effects of a Trip effect after being blown back 20'.

Whirlwind also protects the caster from missile weapons, reducing all missile damage by 32.

**Tornado**

Range : 20'  
 Duration : 1 minute  
 Type : O  
 Effect :

Tornado lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Quintuple Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. Any character without at least Double Strength will suffer the effects of a Trip effect after being blown back 20'.

Tornado also protects the caster from missile weapons, reducing all missile damage by 40.

**Air Form**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell transforms the caster's body into air. This has the following effects

- all Normal damage taken by the caster is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration,
- he is under the effects of a Float spell,
- he is under the effects of a Storm Hand 6,
- he cannot hold any items in his hands,
- all Air spells require 1 less Mana (minimum 1) to cast,
- he can only cast spells from the School of Air.

Air Form is only castable by Mages who have dedicated themselves to the element of Air. The total levels of all their Air spells minus the total levels of all spells from other Schools must exceed 100.

## 6.16 School of Light

The School of Light contains spells that manipulate daylight and the sun. Some of its spells can only be cast in daylight, and thus this School becomes significantly weaker during the night or underground.

Level 0	Level 1	Level 2	Level 3	Level 4
Light	Flash 1		Flash 2	
Dazzle 1	Dazzle 2	Dazzle 3	Dazzle 4	Mass Dazzle 1
Displacement 1	Displacement 2	Displacement 3	Displacement 4	Displacement 5
				Invisibility
				Mirror Image 1
Disguise 10		Disguise 20		Group Disguise 10
	Deceptive Strike 1		Deceptive Strike 2	

**Light**

Range : (var)  
 Duration : 15 minutes  
 Type : —  
 Effect :

The caster can create light in his hand, which can be directed in a particular direction. (The player must provide his own light source as a Phys. Rep, such as a torch, for this spell. The Phys Rep must give out a beam of light, not a general light.) Unlike the Fire "Light" spell, this is not effected by the Air spell Extinguish.

**Flash <n>**

Range : 20' (level 2)  
 Duration : 3 seconds  
 Type : O(T)  
 Effect :

Any target with Toughness less than <n> is partially blinded, causing the following effects:

- The next attack the character makes automatically misses.
- The character cannot run for the next 3 seconds, though he is able to move at a walk.

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). However, creatures that do use sight even as a secondary sense (for example animals) are still affected.

**Dazzle** <n>  
 Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

Partially dazzles the targeted character, making it difficult for him to see. The targets physical damage and any Dexterity bonus is reduced by <n>.

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). However, creatures that do use sight even as a secondary sense (for example animals) are still affected.

**Mass Dazzle** <n>  
 Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Dazzle <n>.

**Displacement** <n>  
 Range : touch  
 Duration : 15 minutes  
 Type : D(D)  
 Effect :

Displacement causes the target's apparent position continuously appears to shift. The character gains <n> points of protection that is equivalent to dodging. (See Section - Defensive "Dodge" Spells/Miracles in Chapter - Notes on Spells and Miracles.)

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). However, creatures that do use sight even as a secondary sense (for example animals) are still affected.

**Invisibility**  
 Range : self  
 Duration : 15 minutes  
 Type : D  
 Effect :

This spell causes light to bend around the caster, making him invisible to creatures which use light as their primary sense. The spell is easily disrupted by violent motions and by the summoning of power. The Invisibility spell disipates if the caster performs any of the following actions

- moves faster than a normal walk,
- makes an attack,
- casts any spell or miracle, whether directly or via an item.

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). Is is *also* ineffective against creatures that do no use sight as their primary sense (for example animals that rely on their sense of smell or hearing).

Note that this spell will not work against Undead and creatures which use hearing or smell as their primary sense. The caster will also be revealed by the spells Detect Magic, Magic Sight and Magic Divination.

If the caster is attacked by a wildly swinging character who is aware that there's someone invisible nearby, he has the same protection as a Displacement 5 spell.

In order to learn Invisibility, the character must know Displacement 5.

*The player must wear a red baseball cap (or similar) to signify his Invisible state. He can ignore damage from deliberate attacks, but can still take collateral damage if he is hit “accidentally” (eg: while walking through a battle line, hit by a wildly swinging character who is aware that there’s someone invisible nearby). The player should tell the Player Ref about **all** attacks when battleboarding and he has the final say on any damage taken.*

### **Mirror Image <n>**

Range : self  
Duration : 15 minutes  
Type : ns  
Effect :

Mirror Image hides the caster and creates <n> additional images in a slightly different position, causing the next <n> attacks to miss. Attacks that do not take a targets Dexterity into account (eg: Unholy Word, Disruption, etc) or area of effect attacks (eg: Fireball, Mass Harm, etc) will ignore the effects of the Mirror Image.

As soon as the Mirror Image takes damage, it is destroyed. A Mirror Image is not affected by any of the protective bonuses (or penalties) of the caster (eg: Dexterity, armour, defensive spells/miracles etc). (In the real world, if the Player is hit by any attack, a Mirror Image is destroyed.) Physical area attacks (eg: Fireball, though not Mass Harm) will destroy all the Mirror Images and also damage the caster as normal. Once all the Mirror Images are destroyed or dispelled, the caster is no longer hidden.

Note, only one Mirror Image of any level can be cast on a character at any one time and the spell is still in effect even after all images have been destroyed. To cast another Displaced Image before a previous one expires thus requires the original to be dispelled or cancelled.

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). However, creatures that do use sight even as a secondary sense (for example animals) are still affected.

In order to learn Mirror Image 1, the character must know Invisibiliy and Displacement 5.

### **Disguise <n>**

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Disguise allows the caster to form an illusion around himself to make him appear as a different creature. Recognise Creature and similar skills are reduced by <n> when determining the caster’s type and if the skill is reduced to 0 the character’s true type is not recognised.

This spell also allows the caster to disguise himself as a member of a specific group that has a recognisable uniform, dress or identification symbol. Thus the caster could disguise himself as a Baronial Guard, a beggar in rags, etc. Recognise Creature will not see through this disguise (assuming the character has not tried to disguise his race) but touching the character will usually find that the clothes are illusionary. Alternatively the character’s actions may lead others to become suspicious.

The greater the difference between the illusionary form and the creatures own race, the less effective the disguise. Assuming the caster is a Small Humanoid (Human, Elf, Half Orc, Goblin, Orc, etc), the effect of the Disguise spell is modified as follows.

Small Humanoid	0
Large Humanoid (Ogres, Trolls, etc)	-10
Undead (Skeletons, Zombies, Vampires, etc)	-10
Extra-Planar Creature (Elementals, Demons, Angels, etc)	-20
Other (Oozes, Many-limbed creatures, etc)	-30+ <sup>1</sup>

<sup>1</sup> For strange creatures the Character Ref & Monster Ref will determine the difficulty of using Disguise to mimic the creature’s form.

### **Limitations:**

- Disguise does not allow the caster to form the illusion of a specific individual of a race, thus the caster could disguise himself as an Orc, but not a specific Orc Chieftain. Similarly, the caster could disguise himself as a member of the Watch, but not a specific Corporal.
- Disguise only effects sight, so skills such as Recognise Smell are not affected.
- Disguise is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures).
- The character must have seen and met the type of creature being disguised.  
A character may know enough about a type of creature to recognise it, but until he meets one he will not have sufficient information to successfully disguise himself as one.
- If the character acts obviously out of character, creatures may see through the Disguise.  
*This is a roleplaying decision, but should be played fairly by all involved. If a character disguises himself as a Goblin but doesn't act like a Goblin (ie: no squeaky voice, no scuttling walk, etc), then other Goblins will become suspicious and may see through the disguise.*

**Example** Lunis casts Disguise 10 on himself, masking himself in the form of an Orc. He then wanders down a path to talk to some Orc guards. As he approaches the Orc guards, they call "Recognise Creature 10". This is reduced to 0 by the Disguise 10 and Lunis's player can say "Orc".

After chatting to the Orc guards for a little while and learning that there are 8 more further down the path, an Orc scout returns to the guard post. However, as he does not see anything suspicious (just 3 Orcs talking), he simply joins them.

However, after a few minutes the scout becomes suspicious as Lunis does not recognise the Orc chieftain's name, and so calls "Recognise Creature 20". This is reduced to 10, which is sufficient to penetrate Lunis's disguise and the player says "Elf".

What happens next depends on what the Orc scout does. He can react in such a way that it's clear to Lunis that his disguise is broken, or he can continue playing along.

The player should provide his own props for any disguise he uses, such as appropriate masks and clothing.

#### Group Disguise <n>

Range : caster  
Duration : 15 minutes  
Type : —  
Effect :

The caster casts Disguise <n> on all friendly characters within 10' of himself, with the following limitations

- The maximum number of characters that can be affected, including himself is equal to the casters Rank.
- The disguise chosen must be the same for all characters.

#### Deceptive Strike <n>

Range : touch  
Duration : 1 minute  
Type : i  
Effect :

Deceptive Strike briefly masks the location of the touched weapon, making it harder to avoid. The next <n> attacks the wielder of the weapon makes are treated as "Swift" attacks (thus Dexterity bonuses are halved).

## 6.17 Higher Light Spells

Level 5	Level 6	Level 7
Flash 3 Dazzle 5 Displacement 6	Mass Flash 1 Mass Dazzle 2 Displacement 7 Aspect of Nature Mass Disguise 10	Flash 4 Dazzle 6 Displacement 8
Disguise 30 Deceptive Strike 3 Level 8	Level 9	Disguise 40 Deceptive Strike 4 Level 10
Mass Flash 2 Mass Dazzle 3 Displacement 9	Flash 5 Dazzle 7 Displacement 10 Aspect of the Principles Disguise 50 Deceptive Strike 5	Mass Flash 3 Mass Dazzle 4 Displacement 11
Mass Disguise 20		Mass Disguise 30

### Mass Flash <n>

Range : 20'  
Duration : 15 minutes  
Type : O(T)  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all characters within the area are affected by Flash <n>.

### Mass Disguise <n>

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

All characters within 10' of the caster are targeted by a Disguise <n>. The form selected is defined by the caster and applies to all characters.

### Aspect of Nature

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Aspect of Nature allows the caster to modify the effect of Invisibility so that it also hides him from creatures that use smell and hearing as their primary sense.

### Aspect of the Paths

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Aspect of the Paths allows the caster to modify the effect of Invisibility so that it also hides him from extra-planar creatures from a particular Path. This spell can be cast multiple times for different Paths.

## 6.18 Spellsword

Spellswords use magic to enhance their combat skills. They can also learn spells from the general spell list in the usual way (ie: general spells are treated as one level higher when they are learnt).

Level 0	Level 1	Level 2	Level 3	Level 4
1H Weapon Prof.	2H Weapon Prof.	1H Weapon Spec.	2H Weapon Spec.	1H Weapon Exp.
Throwing Prof. Small Shield Use Endurance 6	Endurance 9	Throwing Spec. Medium Shield Use Endurance 12 Strength	Endurance 15	Throwing Exp. Large Shield Use Endurance 18 Double Strength
Mystic Leather	Mystic Blade 1	Mystic Studded Leather	Mystic Blade 3	Mystic Chain
Mystic Blade 0 Dexterity 1 Toughness 1 Knit Wounds 2	Knit Wounds 4	Mystic Blade 2 Dexterity 2 Toughness 2 Knit Wounds 6	Knit Wounds 8	Mystic Blade 4 Dexterity 3 Toughness 3 Knit Wounds 10

### 1H Proficiency

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

This spell allows the Spellsword to use a particular one handed weapon type (chosen when the spell is cast) as if he had the appropriate 1H Weapon Proficiency skill.

### 2H Proficiency

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

This spell allows the Spellsword to use a particular two handed weapon type (chosen when the spell is cast) as if he had the appropriate 2H Weapon Proficiency skill.

### 1H Specialisation

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

This spell allows the Spellsword to use a particular one handed weapon type (chosen when the spell is cast) as if he had the appropriate 1H Weapon Specialisation skill.

### 2H Specialisation

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

This spell allows the Spellsword to use a particular two handed weapon type (chosen when the spell is cast) as if he had the appropriate 2H Weapon Specialisation skill.

### 1H Expertise

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

This spell allows the Spellsword to use a particular one handed weapon type (chosen when the spell is cast) as if he had the appropriate 1H Weapon Expertise skill.



**Throwing Proficiency**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell allows the Spellsword to use a particular throwing weapon type (chosen when the spell is cast) as if he had the appropriate Throwing Proficiency skill.

**Throwing Specialisation**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell allows the Spellsword to use a particular throwing weapon type (chosen when the spell is cast) as if he had the appropriate Throwing Specialisation skill.

**Throwing Expertise**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell allows the Spellsword to use a particular throwing weapon type (chosen when the spell is cast) as if he had the appropriate Throwing Expertise skill.

**Small Shield**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell allows the Spellsword to use a Small Shield.

**Medium Shield**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell allows the Spellsword to use a Medium Shield.

**Endurance <n>**

Range : self  
 Duration : 15 minutes  
 Type : ns  
 Effect :

Endurance <n> provides an ablative buffer of <n> points, reducing any damage taken until the points have all been used up.

**Example** *Fierceheart, casts Endurance 12 on himself just before he is hit for 8 points of damage by an Orc. This causes him no damage, but the “buffer” from his Endurance is reduced to 4.*

*He then casts 2H Weapon Spec., a level 3 spell which would normally cause him 3 points of damage. However, this damage also comes off his Endurance, leaving 1 more point left.*

*He is then struck by a Goblin, doing 4 points of damage. The last point from his Endurance is used up and Fierceheart takes the remaining 3 points of damage.*

Note, only one Endurance spell of any level can be cast on a person at any one time and the spell is still in effect even after it has been reduced to 0. To cast another Endurance before a previous one expires thus requires the original one to be dispelled or cancelled.

**Example** *Later on Fierceheart is again involved in battle, this time against an enemy Fire Mage, and quickly casts his Endurance 12. He is almost immediately hit by a Fire Dart 8. This takes down 8 points from his Endurance but leaves him unharmed. The enemy Mage then repeats the trick, taking down the remaining 4 points from his Endurance with the rest getting through. Fierceheart takes 4 points of damage to each location and 4 points to his life.*

Note that only one Endurance can be cast on a person at any one time and the spell is still in effect even after it has been reduced to 0. To cast another Endurance before a previous one expires thus requires the original one to be dispelled or cancelled.

**Example** *Fierceheart wants to recast Endurance 12, but the previous one is still in effect. He can either wait for 15 minutes, cast Dispel Magic 1 on the old one or concentrate for 30 seconds to cancel the spell.*

### Strength/Double Strength

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Gives the target Strength/Double Strength for 15 minutes, as the Strength skill. This increases the amount of damage he does with a weapon by one/two steps, and allows him to break out of some spells and miracles.

Note that this spell is not cumulative with any other strength increasing spell/miracle or with any strength increasing skill.

### Mystic Leather

Range : self  
Duration : 15 minutes  
Type : D(A)  
Effect :

Mystic Leather gives the Spellsword 2 points of Normal and Power armour.

### Mystic Studded Leather

Range : self  
Duration : 15 minutes  
Type : D(A)  
Effect :

Mystic Studded Leather gives the Spellsword 3 points of Normal and Power armour.

### Mystic Chain

Range : self  
Duration : 15 minutes  
Type : D(A)  
Effect :

Mystic Chain gives the Spellsword 4 points of Normal and Power armour.

### Mystic Blade <n>

Range : touch  
Duration : 15 minutes  
Type : i,P  
Effect :

Mystic Blade can be cast on any weapon and adds <n> Power damage for 15 minutes. Mystic Blade 0 causes no additional damage, but does protect the weapon from being destroyed.

The call upon a successful hit is “Power <n>”, if the weapon is doing additional damage.

### Dexterity <n>

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Dexterity <n> increases the target’s Armoured or Unarmoured Dexterity by <n>.

**Toughness** <n>

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell increases the casters Toughness by <n>.

**Knit Wounds** <n>

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell temporarily heals the caster's body, restoring <n> Body Points intelligently (ie: the healing spreads over the worst locations for the maximum benefit, at the Player Refs. discretion). When the spell duration ends, the wounds reopen.

**Example** *Fierceheart is in a running fight with a group of Orcs and has been wounded several times. His Left Arm is down 4 Body Points, his Chest is down 8 Body Points and his Left Leg is down 3 Body Points. In a brief respite he casts Knit Wounds 8, which temporarily heals 5 Body Points on his Chest, 1 Body Point on his Left Leg and 2 Body Points on his Left Arm.*

*This leaves his injured locations as*

*Left Arm -2  
 Chest -3  
 Left Leg -2*

*which is enough for him to continue the fight.*

*Over the next 15 minutes, Fierceheart takes further wounds to the Chest and Left Leg, reducing them by 8 Body Points and 5 Body Points (respectively). However, he and his group have managed to defeat the Orcs, which is timely as the Knit Wounds spell expires.*

*This leaves his injured locations as*

*Left Arm -4  
 Chest -16  
 Left Leg -8*

Any Body Point healing fixes the knitted wounds first. This has no discernable effect on the character, but does mean that the wounds do not reopen when the spell ends.

**Example** *Agincourt has taken several wounds and so has cast a Knit Wounds 10 to keep himself in the fight. A few minutes later Aramis, a friendly Justice Priest, casts Heal Wounds 14 on him. 10 points of this is used to repair the injuries currently being held together by the Knit Wounds, leaving the remaining 4 points to heal any other wounds.*

Knit Wounds can be extended as usual.

## 6.19 Higher Spellword Spells

Level 5	Level 6	Level 7
2H Weapon Expertise	1H Weapon Mastery 1H Swift Strike 1H Piercing Strike	2H Weapon Mastery 2H Swift Strike 2H Piercing Strike
Endurance 21	Throwing Mastery Throwing Swift Strike Throwing Piercing Strike	Endurance 27
Mystic Blade 5	Endurance 24 Triple Strength Mystic Banded Mystic Blade 6	Mystic Blade 7
Knit Wounds 12	Dexterity 4 Knit Wounds 14 Toughness 4	Knit Wounds 16
Level 8	Level 9	Level 10
1H Advanced Weapon Mastery 1H Undodgeable Strike 1H Through Strike	2H Advanced Weapon Mastery 2H Undodgeable Strike 2H Through Strike	1H Legendary Mastery 1H True Strike <sup>1</sup>
Throwing Advanced Weapon Mastery Throwing Undodgeable Strike Throwing Through Strike	Endurance 33	Throwing Legendary Mastery Throwing True Strike <sup>1</sup>
Endurance 30 Quadruple Strength Mystic Plate	Mystic Blade 9	Endurance 36 Quintuple Strength Mystic Superior Plate
Mystic Blade 8 Dexterity 5 Knit Wounds 18 Toughness 5	Knit Wounds 20	Mystic Blade 10 Dexterity 6 Knit Wounds 22 Toughness 6

<sup>1</sup> The Spellword must learn both the Undodgeable and Through Strike spells for the weapon before they can learn True Strike spell.

### Mystic Banded

Range : self  
Duration : 15 minutes  
Type : D(A)  
Effect :

Mystic Chain gives the Spellword 5 points of Normal and Power armour.

### Mystic Plate

Range : self  
Duration : 15 minutes  
Type : D(A)  
Effect :

Mystic Chain gives the Spellword 6 points of Normal and Power armour.

### Mystic Superior Plate

Range : self  
 Duration : 15 minutes  
 Type : D(A)  
 Effect :

Mystic Chain gives the Spellsword 7 points of Normal and Power armour.

#### **Swift Strike**

Range : self  
 Duration : one attack or 15 minutes  
 Type : —  
 Effect :

The Spellsword can make one “Swift” attack with a weapon with which he has at least a skill level of Mastery, which can come from a spell. Only one Swift Strike spell can be active at any time and expires after 15 minutes or when the Spellsword makes a Swift attack.

#### **Piercing Strike**

Range : self  
 Duration : one attack or 15 minutes  
 Type : —  
 Effect :

The Spellsword can make one “Piercing” attack with a weapon with which he has at least a skill level of Mastery, which can from a spell. Only one Piercing Strike spell can be active at any time and expires after 15 minutes or when the Spellsword makes a Piercing attack (whether or not the attack connects).

#### **Undodgeable Strike**

Range : self  
 Duration : one attack or 15 minutes  
 Type : —  
 Effect :

The Spellsword can make one “Undodgeable” attack with a weapon with which he has at least a skill level of Advanced Mastery and a Swift strike, either of which can come from spells. Only one Undodgeable Strike spell can be active at any time and expires after 15 minutes, when the Spellsword makes an Undodgeable attack or, if the Swift strike comes from a spell, when that expires. If the Swift strike is powered by a spell, it will expire at the same time as the Undodgeable Strike spell.

#### **Through Strike**

Range : self  
 Duration : one attack or 15 minutes  
 Type : —  
 Effect :

The Spellsword can make one “Through” attack with a weapon with which he has at least a skill level of Advanced Mastery and a Piercing strike, either of which can come from spells. Only one Through Strike spell can be active at any time and expires after 15 minutes, when the Spellsword makes a Through attack or, if the Piercing strike comes from a spell, when that expires.

Note that, if the Piercing strike is powered by a spell, it will expire at the same time as the Through Strike spell.

#### **True Strike**

Range : self  
 Duration : one attack or 15 minutes  
 Type : —  
 Effect :

The Spellsword can make one “True Strike” attack with a weapon with which he has at least a skill level of Legendary Mastery, Undodgeable Strike and Through Strike, any of which can come from spells. Only one True Strike spell can be active at any time and expires after 15 minutes, when the Spellsword makes a True Strike attack or, if the Undodgeable or Through strike abilities come from a spell, when either one expires.

Note that, if the Undodgeable or Through strike abilities are powered by spells, they will expire at the same time as the True Strike spell.

### 6.19.1 Notes on the Strike Spells

Characters can have both the swift based and piercing based spells active at the same time, but the effects **cannot** be used simultaneously.

**Example** *Fierceheart casts Swift Strike and Through Strike before facing a particularly nasty Troll. When he attacks he can either make a “Swift” attack or a “Through” attack but not a “Swift, Through” attack.*

## 6.20 School of Darkness

The School of Darkness is exclusive to Drow, who do not teach their secrets to outsiders. Its spells manipulate darkness, both real and in the minds of others. Some of the spells can only be cast during the night or underground, and thus this School becomes significantly weaker during the day.

Spells in *italics* can normally only be cast in darkness. In addition, if these spells are cast in darkness but are subsequently active in the light their effect is halved (rounded **down**).

Level 0	Level 1	Level 2	Level 3	Level 4
Extinguish	Blindness 1		Blindness 2	Mass Blindness 1 <i>Darksight</i>
Dispel Light 0	Dispel Light 1 <i>Shield of Darkness 0</i>	Dispel Light 2 <i>Shield of Darkness 1</i>	Dispel Light 3 <i>Shield of Darkness 2</i>	Dispel Light 4 <i>Shield of Darkness 3</i>
<i>Shadow Walk 0</i>	<i>Dark Dart 2</i>	<i>Shadow Walk 1</i>	<i>Shadow Merge</i>	<i>Shadow Walk 2</i>
<i>Shadow Blade 1</i>	<i>Shadow Blade 2</i>	<i>Shadow Blade 3</i>	<i>Shadow Blade 4</i>	<i>Shadow Blade 5</i>
<i>Dark Skin 1</i>	<i>Dark Skin 2</i>	<i>Dark Skin 3</i>	<i>Dark Skin 4</i>	<i>Dark Skin 5</i>
		<i>Weakness Dark Entangle</i>		<i>Double Weakness Double Dark Entangle</i>
	<i>Fear 1</i>		<i>Fear 2</i>	<i>Mass Fear 1</i>

#### Extinguish

Range : 20'  
Duration : instantaneous  
Type : —  
Effect :

Extinguish destroys any light source, including Light spells. To distinguish it from the Air spell, the vocal should include the phrase “Dark Extinguish”.

#### Dispel Light <n>

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Removes any spell from the School of Light of level <n> or less. If cast in darkness, the spell is counted as one level higher, thus a Dispel Light 1 will dispel a level 2 Light spell.

#### Shield of Darkness <n>

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

For the duration of the spell, the caster is immune to any Light spell of level <n> or less, though he is not immune to secondary effects. Thus a Shadow Master with an Aura of Darkness 2 is immune to a Sun Dart 4, but not to the Power damage of a sword with a Sun Blade 3 cast on it.

#### Blindness <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W)  
Effect :

A target character who fails to resist is struck blind.

**Mass Blindness <n>**

Range : 20'  
Duration : 15 minutes  
Type : O(W)  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Blindness <n> spell.

**Darksight**

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

For 15 minutes the character can see perfectly well, even if blinded or within magical darkness. In addition, the character see through blur, cloak, invisibility and related effects. When attacking the character can modify the call with “Darksight” to indicate that the attack will ignore the above effects. (eg: “Darksight 6 Dark 8”, “Darksight Dark Dart 10”.)

This spell only works in darkness.

**Shadow Walk 0**

Range : self  
Duration : instantaneous  
Type : —  
Effect :

Shadow Walk 0 moves the caster instantaneously from one shadow to another. The spell must be cast in darkness or shadows.

Once cast the player shouts “Shadow Walk - Time Freeze” and can then walk 10 paces (normal walking steps) in a *straight* line to another patch of darkness or shadow, keeping his facing the same. The player cannot walk through any solid object, but can stop before taking the full 10 paces if he is in an area of darkness or shadow.

Shadow Walk <n> allows <n> options to be chosen from the following list.

1. Increase distance by 10 paces.
2. Change facing.
3. Cast on another person instead of the caster.

**Shadow Merge**

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Using this spell the caster’s body and possessions turn into shadow. For the duration of this spell, the character is unable to move or physically effect his environment and likewise the environment cannot effect him. This means that

- he is immune to Normal damage, but cannot himself cause Normal damage,
- he is effectively non-detectable by non-magical means,
- if he reveals himself by casting spells for example, other characters can spot him, but he is still protected by a Cloak-like effect (see Light).

If the character is exposed to light while in this state he takes 1 Life Point per 10 seconds. While under the effects of a Shadow Merge, all Light spells do double damage.

**Dark Dart <n>**

Range : 20'  
Duration : instantaneous  
Type : O(D)  
Effect :

Dark Dart <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. The spell vocal should end with the words “Dark Dart <n>” to indicate the damage and the caster should point at the targeted character.

#### Shadow Blade <n>

Range : touch  
Duration : 15 minutes  
Type : i,P  
Effect :

Shadow Blade can be cast on any weapon and adds <n> Power damage for 15 minutes.

The call upon a successful hit is “Dark <n>”, if the weapon is doing additional damage.

#### Dark Skin <n>

Range : touch  
Duration : 15 minutes  
Type : D  
Effect :

Dark Skin <n> wraps the character in living darkness, giving him <n> points of Normal protection. In darkness, the recipient of this spell also gains <n> / 2 points of Power protection.

#### Weakness/Double Weakness

Range : touch (20' in darkness)  
Duration : 15 minutes  
Type : O  
Effect :

Drains the target character of Strength/Double Strength. A character who drops below normal Strength collapses. Such a character may not cast any spells or miracles and can only move at a slow crawl.

Weakness effects are **not** cumulative.

When cast during the day, the range of the spell is touch. In darkness, this spell can be cast at a range of 20'

#### Dark Entangle

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

Dark Entangle forms grasping hands from the darkness around the target, entangling all locations that are in darkness. A character with at least Strength can break the hold, taking 5 seconds per entangled location. Any bright light, such as from a Light spell or a lantern, but not a candle shone on the entangled character weakens the Dark Entangle sufficiently for the character to break free automatically.

#### Double Dark Entangle

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

Double Dark Entangle forms grasping hands from the darkness around the target, entangling all locations that are in darkness. A character with at least Double Strength can break the hold, taking 5 seconds per entangled location. Any bright light, such as from a Light spell or a lantern, but not a candle, shone on the entangled character weakens the Double Dark Entangle sufficiently so that a character with at least Strength can break the hold.

#### Fear <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.



**Mass Fear <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Fear <n> spell.

**6.21 Higher Dark Spells**

Level 5	Level 6	Level 7
Summon Gloom Blindness 3 Dispel Light 5 <i>Shield of Darkness 4</i>  <i>Dark Dart 10</i> <i>Shadow Blade 6</i> <i>Dark Skin 6</i>          <i>Fear 3</i>	Mass Blindness 2 Dispel Light 6 <i>Shield of Darkness 5</i> <i>Shadow Walk 3</i> <i>Dark Dart 12</i> <i>Shadow Blade 7</i> <i>Dark Skin 7</i> Mass Weakness <i>Mass Dark Entangle</i> <i>Mass Fear 2</i>	Summon Dusk Blindness 4 Dispel Light 7 <i>Shield of Darkness 6</i>          <i>Dark Dart 14</i> <i>Shadow Blade 8</i> <i>Dark Skin 8</i>          <i>Fear 4</i>
Level 8	Level 9	Level 10
Mass Blindness 3 Dispel Light 8 <i>Shield of Darkness 7</i> <i>Shadow Walk 4</i> <i>Dark Dart 16</i> <i>Shadow Blade 9</i> <i>Dark Skin 9</i> Triple Weakness <i>Triple Dark Entangle</i> <i>Mass Fear 3</i>	Summon Night Blindness 5 Dispel Light 9 <i>Shield of Darkness 8</i>          <i>Dark Dart 18</i> <i>Shadow Blade 10</i> <i>Dark Skin 10</i>          <i>Fear 5</i>	Mass Blindness 4 Dispel Light 10 <i>Shield of Darkness 9</i> <i>Shadow Walk 5</i> <i>Dark Dart 20</i> <i>Shadow Blade 11</i> <i>Dark Skin 11</i> Mass Double Weakness <i>Mass Double Dark Entangle</i> <i>Mass Fear 4</i> <i>Shadow Form</i>

**Mass Dark Entangle**

Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within the area is effected by a Dark Entangle.

**Mass Dark Double Entangle**

Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within the area is effected by a Dark Double Entangle.

**Dark Triple Entangle**

Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

Dark Triple Entangle forms grasping hands from the darkness around the target, entangling all locations that are in darkness. A character with at least Triple Strength can break the hold, taking 5 seconds per entangled location. Any bright light, such as from a Light spell or a lantern, but not a candle, shone on the entangled character weakens the Dark Holding sufficiently so that a character with at least Double Strength can break the hold.

#### Summon Gloom

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Summon Gloom allows the casting of a Dark spell in non-magical light. The Dark spell can be no higher than level 0 and must be cast immediately afterwards.

#### Summon Dusk

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Summon Dusk allows the casting of a Dark spell in non-magical light. The Dark spell can be no higher than level 2 and must be cast immediately afterwards.

#### Summon Darkness

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Summon Darkness allows the casting of a Dark spell in non-magical light. The Dark spell can be no higher than level 4 and must be cast immediately afterwards.

#### Shadow Form

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

This spell transforms the caster's body into shadow. This has the following effects

- all Normal damage taken by the caster is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration,
- he can use Shadow Walk 0 without requiring any Mana,
- he cannot hold any items in his hands,
- all Shadow spells require 1 less Mana (minimum 1) to cast,
- he can only cast spells from the School of Darkness.

## 6.22 Necromantic School

Necromancers explore the mysteries of death and the spirit planes which house deceased souls.

Necromancers are usually considered to be the foulest of people, dabbling in things which should be left well alone. Creating an Undead creature banishes the soul which originally inhabited the body to the Plane of Tortured Souls (one of the Planes of Death), where it is held prisoner and kept in perpetual torment. Thus Necromancers commit a crime worse than murder. Nearly all civilised peoples will kill a Necromancer on sight.

The raising and control of Undead involves summoning and binding souls of the dead. These are usually taken from one of the Planes of Death, or related Paths, as the controllers of these realms actively encourage souls being returned and used to cause more suffering and death.

The main goal in life for Necromancers is to discover the very high level ritual Living Death, which will transform the caster into an intelligent Undead with 1 level for every 5 Ranks he had.

## 6.23 Necromantic Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Detect Undead		Discern Nature of Undead Discern Spiritual Strength Speak with the Dead		
Interrogate the Dead Cause Wound 4	Cause Wound 8	Cause Wound 14	Cause Wound 20	Mass Cause Wound 4
Steal Life 4	Steal Life 8  Fear 1	Steal Life 14	Steal Life 20  Fear 2	Mass Steal Life 4 Mass Fear 1
Flesh Rot Animate Dead 2	Animate Dead 4	Paralysis 1 Bind the Soul 1 Animate Dead 8	Mass Flesh Rot Animate Dead 16	Freeze with Fear 1 Paralysis 2 Mass Animate Dead 2
Enhance Undead 2	Enhance Undead 4  Control Undead 0	Enhance Undead 8	Enhance Undead 16  Control Undead 1	Mass Enhance Undead 2 Mass Control Undead 0

### Detect Undead

Range : self only  
Duration : 15 minutes  
Type : I  
Effect :

Some Undead are not normally visible to the naked eye. This spell allows the Priest to see such spirits. This spell can also determine whether an Undead will regenerate after being “killed”.

### Discern Nature of Undead

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

This spell gives the caster the type and rank of the target Undead creature.

### Discern Spiritual Strength

Range : touch  
Duration : instantaneous  
Type : I  
Effect :

This spell can be cast on either a living or dead body, and reveals the target’s current and maximum Death Thresholds. (These values can be different due to overcasting.)

### Interrogate the Dead

Range : touch  
Duration : 1 minute  
Type : I  
Effect :

The caster can ask three yes/no questions of any creature killed within the last 15 minutes. Note that this spell will not work on a “killed” Undead creature (their spirit no longer exists).

Bless and Consecrate the Dead cast on the body stop this spell working.

### Speak with Dead

Range : touch  
Duration : 1 minute  
Type : I  
Effect :

The caster can ask three questions of any creature killed within the last 15 minutes. Note that this spell will not work on a “killed” Undead creature (their spirit no longer exists, and they’ve probably been dead for more than 15 minutes.)

Bless and Consecrate the Dead cast on the body stop this spell working.

#### **Cause Wound <n>**

Range : touch  
Duration : instantaneous  
Type : O  
Effect :

Causes <n> Power Life Point damage and Body Damage to the location of a touched character. For the Level 0 Spell, only one hand is required. For all other levels two hands are required otherwise the spell has no effect.

This spell can be used to take a character below his Death Threshold.

#### **Mass Cause Wound <n>**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected suffers the effect of Cause Wound <n>.

#### **Steal Life <n>**

Range : touch  
Duration : up to 15 minutes, see Effect  
Type : O  
Effect :

Steals <n> Life Points from a character the caster is touching, giving them to the caster. This spell can take a character above his maximum Life, but only for 15 minutes, after which time the additional Life Points are lost. Normal Armour does not protect against this spell, though Power Armour does. The spell does not work on Undead creatures.

This spell cannot take a character below his Death Threshold, as there’s no more life to steal beyond that point.

In order to learn Steal Life, the Necromancer must know Cause Wound to at least the same level. So, to learn Steal Life 4, the Necromancer must know Cause Wound 4.

#### **Mass Steal Life <n>**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of Steal Life <n>.

This spell cannot take a character below his Death Threshold, as there’s no more life to drain beyond that point.

#### **Fear <n>**

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

#### **Mass Fear <n>**

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Fear <n>.

### Freeze with Fear <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

A target character who fails to resist is frozen with fear. The effect lasts for 15 minutes (or until the caster is dead). Remove Fear or other effect that removes Mental effects will release the character. If the character is attacked (by anyone) he becomes unfrozen, but the Fear effect remains. Similarly, a Remove Paralysis or similar effect will unfreeze the character, but the Fear effect remains.

To learn this miracle, the character must already have learnt Mass Fear <n>.

### Paralysis <n>

Range : touch  
Duration : 15 minutes  
Type : O(T)  
Effect :

A target character touched by the caster and with Toughness less than <n> is Paralysed for 15 minutes and slowed for a further 5 minutes.

Any character with Toughness less than 2 x <n> is slowed for 15 minutes.

**Example** *G'Mord, with 5 Toughness, is attacked by a small Ghoul doing Paralysis 2. As his Toughness is more than twice the Paralysis effect, he ignores it and pounds the Ghoul into the floor.*

*He is then attacked by a medium Ghoul doing Paralysis 4. As his Toughness is more than this, he is not paralysed but is slowed by the attack, so he slowly pounds the Ghoul into the floor.*

*Finally he is attacked by a large Ghoul doing Paralysis 6. This is more than his Toughness, so G'Mord is paralysed and the Ghoul pounds him into the floor.*

### Bind the Soul <n>

Range : self  
Duration : permanent  
Type : —  
Effect :

Necromancers learn how to summon, bind and control the souls of the dead, and this knowledge can be extended to their own soul. In order to cast Bind the Soul, the Necromancer must sacrifice another, intelligent being who is not a follower of Death. The victim is offered up to the Lords of the Planes of Death in place of the Necromancer, which is why it cannot already be a follower as presumably his soul is already bound to them.

If the Necromancer dies, his body will be healed with an amount equal to his sacrifice's maximum Life Points (up to his original maximum Life Points) and his soul recalled and bound back into his body.

Severing the Necromancer's head or burning the body (usually) stops this spell working.

A Necromancer can only have <n> Bind the Soul spells active. Thus, a Necromancer can only cast Bind the Soul 1 once (and thus return from the dead only once).

**Example** *Scarp the Human Necromancer has 30 Life Points and has sacrificed a peasant (also with 30 Life Points) while casting Bind the Soul. Later, he is ambushed and is reduced below -10 Life Points, thus dying. Immediately, his body is healed for 30 Life Points putting him on 20 Life Points, and 13 Body Points on the Chest and 6 Body Points on all other locations.*

*If his sacrifice had more than 50 Life Points, he would have been fully healed to 30 Life Points and the excess lost.*

### Flesh Rot

Range : touch  
Duration : permanent  
Type : —  
Effect :

Flesh Rot is used on a (dead) body to remove all its flesh prior to animating it as a Skeleton.

**Mass Flesh Rot**

Range : 20'  
 Duration : 5 minutes  
 Type : —  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all (dead) bodies within 10' are subjected to Flesh Rot.

**Animate Dead <n>**

Range : 20'  
 Duration : instantaneous  
 Type : —  
 Effect :

Animate Dead 1 creates a basic Undead which can be either a Skeleton or a Zombie. In order to create a Skeleton, Flesh Rot must have first been cast on the body. Once animated, the Undead will continue to function until it is destroyed.

Each increase in the level of the spell increases the Undead's rank, thus giving the initial creature more Character Points to spend on skills from the relevant table or on the Undead powers found in the Creatures chapter.

The animated Undead is not controlled in any way. If the Necromancer wishes to issue orders, he must cast Control Undead. Alternatively, if the Undead is intelligent, the Necromancer may be able to negotiate with it, as most of them will be grateful for the chance to leave the Plane of Tortured Souls and cause more death. (Note that Animate Dead and Control Undead can be combined using Multicast skill in the normal way.)

Animate Dead 4 and above can be used to create a Shadow instead of a Skeleton or Zombie. Animate Dead 8 and above can be used to create a Ghoul instead of a Skeleton or Zombie.

Note that Animate Dead cannot be dispelled because it is not a permanent effect. (This is analogous to not being able to dispel Heal Wounds to undo any curing.)

**Enhance Undead <n>**

Range : 20'  
 Duration : permanent\*  
 Type : —  
 Effect :

\* The duration of the spell is for the "lifetime" of the Undead.

This spell can be used to extend the duration of an Animate Dead by 15 minutes or to give an existing Undead an additional <n> x 10 Character Points. These can be used to buy Skills from the appropriate table or on the Undead powers found in the Creatures chapter. If cast to give additional Character Points, this spell has the side effect of increasing the Undead's level by <n> (which may cause the Necromancer to lose control of it).

**Control Undead <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W)  
 Effect :

The targeted Undead creature must obey the commands of the caster as long as its Willpower is less than <n> + caster's Willpower. Control is immediately broken if

- the caster ever attacks the Undead,
- the Undead is destroyed,
- another character casts a Control Undead of the required level or higher,
- the caster orders the Undead to make a permanent sacrifice of Life, Mana or Standing.

Unintelligent Undead are willing to attack even if they face certain destruction. However, if the Necromancer orders an intelligent Undead into a situation where it will obviously be destroyed, his control will be broken.

After the duration of the spell, control reverts back to a previously cast Control Undead (if its duration has not expired). Otherwise, the Undead becomes free willed.

**Mass Control Undead <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all Undead within 10' suffers the effects of a Control Undead <n>. The caster can focus on one target within the area and add his Willpower to the level required to resist the effect.

## 6.24 Necromantic Rituals

**Soul Rip <n>**

Range : touch  
 Duration : permanent  
 Type : O  
 Effect :

Soul Rip weakens the hold that the victim's soul has on his body. This effectively lowers the touched victims Death Threshold by <n>. This ritual cannot lower a target's Death Threshold below 0 (thus it cannot kill its victim).

**Soul Steal <n>**

Range : touch  
 Duration : permanent  
 Type : O  
 Effect :

Soul Steal is similar to Soul Rip, except that the caster gains a part of the target's soul. The target loses <n> from his Death Threshold and the caster gains <n>, though his Death Threshold cannot be raised above the maximum value for his race.

## 6.25 Higher Necromantic Spells

Level 5	Level 6	Level 7
Cause Wound 28 Steal Life 14 Fear 2  Mass Paralysis 1 Bind the Soul 2 Animate Undead 32 Enhance Undead 32 Control Undead 3	Mass Cause Wound 8 Mass Steal Life 4 Mass Fear 1 Freeze with Fear 1 Paralysis 3  Mass Animate Undead 4 Mass Enhance Undead 4 Mass Control Undead 2	Drain Cause Wound 36 Steal Life 18 Fear 3  Mass Paralysis 2  Animate Undead 64 Enhance Undead 64 Control Undead 4 Immunity to Normal Damage
Level 8	Level 9	Level 10
Mass Cause Wound 14 Mass Steal Life 7 Mass Fear 2 Freeze with Fear 2 Paralysis 4 Bind the Soul 3 Mass Animate Undead 8 Mass Enhance Undead 8 Mass Control Undead 3	Cause Wound 46 Steal Life 23 Fear 4  Mass Paralysis 3  Animate Undead 128 Enhance Undead 128 Control Undead 5	Mass Cause Wound 20 Mass Steal Life 10 Mass Fear 3 Freeze with Fear 3 Paralysis 5  Mass Animate Undead 16 Mass Enhance Undead 16 Mass Control Undead 4

**Immunity to Normal Damage**

Range : self  
 Duration : 15 minutes  
 Type : DR10[Normal]  
 Effect :

For the duration of this spell, all Normal damage taken by the caster is reduced by 10, with the reduction occurring **after** all other defenses are taken into consideration.

### **Bind the Soul <n>**

Range : self  
 Duration : permanent  
 Type : —  
 Effect :

Bind the Soul 2 and Bind the Soul 3 allow the Necromancer to sacrifice additional victims, so he can return from the dead more than once. The Life Points are regained when the Necromancer is returned from the dead in the same order in which the victims were sacrificed.

Alternatively, the higher level spells can be cast down and allow the Necromancer to return if his head is severed as a Ghost for a limited amount of time. If cast down one level, the Necromancer is allowed to stay for 7 days and if cast down two levels, he is allowed to stay for 49 days. At the end of this time, if he has not found a body to inhabit, he is dragged back to the Plane of Death.

As a Ghost, the Necromancer cannot manipulate physical objects in any way. However, he is immune to Normal damage and can cast spells and miracles.

In order to inhabit a new body, he must

1. find a living member of his own race,
2. personally kill the victim using Steal Life,
3. within 24 hours of the victim's death, cast Bind the Soul (of any level) on the body.

## **6.26 Demonologist School**

Demonologists gain knowledge on how to summon the various entities of the Plane of Chaos. Such entities are collectively known as demons. Some Demonologists start off with the best of intentions, as not all demons are evil, but most are soon corrupted by the powers granted to them by the more powerful, darker demons.

Demonologists were once allowed to practice their art in the Kingdom, but after several incidents of summoning demons too powerful to control, possession and sacrificing of innocents during summoning rituals it became obvious that practitioners were not able to control either themselves or the demons they summoned. Thus the practice of Demonology was outlawed.

Demonology is still practiced in secret within the Kingdom, and more openly outside its borders. Anyone caught within the Kingdom is either exiled if no harm has been done, or executed if his research has caused any suffering. Demonologists across the borders are normally left to their own devices unless they threaten a member of the Kingdom, in which case a mission is sent out to bring them to justice. Needless to say, there is no love lost between Demonologists and Kingdom subjects.

Demonology is largely ritual based, as the higher Ranking and thus more powerful Demons are beyond the scope of spells. In addition, the useful ability of Inscribing a Pentacle requires the Inscribe Magic Circle skill.

### **Demons**

Demons are capricious entities who are allied closely with Chaos. They are not necessarily evil, but are always at least mischievous. Once summoned, their main aim is to remain on this Plane causing as much havoc as possible, though the strongest may have longer term goals, such as taking over an area for themselves.

Demons possess varying amounts of Mana which they use to power some of their abilities. However, to remain on this plane, they must always keep back Mana equal to their level or they will instantly return to wherever they came from.

All Demons have a True Name which, if known by the Demonologist, greatly aids in inscribing a Pentacle against it and controlling it.

#### **6.26.1 Summoning a Demon**

The Plane of Chaos holds vast numbers of different Demon types, so there is nearly always a Demon for every task that a Demonologist wants to achieve. However, a Demonologist can only summon Demons of types he has learnt about, either through research or being taught by another Demonologist. Such knowledge is power, and most Demonologists closely guard their secrets.

In general, a Demonologist will know of a number of Demon types equal to his Rank divided by two.



*For Players of Demonologists, every time they reach a Rank where they can learn a new Demon type, they should submit a partially statted Demon to the Character Ref.*

*The Demon can be of any Rank, though presumably it will be one which the character has the ability to at least summon. It can only ever cast Chaos miracles, but can belong to any School of Magic (except Demonology) obeying the usual magic rules.*

*The player can use half the Demon's Character Points and can submit requests to the Character Ref for what he believes the Demon's powers should be. However, it is up to the Character Ref to distribute the remaining Character Points.*

The act of summoning a Demon is a lengthy process and usually breaks down into the steps outlined below. The italicised steps are optional, but it is the only foolish, brave or powerful Demonologist that omits them.

1. *Inscribe a Pentacle* — A Pentacle is used to contain a Demon and hold it to the summoner's plane. Without one, the Demon can move freely.

The power of the Pentacle is defined by its level, and in order for it to hold the Demon, this level must at least equal the Demon's Willpower. If the True Name of the Demon being summoned is known, the effective level of the Pentacle is doubled.

Inscribing a Pentacle requires the Inscribe Magic Circle (Demonology) skill to at least the level of the Pentacle, and takes 1 minute per level. Care must be taken as any breaks mean that the Pentacle will not contain the Demon. *Phys Rep for the Pentacle should be sand, talc or similar, visible powder. If the powder is not visible, the summoned Demon is not contained.*

2. *Power the Pentacle* — A Pentacle can only be used to contain a Demon once it is powered. The Demonologist powers the Pentacle in the usual way.

3. *Summon the Demon* — Summoning can either be performed using the Summon Demon spells, for low level Demons, or Ritual Magic. Once summoned, the Demon is bound to this plane for the duration of the spell.

Demons really do not like being pulled into this world from their home Plane. Being in the material world causes them discomfort and pain. If given even half a chance, they will anything to revenge themselves on their summoner and/or return back to their home Plane. Note that the higher Ranking Demons in particular can be extremely subtle in escaping the control of the Demonologist.

4. "Negotiate with the Demon" — The Demonologist has presumably summoned the Demon for a purpose and there are several methods for gaining what he wants

- **Control** — The Demonologist can use a "Control Demon" spell or ritual. The Demon is forced to obey the Demonologist while the spell is in effect. If the spell expires or is dispelled, the Demon will almost certainly turn on its summoner.
- **Bargain** — The Demonologist can offer the Demon something it wants, usually a sacrifice of some sort. Low Rank Demons will be satisfied with a small amount of the blood (*causing Life damage*), with the amount increasing as the Rank of the Demon increases. However, all Demons will attempt to get the best of the Bargain.

Note, for every point of blood, the Demon gains 1 Character Point. It is possible for foolish Demonologists to sacrifice enough blood for the Demon to gain in Rank and escape.

Other Bargains are possible, such as promising never to Summon the Demon again or performing some task for the Demon. Higher Ranking Demons are more likely to offer these types of Bargain. *Always check the small print.*

A Bargain is sealed when both the Demonologist and the Demon say "By this I am Bound". Breaking a Bargain is possible, but doing so has the following consequences

**Demonologist** All Demons are permanently treated as five Ranks higher. This consequence is cumulative, so if a Demonologist breaks two Bargains, all Demons are treated as ten Ranks higher.

**Demon** Permanently loses 10 Ranks. Given the serious in-fighting among all Demons, this is a serious loss.

- **Wrack** — A Demonologist can use the "Wrack" spell or ritual to cause the Demon pain and also temporarily lower its Rank. This has the effect of making the Demon more likely to agree to a Bargain and also reducing its Rank so that it can be more easily controlled. However, it has the side effect of making the Demon less powerful.

## 6.27 Demonology Spells

Level 0	Level 1	Level 2	Level 3	Level 4
Summon Demon 2	Summon Demon 4	Summon Demon 8	Summon Demon 16	Mass Summon Demon 2
	Bind Demon 1 Dismiss Demon 1	Bind Demon 2	Bind Demon 3 Dismiss Demon 2	Bind Demon 4 Mass Dismiss Demon 1
	Wrack 1	Control Demon 1 Wrack 2	Wrack 3	Control Demon 2 Wrack 4

### Summon Demon <n>

Range : 20'  
 Duration : 15 minutes  
 Type : —  
 Effect :

Summon Demon 2 summons a Level 2 Minor Demon with the following abilities

Level : 1  
 Skill Table : Demon  
 Damage : 2 (claws)  
 Life Points : 45  
 Powers : 10 Standing (Chaos)  
           : 5 Mana

Each extra level of Summon Demon increases the demon's Rank, increasing its Character Points as usual. These Character Points can be spent on skills from the Demon Skill Table or on the powers described in the Creatures chapter.

The Demon is only able to stay on the summoned plane for the duration of the Summon spell, unless contained within a Pentacle or the target of a Bind Demon spell.

The summoned Demon will immediately try to attack its summoner, so the Demonologist needs to have a method for avoiding this. The usual methods are to summon the Demon into a Pentacle or quickly cast a Control Demon spell.

Control is immediately broken if

- the caster ever attacks the Demon,
- the Demon is destroyed,
- another Demonologist casts a Control Demon of the required level or higher,
- the caster orders the Demon to make a permanent sacrifice of Life, Mana or Standing.

Demon's are usually willing to attack even if they face certain death because when they are "killed" they merely return to the Plane of Chaos. The exception to this is if the Demon is somehow controlled on its home Plane.

### Bind Demon <n>

Range : 20'  
 Duration : variable  
 Type : O  
 Effect :

Bind Demon is used to extend the duration that a Demon can remain on the home Plane after being Summoned as follows...

Level	Duration
0	15 minutes
1	1 hour
2	4 hours
3	16 hours
4	64 hours

**Dismiss Demon <n>**

Range : 20'  
 Duration : Instantaneous  
 Type : O(W)  
 Effect :

The targeted Demon is immediately returned to its home Plane if it fails to resist.

**Control Demon <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W)  
 Effect :

The targeted Demon must obey the commands of the caster if it fails to resist. If the Demonologist knows the Demon's True Name, the spell level is effectively doubled. Control is immediately broken if the caster attacks the Demon or otherwise places the Demon in danger. Control can also be lost if another Demonologist casts a Control Demon of the required level or higher.

**Wrack <n>**

Range : 20'  
 Duration : Instantaneous *plus special*  
 Type : O  
 Effect :

Wrack <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. In addition, if any damage is caused, the spell also causes extreme pain, which stops the target from initiating any action for 5 seconds. If attacked, he can still defend himself but cannot attack back, for example. *At the very least, the player should scream and drop to at least one knee.*

When cast on a Demon, Wrack has the additional effect of reducing its Rank by <n> for 24 hours. (*The Demon loses the last skills bought with any part of the 10 x <n> Character Points.*)

## 6.28 Higher Demonology Spells

Level 5	Level 6	Level 7
Summon Demon 32	Mass Summon Demon 4	Summon Demon 64
Bind Demon 5	Bind Demon 6	Bind Demon 7
Dismiss Demon 3	Mass Dismiss Demon 2	Dismiss Demon 4
Mass Control Demon 1	Control Demon 3	Mass Control Demon 2
Wrack 5	Wrack 6	Wrack 7
Level 8	Level 9	Level 10
Mass Summon Demon 8	Summon Demon 128	Mass Summon Demon 16
Bind Demon 8	Bind Demon 9	Bind Demon 10
Mass Dismiss Demon 3	Dismiss Demon 5	Mass Dismiss Demon 4
Control Demon 4	Mass Control Demon 3	Control Demon 5
Wrack 8	Wrack 9	Wrack 10

**Bind Demon <n>**

Range : 20'  
 Duration : variable  
 Type : O(W) (demons only)  
 Effect :

Bind Demon is used to extend the duration that a Demon can remain on the home Plane after being Summoned as follows...

Level	Duration
5	256 hours ( 10 days)
6	1024 hours ( 42 days)
7	4096 hours ( 170 days)
8	16384 hours ( 2 years)
9	65536 hours ( 7 years)
10	262144 hours ( 30 years)

# Chapter 7

## Of Religion and Priests

Priests follow a deity whose Power is based on one of the Nine Paths, which spring from the Four Principles of the Universe. (The name of the characters God can be any that the player chooses.) Priests use Character Points to learn miracles, and use Standing to cast them, in a similar way to Mages.

### 7.1 The Four Principles

The Four Principles which govern the universe are

	Life	
Order		Chaos
	Death	

Each of the Four Principles grants Powers to the Gods, and these in turn are passed onto Priests in the form of Miracles.

#### 7.1.1 The Nine Paths

The Four Principles can be combined to give the Nine Paths of the Universe as follows

Justice	Life	Freedom
Order	Balance	Chaos
Might	Death	Anarchy

Gods who follow one of the 5 non-Principle Paths (Justice, Freedom, Balance, Might and Anarchy) are granted powers from all Principles which are adjacent. Hence a Goddess of Justice can grant Miracles from both Life and Order.

However, due to their distance from the Principle, all Miracles are treated as being 1 level higher when a Priest attempts to learn it, though for casting purposes it is still considered to be at its normal level. Thus a 2nd level Order miracle is treated as a 3rd level miracle when granted to a Priest by a deity of Might, Balance or Justice.

To maintain equilibrium, after learning a miracle from one Principle, a Priest cannot learn another miracle from that Principle until he has learnt one from all other Principles that the Path embodies. Thus a Priest of Justice must learn a Life Miracle after learning an Order Miracle. A Priest of Balance must learn a miracle from each of the Principles in turn.

**Example** *Just, a Human Priest who follows Justice, has received the miracle Heal Wounds 4, a Level 0 miracle of Order.*

*Just's base cost to learn a miracle is  $2x(\text{level} + 1)$ . Since he follows Justice, Heal Wounds 5 is considered to be 1 level higher when learning, and hence he had to spend*

$$2x(1 + 1) = 4$$

*Character Points to acquire it.*

The non-Principle Paths also have their own miracles. These can be learnt by characters of that Path at its base level and cannot be learnt by any other characters.

Miracles are linked in chains, and lower level versions must be learnt before the higher level ones. All miracles in the same line of the miracle table are in the same chain (see below) though some miracles also specify their chain(s) in their description.

**Example** *In order to learn Harden 2, Just must first learn Harden 1.*

## 7.2 Learning Miracles

To learn a miracle, the character must spend Character Points. Miracles are linked in chains, and lower level versions must be learnt before the higher level ones. All miracles in the same line of the miracle table are in the same chain (see the miracles for the Paths), though some miracles also specify their chain(s) in their description.

**Example** *In order to learn Holy Word 4, Gerant must first learn Holy Word 2.*

## 7.3 Casting Miracles

Casting a miracle requires the character to say a set of vocals, in at least a normal speaking voice. The vocal must contain a number of words equal to three times the miracle's level (level 0 miracles require at least two words). In addition, Level 0 spells and miracles require that the characters "favoured" arm is free, while higher levels require both arms to be free.

When a miracle is cast, the character uses his Standing to power it. Standing is regained at a rate of 1 per 15 minutes of rest or by using the Prayer skill. Miracles can be cast while wearing any type of armour, and cost

$$\text{Level} + 1$$

in Standing. If a character does not have enough Standing left to cast a miracle he can call on his life force instead. For every point required, the caster loses 5 Life Points and has his Death Threshold temporarily lowered by 1. As the Priest is using his life force to power the miracle this loss of life cannot be prevented in any way. If it was prevented then the miracle would not be powered and hence not take effect.

**Example** *Gerant, a Human Priest of Order, has had a busy day and is down to only 1 Standing. He is Entangled and decides to cast the level 2 miracle "Strength" and avoid being pummeled to death.*

*This costs 3 points of Standing, 2 points of which comes directly from his life. His current Life Point total is reduced by 10 and his Death Threshold is lowered by 2 (to 8).*

As with casting Spells, casting Miracles causes damage equal to their level. This damage is reduced by having a Holy Symbol, with the level of the Holy Symbol being subtracted from the amount of damage caused. (Note that this damage is in addition to any other damage caused by lack of Standing to cast the miracle.)

## 7.4 Player Created Miracles

The miracles detailed for the different Paths allowed to players are by no means exhaustive and characters can attempt to research and create different miracles not in the lists. The player must describe the miracle he wants to the Character Ref, and he will decide whether it's suitable, what level it is, what range, exact effect, etc. To create a miracle of a given level, the character must have the appropriate Religious Ceremony skill at that level (or higher). When a character first creates a new miracle, it can only be cast using a religious ceremony. After the character has gained a sufficient understanding of the miracle, he becomes sufficiently skilled in its use to cast it as an instant miracle using vocals. After one full year (real time), the player can spend Character Points to learn the miracle and the character can then cast it normally.

**Example** *Just, a Human Priest of Justice, wants to create a new miracle, which the Character Ref decides is Level 5. As Just does not have level 5 in Religious Ceremony, he cannot successfully perform the research immediately. After a few adventures, he finally gains the necessary level in Religious Ceremony and creates the miracle.*

*For the next (real time) year, Just practices his new miracle, both during adventures and the down time in between. At the end of the year, Just spends 14 Character Points and can now cast the miracle using normal vocals.*

Once a character has researched a new miracle, he can teach other characters to cast it using a religious ceremony. Once he has gained a sufficient grasp of the miracle to cast it using vocals, he can teach other characters to do the same.

If a character has a Religious Ceremony skill that's 5 or more higher than the level of the miracle, it only takes 6 (real time) months before it can be converted to an instant miracle. If a character has a Religious Ceremony skill that's 10 or more higher than the level of the miracle, it only takes 3 (real time) months.

## 7.5 The Miracles

All miracles have a range, a duration, a type marker and an effect.

If the range is touch, the target must be touched with both hands within 30 seconds of casting the miracle for level 0 miracles and both hands for higher level miracles. Casting either another spell or miracles dissipates the touch miracle.

Most miracles have an instantaneous duration. This means that though the effect is instantaneous, any results last until reversed by other means. For example, the duration for Heal Life is instantaneous, and heals lost Life Points immediately. These Life Points last until removed (by a sword, say). For a timed duration, the Player Referee will adjudicate how much game time has passed, and whether the miracle is still in effect. A permanent miracle lasts forever or until the target or miracle is destroyed.

The type markers, detailed below, indicate additional information about the miracle.

O	Offensive. This spell/miracle can be cast on a non-willing target, or an object owned by an unwilling target. Spell/miracles not marked with “O” can be automatically resisted and cannot be cast on owned objects without the owner’s permission.
O(D)	Offensive, Dodgeable spell. The effects of this spell can be partially or totally avoided using Dexterity. Any damage left over can be further reduced by other defenses, such as protective spells/miracles, armour, Toughness as appropriate.
O(T)	Offensive, spell/miracle with effects modified by Toughness.
O(W)	Offensive, Willpower resisted spell/miracle. This spell/miracle is automatically resisted by characters with sufficient Willpower.
D	Defensive. This spell/miracle protects the target from direct harm.
D(D)	Defensive and acts as a dodge bonus, causing opponents to miss instead of absorbing or negating the damage from a successful attack. (See section Defensive “Dodge” Spells/Miracles in the Chapter Notes on Spells and Miracles)
D(A)	Defensive and armouring. This defensive spell/miracle counts as wearing armour.
DR<n>[type]	Damage Reducing effect. All damage of the specified type(s) is reduced by <n> <b>after</b> all other defences are taken into consideration.
M	Mental. This spell/miracle does not work on mindless targets. It also does not work on targets with a radically different mind, such as Demons, Intelligent Undead, Elementals, etc.
I	Informational. The spell/miracle gathers information and though this is not considered an offensive spell/miracle, it cannot usually be resisted.
i	Inanimate. The spell/miracle can only be cast on inanimate objects, swords, shields, chairs, etc.
P	Protective. This spell/miracle protects an item from being broken by other spells/miracles. A protective spell/miracle also increases the damage required to break the item by 5 per level. (E.g: a Shield with a level 3 protective spell/miracle on it requires (20 + 20 =) 40 points of damage to break.
ns	Not Stackable. Usually a higher level spell/miracle can be cast when a lower level one is active, superceding its effect. However, spells/miracles with a type of “ns” cannot be stacked in this way and a previous casting must be cancelled, dispelled or expired before any new casting will be effective.
—	No additional type information.

### 7.5.1 Order Miracles

Stability, endurance.

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Chaos	Power Sight		Discern Path	
Dispel Chaos 0	Dispel Chaos 1	Dispel Chaos 2	Dispel Chaos 3	Dispel Chaos 4
Heal Wounds 4	Heal Wounds 8	Heal Wounds 14	Heal Wounds 20	Mass Heal Wounds 4
Protection (R)				
Mend (T)	Mend (R)		Gather and Mend	
Strengthen 0	Strengthen 1	Strengthen 2	Strengthen 3	Strengthen 4
	Toughness 1		Toughness 2	
	Harden 1	Harden 2	Harden 3	Harden 4
		Strength		Double Strength
		Repel Demon		
	Withdraw Self		Withdraw Other	
		Neutralise	Neutralise	Neutralise
		Poison 0	Poison 1	Poison 2
Extend 0	Extend 1	Extend 2	Extend 3	Extend 4
	Chaos		Chaos	
	Resistance 1		Resistance 2	
Order Gift 1		Order Gift 2		Order Gift 4
Miracle Gift 0	Miracle Gift 1	Miracle Gift 2	Miracle Gift 3	Miracle Gift 4
Order Lace 4	Order Lace 8	Order Lace 12	Order Lace 16	Order Lace 20
	Halt 1		Halt 2	Mass Halt 1

**Discern Chaos**

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

All followers of the Paths of Chaos, Freedom, Anarchy or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

**Power Sight**

Range : sight  
Duration : 15 minutes  
Type : I  
Effect :

Any miraculous items, active miracles and entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

**Discern Path**

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

**Dispel Chaos**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Removes any one Chaos miracle of level <n> or less.

**Heal Wounds <n>**

Range : touch  
Duration : instantaneous  
Type : —  
Effect :

Heals <n> Body Points (*not* Life Points) on a character the caster is touching. For the Level 0 Miracle the location healed is the touched location. For all other levels the healing is intelligent (ie: the healing spreads over the worst locations for the maximum benefit, at the Player Refs. discretion).

**Mass Heal Wounds <n>**

Range : 20'  
 Duration : instantaneous  
 Type : —  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Heal Wounds <n>.

**Protection (R)**

Range : 20'  
 Duration : 15 minutes  
 Type : i  
 Effect :

Protects any one object, up to a volume of 1 cubic foot from being warped, melted or otherwise broken. This miracle will also stop a weapon being used by a strong character from being broken.

**Mend (T)/(R)**

Range : touch (level 0)  
           : 20' (level 1)  
 Duration : instantaneous  
 Type : i  
 Effect :

Mends any one object, up to a volume of 1 cubic foot.

**Gather and Mend**

Range : 20'  
 Duration : instantaneous  
 Type : i  
 Effect :

This miracle collects all the pieces of a broken object before mending it. Thus it can be used to instantaneously fix something that would normally require 15 man minutes of piece collecting first. (ie: For an object destroyed by a Disintegrate or which has been affected by a Gust of Wind after being broken.)

**Strengthen <n>**

Range : touch  
 Duration : 15 minutes  
 Type : i,P  
 Effect :

Can be cast on any weapon, shield or armour, strengthening the internal order of the object. The maximum amount that a weapon can be Strengthened to is twice the weapon's base damage. (ie: a 1H Sword which does 4 points of damage can have up to Strengthen 4 cast on it.) The maximum amount that a piece of armour can be Strengthened to is twice the armour's protection. A normal item (eg: ring, shirt, boots, etc) does not gain any benefit from anything above Strengthen 1. Note that higher levels of Strengthen can still be cast on the item, which makes the effect harder to dispel, but the miracle's effect is limited.

When cast on a weapon, Strengthen increases the amount of Normal Damage done by <n>. Strengthen 0 only protects the weapon from destructive spells and miracles.

When cast on a piece of armour, Strengthen increases its Normal Armour Points by <n> (Strengthen 0 only protects the armour from destructive spells and miracles). Higher levels of Strengthen can be cast over multiple locations by reducing its overall effectiveness. For each extra location, the amount of Strengthening is reduced by 1. When cast in this manner, the effective level of the miracle is also lowered for purposes of dispelling.

**Example** *Haden wears a suit of Studded Leather Armour which covers his body and both arms. With Strengthen 4 he has the following options:*

1. *Cast the miracle on one location, adding 4 points of Armour. At least a Dispel 4 will be required to remove the miracle.*
2. *Cast the miracle on two locations, adding 3 points of Armour to both. At least a Dispel 3 will be required to remove the miracle.*



3. *Cast the miracle on three locations, adding 2 points of Armour to all. At least a Dispel 2 will be required to remove the miracle.*

When cast on a shield, the miracle only protects it from destructive spells, miracles and extreme damage.

Note that this miracle protects an object even though it does not add a Power effect.

### **Toughness <n>**

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

This miracle increases the targets Toughness by <n>.

### **Harden <n>**

Range : touch  
 Duration : 15 minutes  
 Type : D(A)  
 Effect :

Harden toughens a character's skin, giving him <n> points of Normal and Power protection.

### **Withdraw Self/Other**

Range : self  
           : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

A character effected by this miracle withdraws from the world and is unable to move, communicate or effect the environment around him. In turn the world cannot effect the target.

This miracle can only effect willing targets. Withdraw Self can only effect the caster while Withdraw Other can be cast on another (willing) target.

Note that while withdrawn, the character regains Standing/Power as per normal. In addition, the character can cast this miracle just before using the skills Prayer or Meditate.

### **Neutralise Poison <n>**

Range : touch  
 Duration : instantaneous  
 Type : —  
 Effect :

Neutralise Poison <n> neutralises any poison of level <n> or less. Neutralise Poison can also be cast down four levels as Poison Resistance, which makes the target immune to poisons of level <n> or less, and reduces the level of other poisons by <n> +1. A Poison Resistance can be further cast down, increasing its duration in the normal way.

**Example** *Just has learnt Neutralise Poison 6. He can cast this as Poison Resistance 2, lasting for 15 minutes, Poison Resistance 1, lasting for 1 hour, or Poison Resistance 0, lasting for 4 hours.*

*At the beginning of the day, he casts Poison Resistance 0, lasting for 4 hours. Later on, he is targetted with a Poison Touch 0 - Harm 4, which is negated. He is then targetted by a Poison Touch 2 - Curse 3, which is reduce by one level to Poison Touch 1 - Curse 2.*

### **Strength/Double Strength**

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Gives the target Strength/Double Strength for 15 minutes, as the Strength skill. This increases the amount of damage he does with a weapon and allows him to break out of some spells and miracles.

Note that this miracle is not cumulative with any other strength increasing spell/miracle or with any strength increasing skill.

**Repel Demon**

Range : self  
 Duration : instantaneous  
 Type : O  
 Effect :

All Demons are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). It requires at least Triple Strength to resist the effects of this miracle.

**Extend <n>**

Range : *variable*  
 Duration : *variable*  
 Type : —  
 Effect :

Extend <n> increases the duration of a non-Chaos miracle with a base duration of 15 minutes that has been cast by the same character, provided it is cast immediately after the miracle to be effected. Extend <n> increases the duration of a miracle of level <n> to 1 hour. For every level above <n>, the duration is multiplied by 4 (as per the usual rules).

Extend can also be cast on miracles cast by another character, but the level is counted as one level higher. It can also be cast on spells, which are treated as two levels higher. Spells cast by another character are treated as three levels higher.

	Miracle Level				
	0	1	2	3	4
Extend 0	1hr	—	—	—	—
Extend 1	4hrs	1hr	—	—	—
Extend 2	16hrs	4hrs	1hr	—	—
Extend 3	64hrs	16hrs	4hrs	1hr	—
Extend 4	256hrs	64hrs	16hrs	4hrs	1hr
...			...		
+1 level	Different caster				
+2 levels	Spell				
+3 levels	Spell by different caster				

Note that Extend **cannot** be used on Chaos miracles.

**Chaos Resistance <n>**

Range : self  
 Duration : 15 minutes  
 Type : ns  
 Effect :

The caster and his possessions gain immunity from the next <n> Chaos, Freedom, Balance and Anarchy miracles cast at him, whether or not they are beneficial. The Chaos Resistance takes effect before all other protections are taken into account.

When negating simultaneous Chaos based miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

**Order Gift <n>**

Range : touch  
 Duration : *variable*  
 Type : —  
 Effect :

Order Gift allows the caster to give <n> points of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Order, Justice, Might or Balance. If the recipient is a follower of the same Path as the Priest, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

**Miracle Gift <n>**

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Miracle Gift <n> allows the caster to pass knowledge of an Order miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own Standing) as if he had spent Character Points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

An Order miracle can be gifted to any character who does not follow the Path of Nature, though the recipient may have to answer to his Path if it is not appropriate to do so.

**Example** *Just, a Human Priest of Justice can use Miracle Gift 1 to transfer Heal Wounds 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Heal Wounds 8 and also the miracles above it, such as Heal Wounds 14. He still knows Heal Wounds 4, however.*

#### **Order Lace <n>**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Forces Order into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Chaos and <n>/2 if the target follows the Principle of Freedom or Anarchy. The target can regain Standing as per normal.

When cast on a Demon when it is not on its home plane, Order Lace causes <n> "Life" Point damage.

#### **Halt <n>**

Range : 20'  
Duration : 10 seconds (see below)  
Type : O(W)  
Effect :

Halt causes any target that fails to resist to freeze for 10 seconds, or until the target takes damage.

#### **Mass Halt <n>**

Range : 20'  
Duration : instantaneous  
Type : O(W)  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Halt <n> miracle.

### **7.5.2 Life Miracles**

Characters who follow the Principle of Life believe in the sanctity of life, and will do their utmost to preserve it. As such they are the protectors of life.

How far the regard for life is taken does depend on the character. Some believe that no person or creature should be allowed to die if at all possible, while others believe that if a person or creature commits murder or any other evil act, then he has lost his right to life.

Undead creatures are a mockery of life, and must always be destroyed and so must the creators of such creatures.

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Death Dispel Death 0 Detect Undead	Power Sight Dispel Death 1	Dispel Death 2 Discern Nature of Undead	Discern Path Dispel Death 3	Dispel Death 4
Heal Life 4 Courage 1	Heal Life 8 Remove Fear (T)	Heal Life 14 Courage 2 Cure Disease 0 Repel Undead	Heal Life 20 Remove Fear (R) Cure Disease 1	Mass Heal Life 4 Courage 3 Cure Disease 2
Life Shield 1 Will to Live 1	Life Shield 2	Life Shield 3 Will to Live 2	Life Shield 4 Mass Will to Live 1	Life Shield 5 Will to Live 3
Holy Word 2	Holy Word 4 Death Resistance 1	Holy Word 6	Holy Word 8 Death Resistance 2	Holy Word 10
Life Gift 1 Miracle Gift 0 Life Lace 4 Bless 1	Miracle Gift 1 Life Lace 8 Bless 2 Undead Ward 1 Turn Undead 1	Life Gift 2 Miracle Gift 2 Life Lace 12 Bless 3	Miracle Gift 3 Life Lace 16 Bless 4 Undead Ward 2 Turn Undead 2	Life Gift 4 Miracle Gift 4 Life Lace 20 Bless 5  Mass Turn Undead 1
		Discern Spiritual Strength		

**Discern Death**

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

All followers of the Paths of Death, Might, Anarchy or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

**Power Sight**

Range : sight  
Duration : 15 minutes  
Type : I  
Effect :

Any miraculous items, active miracles and entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

**Discern Path**

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

**Dispel Death**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Removes any one Death miracle of level <n> or less.

**Detect Undead**

Range : 10' radius on self  
Duration : 15 minutes  
Type : I  
Effect :

The caster will be made aware of all Undead within 10', even those that cannot be seen by normal eyesight. This miracle can also determine whether an Undead will regenerate after being "killed".

### Discern Nature of Undead

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

This miracle gives the caster the type and rank of the target Undead creature.

### Heal Life <n>

Range : touch  
Duration : instantaneous  
Type : —  
Effect :

Heals <n> Life Points (*NOT* Body Points) on a character the caster is touching. For the Level 0 Miracle, only one hand is required. For all other levels two hands are required otherwise the miracle has no effect.

### Mass Heal Life <n>

Range : 20'  
Duration : instantaneous  
Type : —  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' recovers <n> Life Points.

### Courage <n>

Range : touch  
Duration : 15 minutes  
Type : M  
Effect :

Courage increases the target's effective Willpower by <n> when subjected to Fear inducing effects. This miracle will not remove any existing Fear effects on the target.

**Holy Symbols:** A character who follows the Path of Life, Justice or Freedom can further improve the effect of Courage by strongly presenting their Holy Symbol whilst casting the miracle. A character of Life can increase the effect of the miracle by 1 by reducing the level of his Holy Symbol by 1. A character of Justice or Freedom can increase the effect of the miracle by 1 by reducing the level of his Holy Symbol by 2.

**Example** *Carlsberg has a level 5 Holy Symbol of Justice and casts Courage 2 on Eagleson to help him resist the Fear effects of the Conclave of Death Priests they are about to destroy. To further increase the miracle's effect, Carlsberg uses his Holy Symbol whilst casting making sure that Eagleson can see it and draw extra strength from its power. He decides to cast the Courage 2 as Courage 3, which temporarily reduces its level to 3.*

*For the duration of the Courage, his Holy Symbol is for all intents and purposes treated as a level 3 Holy Symbol of Justice.*

### Remove Fear (T/R)

Range : touch (level 1)  
          : 20' (level 3)  
Duration : 15 minutes  
Type : M  
Effect :

Removes the effect of Fear from the touched character or from a target character. Note that this miracle **cannot** be used on the caster as he will not be aware that there is anything wrong.

### Cure Disease <n>

Range : touch  
Duration : permanent  
Type : —  
Effect :

Cure Disease <n> cures one disease of level <n> or less. Cure Disease can also be cast down four levels as Disease Resistance <n>, which makes the target immune to diseases of level <n> or less, and reduces the level of other diseases by <n> +1. A Disease Resistance can be further cast down, doubling its duration each time.

**Example** *Beecham, a Priest of Life, has learnt Cure Disease up to level 5. He can cast this as Disease Resistance 1, lasting for 24 hours, or Disease Resistance 0, lasting for 48 hours.*

*Before adventuring to track down the evil Priest of Anarchy, Muerte, he decides to cast Disease Resistance 1 on himself. Coming face to face with Muerte, he is first the target of a Cause Disease 1 - Drain Life 8, which is negated. He is then the target of a Cause Disease 4 - Double Weakness, which is reduced by his Disease Resistance 1 by 2 levels to a Cause Disease 2 - Weakness.*

### Repel Undead

Range : self  
Duration : instantaneous  
Type : O  
Effect :

All Undead are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). It requires at least Triple Strength to resist the effects of this miracle.

### Life Shield <n>

Range : touch  
Duration : 15 minutes  
Type : D  
Effect :

This miracle gives the target <n> points of Normal and Power Armour which only guards against Life Point loss. Thus, the Life Point damage from any attack is reduced by <n>. Thus a character with Life Shield 4 hit by a sword for 6 points of damage will still take 6 Body Points of damage as per normal but will only lose 2 Life Points.

Life Shield provides protection from all Life Point damage, including the effects of bleeding, Poison, Disease, etc.

### Will to Live <n>

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

Will to Live <n> increases a character's Death Threshold by <n>, stacking with the character's Willpower. In addition, it also reduces the effects of a Demoralise miracle by <n> (to a maximum of 0).

**Example** *Carlsberg has been targeted by a Demoralise 3 and casts Will to Live 2 on himself. this partially counteract its effect, though he is still under the effects of a Demoralise 1.*

If the caster continues to touch the target and concentrate he can help the character stay alive by adding his full Willpower to the target's Death Threshold in addition to that provided by the miracle.

**Example** *Elenor, a low level Priest of Life, is tending to a fallen compatriot. She quickly determines that her Heal Life 8 has no effect, presumably because he has been targeted by a Death Curse. She casts Will to Live 2 and concentrates on keeping her friend alive. For the duration of the miracle, the target's Death Threshold is increased by 2 from the miracle and a further 2 from Elenor's Willpower.*

### Mass Will to Live <n>

Range : 20'  
Duration : 15 minutes  
Type : —  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Will to Live <n>.

**Holy Word** <n>

Range : 20'  
 Duration : instantaneous  
 Type : O  
 Effect :

Causes <n> points of Power damage to a targeted Undead creature within 20ft of the caster.

**Death Resistance** <n>

Range : self  
 Duration : 15 minutes  
 Type : ns  
 Effect :

The caster and his possessions gains immunity from the next <n> Death, Anarchy, Balance and Might miracles cast at him, whether or not they are beneficial. The Death Resistance takes effect before all other protections are taken into account.

When negating simultaneous Death miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

**Life Gift** <n>

Range : touch  
 Duration : *variable*  
 Type : —  
 Effect :

Life Gift allows the caster to give <n> point of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Life, Justice, Freedom or Balance. If the recipient is a follower of the same Path as the Priest, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

**Miracle Gift** <n>

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Life miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own Standing) as if he had spent Character Points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Life miracle can be gifted to any character who does not follow the Path of Nature, though the recipient may have to answer to his Path if it is not appropriate to do so.

**Example** *Just, a Human Priest of Justice can use Miracle Gift 1 to transfer Heal Life 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Heal Life 8 and also the miracles above it, such as Heal Life 14. He still knows Heal Life 4, however.*

**Life Lace** <n>

Range : 20'  
 Duration : instantaneous  
 Type : O  
 Effect :

Forces Life into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Death and <n>/2 if the target follows the Principle of Might or Anarchy. The target can regain Standing as per normal.

**Bless** <n>

Range : touch  
 Duration : 15 minutes  
 Type : D,P  
 Effect :

Bless can be cast on a character or a weapon. When cast on a character, it gives the recipient  $2x\langle n \rangle$  Normal Armour and  $\langle n \rangle$  Power Armour points effective against all Undead attacks, Death miracles and Necromantic spells. In addition, a character who is Blessed cannot be animated as an Undead, nor can an Undead regenerate if its body has been Blessed. Usually the latter requires the Undead to have been “killed” as otherwise it can refuse to take the miracle.

When cast on a weapon, it adds  $\langle n \rangle$  holy Power damage for the duration of the miracle, which is only effective against Undead and extra planar creatures of Might, Death, Anarchy and Balance.

The call for the additional damage is “Holy  $\langle n \rangle$ ”.

#### Undead Ward $\langle n \rangle$

Range : *special*  
 Duration : 15 minutes  
 Type : O(W)  
 Effect :

The character marks a line on the floor (preferably with some visible phys-rep like a piece of red cord) which can be a maximum of 5 feet in length. The line may stretch across an opening, be made into a circle or be any other shape the Priest requires.

Undead that fail to resist may not cross the line until the miracle wears off, or an attack is made on the Undead over the ward. Though the Undead cannot cross the line, they can still use ranged attacks (including spells and miracles) over it. Non-undead creatures can cross the ward without bringing it down. In particular, a non-Undead creature can step over the ward, attack and then step back without effecting the ward.

The length of the ward can be extended, with each doubling of the length reducing its level by 1 down to a minimum of Undead Ward 1. Thus an Undead Ward 3 can be cast to stretch 10 feet as Undead Ward 2 or 20 feet as Undead Ward 1.

**Example** *Just casts Undead Ward 1 across a doorway, which blocks a large group of Skeletons. Though blocked, one of the Skeletons uses a bow to shoot arrows at the party. This angers one of Just’s companions who retaliates with a Fire Dart 4, which immediately brings the ward down and the rest of the Skeletons swarm over the party.*

#### Turn Undead $\langle n \rangle$

Range : 20’  
 Duration : 15 minutes  
 Type : O(W)  
 Effect :

A target Undead that fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

Turn Undead can be cast as Destroy Undead of two levels lower. The target Undead is immediately destroyed if it fails to resist. This miracle does not stop the Undead regenerating if it has the ability to do so.

**Example** *Just knows that the Skeletons attacking the group must have a Willpower less than 1 as otherwise they would have been able to cross his Undead Ward 1. He casts Turn Undead 3 as Destroy Undead 1, killing one of the attackers.*

**Holy Symbols:** A character who follows the Path of Life, Justice or Freedom can use his Holy Symbol to increase the effect of the Turning. The caster must hold his Holy Symbol in a hand and strongly present it towards the target Undead. The level of Willpower required to resist the Turn Undead is further increased by half the Holy Symbols level (rounded down) for a follower of Life and a quarter for a follower of Justice or Freedom.

**Example** *Hercules has a level 3 Holy Symbol of Life and a Willpower of 1. He is attacked by an Ogre Zombie and quickly casts Turn Undead 2, adding his Willpower of 1, as Turn Undead 3. Unfortunately this has no effect, so he drops his Mace, pulls out his Holy Symbol and casts Turn Undead 3 whilst holding it out in front of the Zombie. This time he adds his Willpower of 1 and also an extra 1 from his Holy Symbol to the level and casts the miracle as Turn Undead 5. This is sufficient to make the Zombie turn and flee.*



**Mass Turn Undead <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W)  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Turn Undead <n>.

**Holy Symbols:** A character who follows the Path of Life, Justice or Freedom can use his Holy Symbol to increase the effect of the Turning against all Undead in the area. (See above.)

**Discern Spiritual Strength**

Range : touch  
 Duration : instantaneous  
 Type : I  
 Effect :

This miracle can be cast on either a living or dead body, and reveals the target's current and maximum Death Thresholds. (These values can be different due to overcasting.)

**7.5.3 Chaos Miracles**

Entropy, destruction, freedom.

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Order Harm 4	Power Sight Harm 8	Harm 14 Disruption 2	Discern Path Harm 20 Disruption 4	Mass Harm 4 Disruption 6
Destroy (T) Curse 1	Destroy (R) Curse 2	Curse 3 Weakness Poison Touch 0	Disintegrate (T) Curse 4 Poison Touch 1	Disintegrate (R) Mass Curse 1 Double Weakness Poison Touch 2
Chaos Blade 1 Dispel 0	Chaos Blade 2 Dispel 1  Order Resistance 1	Chaos Blade 3 Dispel 2 Disruptive Aura 0	Chaos Blade 4 Dispel 3 Disruptive Aura 1 Order Resistance 2	Chaos Blade 5 Dispel 4 Disruptive Aura 2
Chaos Gift 1 Miracle Gift 0 Chaos Lace 4 Remove Slow (T)	Miracle Gift 1 Chaos Lace 8 Freedom 1 Dexterity 1	Chaos Gift 2 Miracle Gift 2 Chaos Lace 12 Remove Slow (R)	Miracle Gift 3 Chaos Lace 16 Remove Paralysis (T) Dexterity 2	Chaos Gift 4 Miracle Gift 4 Chaos Lace 20 Freedom 4

**Discern Order**

Range : 20'  
 Duration : instantaneous  
 Type : I  
 Effect :

All followers of the Paths of Order, Might, Justice or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

**Power Sight**

Range : sight  
 Duration : 15 minutes  
 Type : I  
 Effect :

Any miraculous items, active miracles and entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

**Discern Path**

Range : 20'  
 Duration : instantaneous  
 Type : I  
 Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

### **Harm <n>**

Range : touch  
Duration : instantaneous  
Type : O  
Effect :

Causes <n> Power Body Damage to the location touched. For the level 0 miracle, only one hand is required. All other levels require both hands or the miracle has no effect.

This miracle cannot take a location below -10 as there's effectively no location beyond that point.

### **Mass Harm <n>**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' loses <n> Body Points, the damage going to their least injured location.

### **Disruption <n>**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Causes <n> Power Body Damage to each location of the chosen target and <n> Life Point damage. Unlike the "Dart" spells, this miracle does not shoot anything at the target, instead the effect manifests directly in the targets body. Thus Dexterity and other dodge related abilities (such as Blur) cannot be used to reduce the damage.

### **Destroy (T)/(R)**

Range : touch (level 0)  
          : 20' (level 1)  
Duration : instantaneous  
Type : O,i  
Effect :

Destroys any one non-living object touched or up to a range of 20ft.

### **Disintegrate (T)/(R)**

Range : touch (level 2)  
          : 20' (level 3)  
Duration : instantaneous  
Type : O,i  
Effect :

Destroys any one non-living object touched or up to a range of 20ft. The pieces take 15 man-minutes of collecting before they object can be mended.

### **Curse <n>**

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

Makes a character more vulnerable to damage. All Normal and Power defense the target has is reduced by <n> (to a minimum of 0).

When a character is under the effects of a Curse, the character's best defense against an attack is calculated as usual and then reduced by the amount of the Curse to a minimum of 0.

**Example** *Hades is wearing Chainmail, which gives him 6 points of Normal protection and is also protected by a Bless 3. In addition, he has 2 points of Dexterity.*

*In a fight with an Anarchy Priest he is the target of a Curse 2, which lowers his protection from any attack by 2. During the fight he is attacked by:*

**Skeleton - Blunt 10** *His Chainmail and Dexterity give the best defense against this attack, providing 8 points of protection. This is reduced to 6 by the curse and Hades takes 4 damage.*

**Anarchy Priest - Unholy Word 4** *The Bless is his only protection against this, providing 3 points of protection. This is reduced to 1 and he takes 3 points of Life Point damage.*

**Fire Mage - Fire Dart 6** *Only his Dexterity protects him from this attack. Unfortunately, this is completely negated by the Curse and he takes 6 points of Body Point damage to all locations and 6 Life Points of damage.*

**Skeleton - Blade 8 from behind** *As he did not see this attack, Hades can only count on his Chainmail for protection. This protection is reduced to 4 and he takes 4 points of damage.*

### Weakness/Double Weakness

Range : touch  
Duration : 15 minutes  
Type : O  
Effect :

Drains a target the character is touching of Strength/Double Strength. A character who drops below normal Strength collapses. Such a character may not cast any spells or miracles and can only move at a slow crawl.

Weakness effects are **not** cumulative.

### Poison Touch <n>

Range : touch  
Duration : 24 / (Toughness Skill + 1) hours  
Type : O  
Effect :

Poison Touch creates a slow acting poison in the target, which will last for 24 hours, divided by the targets Toughness skill + 1.

The type of poison is determined by the caster when learning the miracle, by choosing another miracle of level <n>, or another spell of level <n> - 2 that he knows. The effect of the Poison Touch must be cleared with the Character Ref.

**Example** *Muerte (played by Henry) learns Poison Touch 0 with an effect of Curse 1, a miracle he has already learnt, after checking with the Character Ref that this is allowed.*

*During an adventure, he casts Poison Touch - Curse 1, on an opponent, who is effected by a poison that increases his chances of taking damage for 24 hours. However, as his opponent has a Toughness Skill of 2, the poison only lasts for  $(24 / (2 + 1) =) 8$  hours.*

To learn higher levels of Posion Touch with a particular effect, the character must have learnt the lower level versions. Effectively, the character must learn chains of Poison Touch with a particular effect. Characters can learn Poison Touch multiple times at each level, with each poison having a different effect.

**Example** *Muerte wants to improve his poison creation abilities. He can improve his Curse poison by learning Poison Touch 1 - Curse 2, he can learn Poison Touch 0 with a new effect, for example Harm 4, or he can do both.*

Damaging poisons, such as Poison Touch - Harm <n>, take effect every hour. Physical damage is spread evenly over all locations, in the order of Body, Arms, Legs and Head (right before left for Arms and Legs). This damage is really spread over the hour, but for ease of bookkeeping, especially where miracles such as Life Shield are in play, it should be done at the end of the hour. A target's Toughness reduces the hourly damage caused by a poison.

**Example** *Muerte has learnt Poison Touch 0 - Harm 4, and casts this on an opponent. Every hour the target will take 4 Body Points of damage. In the first hour, he will lose 1 point from his Body, both Arms and his Right Leg. The second hour, the cycle continues, and he loses 1 point from his Left Leg, from his Head, from his Body and his Right Arm.*

*The target, G'Mord, has a Toughness skill of 3. As well as reducing the duration to  $(24 / (3 + 1) =) 6$  hours, G'Mord only takes 1 Body Point of damage per hour.*

When a poison is based on a miracle/spell with gaps in the chain is used, the intermediate Poison Touch miracles must still be learnt, and take the lowest level effect. This also holds for using spells as poison effects, in which the first two levels of Poison Touch have no effect.

**Example** *Muerte has also learnt Weakness and decides to use this effect in a poison. He must learn Poison Touch 0 - Weakness (no effect) and Poison Touch 1 - Weakness (no effect), before finally learning Poison Touch 2 (Weakness) that will cause a target to lose one category of Strength for 24 hours.*

*He also branches out into magic, learning Iron Skin 1 for the sole purpose of creating a poison that causes a targets skin to harden. Iron Skin 1 is level 0, but counts as level 2 for the purposes of Poison Touch, and so Muerte has to learn Poison Touch 0 (Iron Skin) and Poison Touch 1 (Iron Skin) before learning Poison Touch 2 (Iron Skin 1). This poison will cause the target's skin to harden for 24 hours, giving 1 point of Normal Armour, but not allowing the use of Unarmoured Dexterity, which in turn will allow his Ghoul to finally catch that pesky Scout once he's infected.*

The effects of a Poison Touch miracle can be created from a combination of different miracles and spells, provided that the character has learnt the Poison Touch miracle for the effects separately. The total levels of the combined effects are counted when determining the level of the Poison Touch required. For each extra level in the chain, one of the effects in the combination can be improved.

**Example** *Muerte decides to create a Poison Touch that combines Iron Skin 1 with Curse 1. This requires a Poison Touch 4 (Poison Touch 2 - Iron Skin 1, Poison Touch 0 - Curse 1). In order to learn this miracle, Muerte will have to learn Poison Touch 0, Poison Touch 1, etc, up to Poison Touch 4 - Iron Skin 1/Curse 1, in the normal way.*

*When Muerte learns Poison Touch 5 for this miracle, he can either chose an effect of Iron Skin 2/Curse 1 or Iron Skin 1/Curse 2.*

A Poison Touch based on a ritual miracle/spell must also be cast as a ritual, and any Poison Touch cast as a ritual must have its effect based on a known ritual miracle/spell.

Higher level Poison Touch miracles can be cast down, with each level doubling the duration. The number of levels required to cast down is based on the miracle/spell used for the effect.

**Example** *Muerte has learnt Poison Touch 3 - Chaos Lace 16, and can cast this miracle as Poison Touch 2 - Chaos Lace 12 with a base duration of 48 hours, Poison Touch 1 - Chaos Lace 8 with a base duration of 96 hours or Poison Touch 0 - Chaos Lace 4 with a base duration of 192 hours.*

*Muerte has also learnt Poison Touch 4 - Double Weakness, and can cast this as Poison Touch 2 - Weakness with a base duration of 48 hours.*

A Dispel Chaos miracle will not remove a poison, as its the created poison that's causing the effect. Miracles and spells can be used to mitigate the poison, so for example, a Life Shield 1 cast for an hour will reduce the damage from a poison with a Life damaging effect. A Life Shield with a duration of less than 1 hour will not be effective as any damage will still be done by the poison for the rest of the duration. Other defensive miracles and spells will not defend against a poison with a damage effect as they generally operate as an external shield around the body.

If a character is the target of a poison and a disease with the same effect, only the strongest takes effect (following the same rules for multiple miracles/spells).

**Example** *G'Mord is targetted by a Poison Touch 4 - Double Weakness and a Cause Disease - Weakness. As the poison is the strongest effect only that is counted, and G'Mord has his Strength reduced by two levels.*

### Chaos Blade <n>

Range : touch  
Duration : 15 minutes  
Type : i  
Effect :

Chaos Blade can be cast on any weapon, imbuing it with Chaos. The weapon causes <n> points of Power damage, but after the effect wears off the weapon becomes permanently damaged, doing 1 point less of Normal damage. Hence a 1H Sword, with a base of 4 points, will have a base of 3 points after a Chaos Blade wears off. If the base damage of a weapon drops to 0, it is destroyed. A weapon damaged by Chaos Blade can be mended by spells in the usual way.

Note that Chaos Blade does **not** protect against destructive spells and miracles. For example, a Sword with Chaos Blade 3 would still be destroyed by a Rust spell.

The call for the additional damage is “Chaos <n>”.

A weapon that is permanently enchanted with a Chaos Blade suffers damage over time, doing 1 point less Normal damage. When the weapon is damaged such that it’s Normal damage reaches 0, it is destroyed. While under the effects of a Chaos Blade, the weapon cannot be mended by either magical or mundane means. The rate at which the damage occurs depends on the quality of the weapon (see below).

It is possible to temporarily remove the Chaos Blade using Dispel, repair the weapon and then wait for the Chaos Blade to return.

Quality	Period
Normal	24 hours
Superior	1 week
Master	1 month
Legendary	1 year
Artefact	100 years

### Dispel <n>

Range : 20’  
 Duration : instantaneous  
 Type : O  
 Effect :

Dispels any miracle or spell with a level of <n> or less.

### Disruptive Aura <n>

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Protects a character from the influence of spells and miracles. The target is immune to spells and miracles of level <n> or less, including beneficial ones (eg: heals, protections, etc). Any spell or miracle of level <n> or less already on the target is dispelled.

### Order Resistance <n>

Range : self  
 Duration : 15 minutes  
 Type : ns  
 Effect :

The caster and his possessions gains immunity from the next <n> Order, Might, Balance and Justice miracles cast at him, whether or not they are beneficial. The Order Resistance takes effect before all other protections are taken into account.

When negating simultaneous Order based miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

### Chaos Gift <n>

Range : touch  
 Duration : *variable*  
 Type : —  
 Effect :

Chaos Gift allows the caster to give <n> points of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Chaos, Freedom, Anarchy or Balance. If the recipient is a follower of the same Path as the Priest, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

### Miracle Gift <n>

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Chaos miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own Standing) as if he had spent Character Points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Chaos miracle can be gifted to any character who does not follow the Path of Nature, though the recipient may have to answer to his Path if it is not appropriate to do so.

**Example** *Glyph, a Human Priest of Anarchy can use Miracle Gift 1 to transfer Harm 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Harm 8 and also the miracles above it, such as Harm 14. He still knows Harm 4, however.*

### Chaos Lace <n>

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Forces Chaos into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Order and <n>/2 if the target follows the Principle of Justice or Might. The target can regain Standing as per normal.

When cast on a Demon when it is not on its home plane, Chaos Lace heals it of <n> “Life” Point damage.

### Remove Slow (T)/(R)

Range : touch (level 0)  
: 20' (level 2)  
Duration : instantaneous  
Type : —  
Effect :

Removes the effects of Slow from the target character. This miracle can also be used to remove Halt and Freeze effects.

### Remove Paralysis (T)

Range : touch  
Duration : instantaneous  
Type : —  
Effect :

Removes the effects of Paralysis from the target character, as well as the effects removed by Remove Slow.

### Freedom 1/4

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

Freedom 1 protects the character from effects that bind or hold and that normally require Strength to escape. This releases any character currently being held as well as safeguarding him from the effects for the duration of the miracle. In addition the character is protected from Halt and Freeze effects.

Freedom 4 protects the character from effects that bind or hold and that normally require Double Strength to escape. This releases any character currently being held as well as safeguarding him from the effects for the duration of the miracle. In addition the character is protected from Slow effects, as well as the effects protected from by Freedom 1.

### Dexterity <n>

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

Dexterity <n> increases the target’s Dexterity by <n>. Note that the Dexterity penalties for wearing armour and “armouring” effects still apply.

## 7.5.4 Death Miracles

Characters who follow the Principle of Death believe in the sanctity of death. If a person or creature is fated to die, then nothing should be allowed to interfere.

How far the regard for death is taken does depend on the character. Some believe that it is their mission in life to send as many living things to death as they can before they too die, while others believe that you only have the one chance and hence you should make the most of it, not letting anything get in your way.

Undead are servants of Death, rewarded by their Deity for their exemplary service during life. Necromancers are sometimes seen as allies, sometimes as unwitting tools of Death and sometimes as invaders and enemies.

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Life Dispel Life 0 Detect Undead	Power Sight Dispel Life 1	Dispel Life 2 Discern Nature of Undead Drain Life 14	Discern Path Dispel Life 3	Dispel Life 4
Drain Life 4	Drain Life 8	Drain Life 14	Drain Life 20	Mass Drain Life 4
Death Curse 4	Death Curse 8	Death Curse 14	Death Curse 20	Mass Death Curse 4
		Suppress Spirit 1 Demoralise 1 Cause Disease 0 Repel Life	Cause Disease 1	Demoralise 2 Cause Disease 2
Unholy Strike 1 Unholy Word 2	Unholy Strike 2 Unholy Word 4 Interrogate the Dead Fear 1	Unholy Strike 3 Unholy Word 6	Unholy Strike 4 Unholy Word 8 Speak with the Dead Fear 2	Unholy Strike 5 Unholy Word 10  Mass Fear 1 Freeze with Fear 1
	Life Resistance 1		Life Resistance 2	
Death Gift 1 Miracle Gift 0 Death Lace 4	Miracle Gift 1 Death Lace 8 Life Ward 1	Death Gift 2 Miracle Gift 2 Death Lace 12	Miracle Gift 3 Death Lace 16 Life Ward 2	Death Gift 4 Miracle Gift 4 Death Lace 20
Bolster Undead 1 Summon Undead Servant 1	Remove Turning (T) Summon Undead Servant 2 Control Undead 1	Bolster Undead 2 Summon Undead Servant 4	Remove Turning (R) Summon Undead Servant 8 Control Undead 2	Bolster Undead 3 Summon Undead Servant 16 Mass Control Undead 1

### Discern Life

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

All followers of the Paths of Life, Justice, Freedom or Balance and all objects with a miracle from one of these Paths, within 20' that the caster can see will glow.

### Power Sight

Range : sight  
Duration : 15 minutes  
Type : I  
Effect :

Any miraculous items, active miracles and entities which the caster is looking at will glow. Objects that are hidden or otherwise out of sight will not be revealed.

### Discern Path

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

### **Dispel Life**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Removes any one Life miracle of level <n> or less.

### **Detect Undead**

Range : self  
Duration : 15 minutes  
Type : I  
Effect :

Some Undead are not normally visible to the naked eye. This miracle allows the Priest to see such spirits. This miracle can also determine whether an Undead will regenerate after being "killed".

### **Discern Nature of Undead**

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

This miracle gives the caster the type and rank of the target Undead creature.

### **Drain Life <n>**

Range : touch  
Duration : instantaneous  
Type : O  
Effect :

Causes <n> Unholy Power Life Point damage, which is effective against living creatures and extra planar creatures of Justice, Life, Freedom and Balance.

For the Level 0 miracle, only one hand is required. For all other levels two hands are required otherwise the miracle has no effect.

This miracle cannot take a character below his Death Threshold, as there's no more life to drain beyond that point.

### **Mass Drain Life <n>**

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Drain Life <n> miracle.

### **Death Curse <n>**

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

For the duration of this miracle the effect character has all Life healing, no matter its source, reduced by <n>. Once Death Curse is cast, the character cannot cast another until the target is dead or the duration expires.

### **Mass Death Curse <n>**

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Death Curse <n>.



**Suppress Spirit** <n>

Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

For the duration of this miracle, the target has his Death Threshold effectively reduced by <n> to a minimum of 0. If the character's Life Points drop below his effective Death Threshold, then he dies.

If a character's Life Points are already below his adjusted Death Threshold, the character dies.

**Demoralise** <n>

Range : 20'  
 Duration : 15 minutes  
 Type : O,M  
 Effect :

The target of a Demoralise miracle is demoralised, causing his will to live to be reduced. He becomes less willing to defend himself or defeat opponents. His Normal damage and his Dexterity bonus is reduced by <n>, both to a minimum of 0. In addition, his Willpower is reduced by <n>, which **can** effectively take a character's Willpower to 0 or below.

Any defence gained from physical armour, spells or miracles is not effected. Power damage is also not effected by this miracle.

**Example** *Mayhem, a Half Orc Warrior, wears Studded Leather and with his armour skills, this gives him physical defence of 5. He also has 1 point of (usable) Dexterity, which gives him a total physical defence of 6. The damage from his main weapon, a Mace, is 9 and it is currently under the effects of Unholy Strike 2. He has a Willpower strength of 1.*

*When effected by a Demoralise 3, the bonus from his Dexterity is completely negated, giving him a defence of 5. His Normal damage is reduced to 6, but the Unholy damage remains at 2. His Willpower is reduced to -2, making him susceptible to effects that are normally resisted automatically.*

**Cause Disease** <n>

Range : touch  
 Duration : 24 / (Toughness Skill + 1) hours  
 Type : O  
 Effect :

Cause Disease infects the target with a disease, which will last for 24 hours, divided by the targets Toughness Skill + 1.

The type of disease is determined by the caster when learning the miracle, by choosing another miracle of level <n>, or another spell of level <n> -2 that he knows. The effect of the Cause Disease must be cleared with the Character Ref.

**Example** *Muerte (played by Henry) learns Cause Disease 0 with an effect of Death Curse 4, a miracle he has already learnt, after checking with the Character Ref that this is allowed.*

*During an adventure, he casts Cause Disease - Death Curse 4, on an opponent, who is effected by a disease that reduces the effectiveness of healing for 24 hours. However, as his opponent has a Toughness Skill of 1, the disease only lasts for 12 hours.*

To learn higher levels of Cause Disease with a particular effect, the character must have learnt the lower level versions. Effectively, the character must learn chains of Cause Disease with a particular effect. Characters can learn Cause Disease multiple times at each level, with each disease having a different effect.

**Example** *Muerte wants to improve his disease causing abilities. He can improve his Death Curse disease by learning Cause Disease 1 - Death Curse 8, he can learn Cause Disease 0 with a new effect, for example Drain Life 4, or he can do both.*

Damaging diseases, such as Cause Disease - Drain Life <n>, take effect every hour. Physical damage is spread evenly over all locations, in the order of Body, Arms, Legs and Head. This damage is really spread over the hour, but for ease of bookkeeping, especially where miracles such as Life Shield are in play, it should be done at the end of the hour. A target's Toughness reduces the hourly damage caused by a disease.

**Example** *Muerte has learnt Cause Disease 0 - Drain Life 4, and casts this on an opponent. Every hour the target will take 4 Life Points of damage.*

*The target, G'Mord, has a Toughness skill of 3 and also knows Caffrey the friendly Priest of Justice, who can cast an extended Life Shield that lasts for 1 hour and is nice enough to keep doing this for the  $(24 / (3 + 1)) = 6$  hours required. Fortunately, G'Mord will not feel the effects of the disease.*

When a disease is based on a miracle/spell with gaps in the chain is used, the intermediate Cause Disease miracles must still be learnt, and take the lowest level effect. This also holds for using spells as disease effects, in which the first two levels of Cause Disease have no effect.

**Example** *Muerte, as a Priest of Anarchy, has also learnt Weakness and decides to use this effect in a disease. He must learn Cause Disease 0 - Weakness (no effect) and Cause Disease 1 - Weakness (no effect), before finally learning Cause Disease 2 (Weakness) that will cause a target to lose one category of Strength for 24 hours.*

*He also branches out into magic, learning Iron Skin 1 for the sole purpose of creating a disease that causes a targets skin to harden. Iron Skin 1 is level 0, but counts as level 2 for the purposes of Cause Disease, and so Muerte has to learn Cause Disease 0 (Iron Skin) and Cause Disease 1 (Iron Skin) before learning Cause Disease 2 (Iron Skin 1). This disease will cause the target's skin to harden for 24 hours, giving 1 point of Normal Armour, but reducing the effectiveness of Dexterity, which in turn may allow his Ghoul to finally catch that pesky Scout once he's infected.*

The effects of a Cause Disease miracle can be created from a combination of different miracles and spells, provided that the character has learnt the Cause Disease miracle for the effects separately. The total levels of the combined effects are counted when determining the level of the Cause Disease required. For each extra level in the chain, one of the effects in the combination can be improved.

**Example** *Muerte decides to create a Cause Disease that combines Iron Skin 1 with Death Curse 4. This requires a Cause Disease 4 (Cause Disease 2 - Iron Skin 1, Cause Disease 0 - Death Curse 4). In order to learn this miracle, Muerte will have to learn Cause Disease 0, Cause Disease 1, etc, up to Cause Disease 4 - Iron Skin 1/Curse 1, in the normal way.*

*When Muerte learns Cause Disease 5 for this miracle, he can either chose an effect of Iron Skin 2/Curse 1 or Iron Skin 1/Curse 2.*

A Cause Disease based on a ritual miracle/spell must also be cast as a ritual, and any Cause Disease cast as a ritual must have its effect based on a known ritual miracle/spell.

Higher level Cause Disease miracles can be cast down, with each level doubling the duration. The number of levels required to cast down is based on the miracle/spell used for the effect.

**Example** *Muerte has learnt Cause Disease 3 - Death Curse 20, and can cast this miracle as Cause Disease 2 - Death Curse 14 with a base duration of 48 hours, Cause Disease 1 - Death Curse 8 with a base duration of 96 hours or Cause Disease 0 - Death Curse 4 with a base duration of 192 hours.*

*Muerte has also learnt Cause Disease 4 - Double Weakness, and can cast this as Cause Disease 2 - Weakness with a base duration of 48 hours.*

Cause Disease can also be cast to create a contagious disease by casting down four levels. The disease has a base duration of 24 hours, and anyone coming into contact with infected characters for 5 minutes or more will also contract the disease. In order for a disease to spread, characters must spend 5 consecutive minutes within 2' of infected characters. Touching does not reduce the time required to spread a contagious disease.

Contagious disease cannot usually be passed to characters of a different race. The caster can create a contagious disease that can cross the racial barrier by casting down six levels.

**Example** *Carlsberg is talking to Eagleson, who unknown to both is suffering from a Contagious Disease. About two minutes into the conversation Fiddilo, who has the same disease joins them. Shortly afterwards Eagleson leaves and Carlsberg spends the next three minutes talking to Fiddilo.*

*As he has just spent a total of 5 minutes within 2' of infected characters, Carlsberg catches the disease.*

Cause Disease can also be cast to create a virulent disease by casting down eight levels. The disease has a base duration of 24 hours, and can be passed by simply touching another character or by spending 1 consecutive minute within 5' of infected characters without touching. Virulent disease can cross racial barriers with ease.

Once a character has had a particular disease and been cured, he cannot be reinfected, though he will still succumb to a different casting of the same miracle.

**Example** *Muerte casts Cause Disease 4 - Mass Death Curse 4 as a contagious Cause Disease 0 - Death Curse 4. G'Mord is infected by the disease, and quickly spreads it around the local tavern. After recovering, he can no longer be reinfected by that casting of the miracle, but if Muerte was to recast it, he could contract the new contagious disease.*

A Dispel Death miracle will not remove a disease, as its the summoned virus that's causing the effect. Miracles and spells can be used to mitigate the disease, so for example, a Life Shield 1 cast for an hour will reduce the damage from a disease with a Life damaging effect. A Life Shield with a duration of less than 1 hour will not be effective as any damage will still be done by the disease for the rest of the duration. Other defensive miracles and spells will not defend against a disease with a damage effect as they generally operate as an external shield around the body.

### Repel Life

Range : self  
Duration : instantaneous  
Type : O  
Effect :

All living creatures are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). It requires at least Triple Strength to resist the effects of this miracle.

### Unholy Strike <n>

Range : touch  
Duration : 15 minutes  
Type : i,P  
Effect :

Unholy Strike can be cast on any weapon, imbuing it with Death. The weapon causes additional <n> Unholy Power damage for the duration of the miracle, which is effective against living creatures and extra planar creatures of Justice, Life, Freedom and Balance.

The call for the additional damage is "Unholy <n>".

### Unholy Word <n>

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Causes <n> points of Unholy Power Life Point damage, which is effective against living creatures and extra planar creatures of Justice, Life, Freedom and Balance.

### Interrogate the Dead

Range : touch  
Duration : 1 minute  
Type : I  
Effect :

The caster can ask three yes/no questions of any intelligent creature killed within the last 15 minutes. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a "killed" Undead creature (their spirit no longer exists), on a body that is under the effects of a Bless or Consecrate the Dead miracle or on the body of a character with a Death Threshold of 0.

### Speak with the Dead

Range : touch  
Duration : 1 minute  
Type : I  
Effect :

The caster can ask three questions of any intelligent creature killed within the last 15 minutes. The dead creature cannot lie, though if the question is unclear it can twist the answer and it does not have to fully answer the question. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists), on a body that is under the effects of a Bless or Consecrate the Dead miracle or on the body of a character with a Death Threshold of 0.

### Life Resistance <n>

Range : self  
Duration : 15 minutes  
Type : ns  
Effect :

The caster and his possessions gains immunity from the next <n> Life, Justice, Balance and Freedom miracles cast at him, whether or not they are beneficial. The Life Resistance takes effect before all other protections are taken into account.

When negating simultaneous Life miracles, such as from a multi-cast miracle, miracles are negated from highest level to lowest.

### Death Gift <n>

Range : touch  
Duration : *variable*  
Type : —  
Effect :

Death Gift allows the caster to give <n> point of Standing per minute to another character with the following restrictions

1. The recipient must follow the Path of Death, Anarchy, Might or Balance. If the recipient is a follower of the same Path as the Priest, the transfer rate is doubled.
2. The recipient cannot gain more Standing than his normal maximum.

### Miracle Gift <n>

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Death miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own Standing) as if he had spent Character Points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Death miracle can be gifted to any character who does not follow the Path of Nature, though the recipient may have to answer to his Path if it is not appropriate to do so.

**Example** *Glyph, a Human Priest of Anarchy can use Miracle Gift 1 to transfer Drain Life 8 to any character who does not follow the Path of Nature. For 15 minutes, he loses all knowledge of Drain Life 8 and also the miracles above it, such as Harm 14. He still knows Drain Life 4, however.*

### Death Lace <n>

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Forces Death into a target. This has the effect of draining <n> points of Standing if the target follows the Principle of Life and <n>/2 if the target follows the Principle of Justice or Freedom. The target can regain Standing as per normal.

### Fear <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

**Unholy Symbols:** A character who follows the Path of Death, Might or Anarchy can use his Unholy Symbol to increase the effect of the Fear. The caster must hold his Unholy Symbol in a hand and strongly present it towards the target. The level of Willpower required to resist the Fear is further increased by half the Holy Symbols level (rounded down) for a follower of Death and a quarter for a follower of Might or Anarchy.

**Example** *Grom has a level 5 Unholy Symbol of Might and a Willpower of 2. He is attacked by an Elf and quickly casts Fear 2, adding his Willpower of 2, as Fear 4. Unfortunately this has no effect, so he drops his Axe, pulls out his Unholy Symbol and casts Fear 3 whilst holding it out in front of the Elf. This time he adds his Willpower of 2 and also an extra 1 from his Unholy Symbol to the level and casts the miracle as Fear 6. This is sufficient to make his attacker turn and flee.*

#### Mass Fear <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Fear <n>.

**Unholy Symbols:** A character who follows the Path of Death, Might or Anarchy can use his Unholy Symbol to increase the effect of the Fear against all targets in the area. (See above.)

#### Freeze with Fear <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

A target character who fails to resist is frozen with fear. The effect lasts for 15 minutes (or until the caster is dead). Remove Fear or other effect that removes Mental effects will release the character. If the character is attacked (by anyone) he becomes unfrozen, but the Fear effect remains. Similarly, a Remove Paralysis or similar effect will unfreeze the character, but the Fear effect remains.

To learn this miracle, the character must already have learnt Mass Fear <n>.

#### Life Ward <n>

Range : *special*  
Duration : 15 minutes  
Type : O(W)  
Effect :

The Priest marks a line of the floor (preferably with some visible phys-rep like a piece of red cord) which can be a maximum of 5 feet in length. The line may stretch across an opening, be made into a circle or be any other shape the Priest requires.

Living creatures that fail to resist may not cross the line until the miracle wears off, or an attack is made on them over the ward. Though the creatures cannot cross the line, they can still use ranged attacks (including spells and miracles) over it. Non-living creatures can cross the ward without bringing it down. In particular, a non-living creature can step over the ward, attack and then step back without effecting the ward.

The length of the ward can be extended, with each doubling of the length reducing its level by 1 down to a minimum of Life Ward 1. Thus a Life Ward 3 can be cast to stretch 10 feet as Life Ward 2 or 20 feet as Life Ward 1.

**Example** *Muerte casts Life Ward 3 across a doorway, which blocks the party from reaching him. However, the two party Mages continue cast spells at him so he orders two Skeletons to kill them. Being quick witted, one of the Mages stands directly beyond the ward, causing the Skeletons to attack him over it, which brings the ward down.*

#### Bolster Undead <n>

Range : *special*  
Duration : 15 minutes  
Type : M  
Effect :

Bolster Undead increases the target Undead's effective Willpower by <n> when subjected to Turn Undead effects. This miracle will not remove any existing Turn Undead effects on the target.

**Unholy Symbols:** A character who follows the Path of Death, Might or Anarchy can further improve the effect of Bolster Undead by strongly presenting their Unholy Symbol whilst casting the miracle. A character of Death can increase the effect of the miracle by 1 by reducing the level of his Unholy Symbol by 1. A character of Might or Anarchy can increase the effect of the miracle by 1 by reducing the level of his Unholy Symbol by 2.

**Example** *Tulas has a level 4 Unholy Symbol of Death and casts Bolster Undead 2 on a Skeleton to help it resist the Turn Undead effects of the Humacti group they are about to destroy. To further increase the miracle's effect, Tulas uses his Unholy Symbol whilst casting making sure that the Skeleton can see it and draw extra strength from its power. He decides to cast the Bolster Undead 2 as Bolster Undead 4, which temporarily reduces its level to 2.*

*For the duration of the Courage, his Unholy Symbol is for all intents and purposes treated as a level 2 Unholy Symbol of Death.*

### Remove Turning (T/R)

Range : touch (level 1)  
: 20' (level 3)  
Duration : 15 minutes  
Type : M  
Effect :

Removes the effect of Turning from the touched Undead or from a target Undead. Note that this miracle **cannot** be used on the caster as he will not be aware that there is anything wrong.

### Summon Undead Servant <n>

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

This miracle allows the caster to summon a previously contacted spirit from the Plane of Tortured Souls. When the character first learns Summon Undead Servant 1, he must sacrifice 1 Life Point. Every time a new level is gained, the character must sacrifice a further <n> Life Points. (Sacrificed Life Points are permanently lost, thus reducing the character's maximum Life Points.)

When casting this miracle, the character summons his Undead Servant into the target body. Obviously, a single servant can only inhabit one body, so if a character has only learnt this miracle once he cannot animate multiple corpses.

*When the player first learns this miracle, he or the Character Ref must create an Undead creature using the standard Creature rules equal to 10. Additional levels allow the player to improve the Undead Servant up to Rank <n>. If the caster ever abuses his Undead Servant, it will never reappear again (and there may be further penalties applied by the The Path of Death. On the other hand, its quite hard to abuse an Undead.*

*The player must also supply the kit and the monster player for the Undead Servant, or come to some arrangement with the Monster Ref.*

Only characters who the Powers of Death judged to be acceptable will be granted this miracle. When a character attempts to learn Summon Undead Servant<n>, he will only learn whether he has been granted the miracle after sacrificing the <n> Life Points. (*The sacrifice is payment/bribe to the Powers of Death to allow a the caster to have access to a member of their domain.*) In general, an Undead Servant whose Rank is greater than the character's will never be granted. If the character ever performs an action that proves him unworthy to have an Undead Servant, this miracle will stop working. Depending on the offence, he may be able to regain the Undead Servant after performing certain actions, he may have to perform actions and relearn the miracle from scratch or he may never regain the miracle.

Unlike other miracles, this one can be learnt multiple times, with each additional miracle requiring a Life Point sacrifice and giving the character an additional Undead Servant. However, the Powers of Death will only grant this miracle multiple times to truly devoted characters.

**Example** *Muerte (played by Henry) attempts to learn Summon Undead Servant 1, but is deemed by the Powers of Death (Character Ref) not to be devoted enough to the Principle of Death, so Muerte's sacrifice of one Life Point is in vain.*

Later, Muerte once again attempts to learn Summon Undead Servant 1, sacrificing 1 Life Point, and this time is deemed worthy. Henry creates a Rank 1 Half Orc Skeleton and submits it to the Character Ref for approval.

After the next adventure, Muerte attempts to learn Summon Undead Servant 2, sacrificing 2 Life Points, and is again deemed worthy. Henry improves his Rank 1 Half Orc Skeleton to Rank 2 (spending a further 10 Character Points).

### Control Undead <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W)  
Effect :

The targeted Undead creature must obey the commands of the caster if it fails to resist. Control is immediately broken if

- the caster ever attacks the Undead,
- the Undead is destroyed,
- another character casts a Control Undead of the required level or higher,
- the caster orders the Undead to make a permanent sacrifice of Life, Mana or Standing.

Unintelligent Undead are willing to attack even if they face certain destruction. However, if the Necromancer orders an intelligent Undead into a situation where it will obviously be destroyed, his control will be broken.

After the duration of the spell, control reverts back to a previously cast Control Undead (if its duration has not expired). Otherwise, the Undead becomes free willed.

### Mass Control Undead <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all Undead within 10' suffers the effects of a Control Undead <n>.

## 7.5.5 Justice Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
	Detect Lie 1		Detect Lie 2	Mass Detect Lie 1

### Detect Lie <n>

Range : touch  
Duration : special  
Type : O(W),M  
Effect :

This miracle allows the caster to discern whether the target's next statement is a lie if he fails to resist. The miracle lasts for a maximum of 15 minutes.

The caster does not know if the miracle is successful (ie: if a character has a greater Willpower, the caster does not know the miracle is not effecting him.)

Note that a lie is an intentionally false statement contrary to the knowledge of the caster. Thus the information provided can still be wrong but will not be detected as a lie if the target believes the information to be true.

### Mass Detect Lie <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by a Detect Lie <n>.

### 7.5.6 Freedom Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
---------	---------	---------	---------	---------

### 7.5.7 Balance Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
---------	---------	---------	---------	---------

### 7.5.8 Might Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
	Mighty Blow 1		Mighty Blow 2	Challenge

#### Mighty Blow < n >

Range : self  
 Duration : 15 minutes (special)  
 Type : ns  
 Effect :

After casting Mighty Blow <n>, the caster can perform <n> attacks doing +4 Normal damage for the duration of the miracle. The caster must add the call “Mighty” to the damage call **before** the attack is made, and if he misses that usage is wasted. At higher levels, Mighty Blows can be combined into a single blow. Thus Mighty Blow 2 can either be used to perform two attacks each with +4 Normal damage or a single attack with +8 damage.

Note, only one Mighty Blow miracle of any level can be cast on a character at any one time and the miracle is still in effect even after it has been used. To cast another Mighty Blow before a previous one expires thus requires the original one to be dispelled or cancelled.

#### Challenge

Range : caster plus one other character  
 Duration : special  
 Type : —  
 Effect :

This miracle is cast while challenging another character to single combat and if the other character accepts, both characters become locked into a duel to the death by the Path of Might.

This miracle lasts until one or both of the characters are dead. For the duration of the duel

- both characters must do their utmost to kill his opponent. If a character fails to do so, he dies,
- The characters cannot effect or be effected by external forces, either harmful or beneficial.

If a character dies during a challenge, no spell, miracle or ability (such as Bind the Soul, Regeneration, etc) will save him.

The miracle can only be dispelled by a character whose Willpower is greater than the combined Willpowers of the combatants and if successful, both he and the character’s in the Challenge die.

### 7.5.9 Anarchy Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Dark Bless 1 Retribution 1	Hide Path Dark Bless 2	Dark Bless 3 Retribution 2	Mislead Path Dark Bless 4	Dark Bless 5 Retribution 3 Reflection 1

#### Hide Path

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

For the duration of this miracle, the character is not detected by Discern Chaos or Discern Death miracles. Discern Path also shows the character as not having a Path.



**Mislead Path**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

The character chooses another Path and for the duration of this miracle all Discern Principle miracles and Discern Path will behave as if he belonged to that Path.

**Example** *Glyph casts Mislead Path, choosing Justice as the detected Path. For the duration of the miracle, he will glow if targeted by a Discern Order or Discern Life and his Path will be identified as “Justice” if targeted by a Discern Path.*

**Dark Bless <n>**

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

For the duration of this miracle, the caster does <n> extra damage with every attack he makes but takes an extra <n> damage from every attack against him.

If the damage from an attack is completely or partially Normal damage, the additional damage is also Normal damage. If the damage is only Power damage, the additional damage is also Power damage, but the amount is halved (rounded down).

**Example** *Glyph has cast Dark Bless 4 on himself and then attacks an opponent with his Mace, which also has Unholy Strike 3 cast on it. He would normally be doing “Blunt 6, Unholy 3” but with the Dark Bless he is doing “Blunt 10, Unholy 3”.*

*His opponent retaliates, attacking for “Blade 8”. Glyph dodges some of this and his armour further reduces this to 5 points of damage. However, due to the Dark Bless, he takes 9 points of Normal Damage.*

*After a few minutes fighting, Glyph has finished off his opponent, though he in turn is badly injured. He decides that maybe ranged combat would be better and starts using his Unholy Word 2 while hiding behind his Ogre Zombie. With the Dark Bless 4, the damage from each Unholy Word 2 is increased by 2.*

Dark Bless cannot be cast on a target with any form of “Immunity”. For example, it cannot be cast on a Skeleton (Immunity to Sharp), a Ghoul with “Immunity to Normal” or an Earth Mage with “Immunity to Metal”.

**Retribution <n>**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

The caster can cause any attack against him to also affect his attacker, up to a maximum of <n> attacks. Retribution damage is done to the same location(s) that were targeted in the original attack and the attacker’s defenses reduce this damage as usual. The caster takes damage from the attack as usual.

The call for this miracle is “Retribution <damage>”. Any retribution must be done within a three seconds of the attack or the chance is lost.

**Example** *Glyph casts Retribution 3 just before a party of do-gooders attack. During the fight, a Mage casts Holy Word 4 on him (the Vampire disguise once again confusing the party), and as it would be pointless Glyph chooses not to use one of his Retributions.*

*A few seconds later a Half Orc Warrior attacks him for “Blade 12, Fire 4”, hitting him in the Left Leg. Glyph immediately uses one of his Retributions to return the damage (with the call “Retribution Blade 12, Fire 4 Left Leg” and pointing to his attacker’s Left Leg).*

*The Half Orc is wearing Thick Leather Greaves, Toughness 3 and Dexterity 2, all of which reduce the damage as usual. This causes the Half Orc Warrior to pause for a second, during which time Glyph hobbles off to hide behind his favourite Ogre Zombie.*

Note, only one Retribution miracle of any level can be cast on a character at any one time and the miracle is still in effect even after it has been reduced to 0. To cast another Retribution before a previous one expires thus requires the original one to be dispelled or cancelled.

**Reflection** <n>

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Reflection works in the same way as Retribution, except that the caster takes no damage from the attack. To learn this miracle, the character must already have learnt Retribution to the the same miracle level (ie: to learn Reflection 1, the character must already know Retribution 3).

## Chapter 8

# Higher Level Miracles

This chapter introduces the miracles commonly available in the Four Principles above level 4.

### 8.1 Higher Order Miracles

Level 5	Level 6	Level 7
Mass Protection Mass Mend Heal Wounds 28  Dispel Chaos 5 Mass Dispel Chaos 0 Strengthen 5 Toughness 3 Harden 5  Neutralise Poison 3 Extend 5 Chaos Resistance 3  Order Lace 24 Halt 3	Mass Heal Wounds 8 Restore (T) Dispel Chaos 6 Mass Dispel Chaos 1 Strengthen 6  Harden 6  Triple Strength Neutralise Poison 4 Extend 6  Order Gift 8 Order Lace 28 Mass Halt 2	Heal Wounds 36  Dispel Chaos 7 Mass Dispel Chaos 2 Strengthen 7 Toughness 4 Harden 7 Repulse Demon  Neutralise Poison 5 Extend 7 Chaos Resistance 4  Order Lace 32 Halt 4
Level 8	Level 9	Level 10
Mass Heal Wounds 14  Dispel Chaos 8 Mass Dispel Chaos 3 Strengthen 8  Harden 8 Quadruple Strength  Neutralise Poison 6 Extend 8  Order Gift 16 Order Lace 36 Mass Halt 3	Heal Wounds 46 Restore (R) Dispel Chaos 9 Mass Dispel Chaos 4 Strengthen 9 Toughness 5 Harden 9  Destroy Poison 5 Neutralise Poison 7 Extend 9 Chaos Resistance 5  Order Lace 40 Halt 5	Mass Heal Wounds 20  Dispel Chaos 10 Mass Dispel Chaos 5 Strengthen 10  Harden 10 Quintuple Strength  Neutralise Poison 8 Extend 10  Order Gift 32 Order Lace 44 Mass Halt 4

#### Mass Halt <n>

Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Halt <n>.

**Restore (T/R)**

Range : touch or 20'  
 Duration : permanent  
 Type : —  
 Effect :

Restore removes the effect of the Chaos miracle Shrivel. Casting Restore on a Shriveled location does not restore any Body Points, but does allow other healing miracles to be cast on it.

Note that Restore only works on a location if it is present. It cannot be used to restore a severed leg, for example.

To learn Restore (T), a character must first learn Mass Heal Wounds 8, to learn Restore (R), a character must first learn Mass Heal Wounds 14.

**Repulse Demon**

Range : self  
 Duration : instantaneous  
 Type : O  
 Effect :

All Demons are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). No amount of Strength can resist the power of this miracle.

**8.2 Higher Life Miracles**

Level 5	Level 6	Level 7
Dispel Death 5 Mass Dispel Death 0 Heal Life 28  Mass Remove Fear Cure Disease 3  Life Shield 6 Mass Will to Live 2 Holy Word 12 Death Resistance 3  Life Lace 24 Bless 6 Undead Ward 3 Turn Undead 3	Dispel Death 6 Mass Dispel Death 1 Mass Heal Life 8 Revive (T) Courage 4 Cure Disease 4  Life Shield 7 Will to Live 4 Holy Word 14  Life Gift 8 Life Lace 28 Bless 7  Mass Turn Undead 2 Raise Dead Consecrate Dead	Dispel Death 7 Mass Dispel Death 2 Heal Life 36  Mass Courage 1 Cure Disease 5 Repulse Undead Life Shield 8 Mass Will to Live 3 Holy Word 16 Death Resistance 4  Life Lace 32 Bless 8 Undead Ward 4 Turn Undead 4
Level 8	Level 9	Level 10
Dispel Death 8 Mass Dispel Death 3 Mass Heal Life 14  Courage 5 Cure Disease 6 Life Shield 9 Will to Live 5 Holy Word 18  Life Gift 16 Life Lace 36 Bless 9  Mass Turn Undead 3  Mass Consecrate Dead	Dispel Death 9 Mass Dispel Death 4 Heal Life 46 Revive (R) Mass Courage 2 Cure Disease 7 Life Shield 10 Mass Will to Live 4 Holy Word 20 Death Resistance 5  Life Lace 40 Bless 10 Undead Ward 5 Turn Undead 5 Restore The Dead	Dispel Death 10 Mass Dispel Death 5 Mass Heal Life 20  Courage 6 Cure Disease 8 Life Shield 11 Will to Live 6 Holy Word 22  Life Gift 32 Life Lace 44 Bless 11  Mass Turn Undead 4

**Mass Turn Undead <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all Undead within 10' suffers the effects of a Turn Undead <n>.

**Mass Remove Fear**

Range : 20'  
 Duration : instantaneous  
 Type : M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Remove Fear miracle.

**Mass Courage <n>**

Range : 20'  
 Duration : instantaneous  
 Type : M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Courage <n> miracle.

**Revive (T/R)**

Range : touch or 20'  
 Duration : permanent  
 Type : —  
 Effect :

Revive removes the effect of the Death miracle Enervate. Casting Revive on a character does not restore any Life Points, but does allow other healing miracles to be cast on it.

To learn Revive (T), a character must first learn Mass Heal Life 8, to learn Revive (R), a character must first learn Mass Heal Life 14.

**Consecrate Dead**

Range : touch  
 Duration : permanent  
 Casting Time : 5 minutes  
 Type : —  
 Effect :

Once a Consecrate Dead miracle has been cast on a body, it can no longer be effected by animate dead spells, miracles or abilities. The character can still be brought back to life using Raise Dead or Resurrection miracles or abilities.

**Raise Dead**

Range : touch  
 Duration : instantaneous  
 Casting Time : 5+ minutes  
 Type : —  
 Effect :

Raise Dead brings a dead character back to life providing his Death Threshold is at least 0 and he has not been dead for more than 1 hour. This miracle will only work if the character's Head and Body are present and able to sustain life (ie: have 0 or more Body Points).

Once raised, the character is returned to life with at least 0 Life Points. If a character died from a severed head or chest and his Life Points are greater than 0, he will have the same Life Points when he is raised.

The physical condition of the character will be the same as when he died. If the body is not able to support life (eg: because the head is severed) the Raise Dead will automatically fail. If a character died due to bleeding to death, he will be raised with 0 Life Points, but will then carry on bleeding to death unless the wound is healed.

The character's Mana and Standing are the same as when the character died.

The casting time for this miracle is 5 minutes plus the amount of time that the character has been dead. Thus raising a character who has been dead for 10 minutes requires a casting time of 15 minutes.

*To raise a character who has been dead for longer than 1 hour requires a ritual.*

Note that animating a body drives the original spirit away from it, thus preventing a Raise Dead miracle from working. This miracle has no effect on Undead.

To learn this miracle, the character must know Discern Spiritual Strength.

### Restore The Dead

Range : touch  
Duration : instantaneous  
Type : —  
Effect :

Restore the Dead acts like Raise Dead, except that the character is returned to life on his full Life Points, though his Body Points will be unchanged.

### Repulse Undead

Range : self  
Duration : instantaneous  
Type : O  
Effect :

All Undead are thrown back from the caster to a distance of 10' (those beyond 10' are not effected). No amount of Strength can resist the power of this miracle.

## 8.3 Higher Chaos Miracles

Level 5	Level 6	Level 7
Harm 28	Mass Harm 8 Shrivel (T)	Harm 36
Disruption 8	Disruption 10 Shatter (T)	Disruption 12 Shatter (R)
Curse 5	Mass Curse 2 Triple Weakness	Curse 6
Poison Touch 3	Poison Touch 4	Poison Touch 5
Chaos Blade 6	Chaos Blade 7	Chaos Blade 8
Dispel 5	Dispel 6	Dispel 7
Mass Dispel 0	Mass Dispel 1	Mass Dispel 2
Disruptive Aura 3	Disruptive Aura 4	Disruptive Aura 5
Order Resistance 3		Order Resistance 4
Chaos Lace 24	Chaos Gift 8 Chaos Lace 28	Chaos Lace 32
Remove Paralysis (R)	Mass Remove Slow	Freedom 7
Dexterity 3		Dexterity 4
Level 8	Level 9	Level 10
Mass Harm 14	Harm 46	Mass Harm 20
Shrivel (R)		Permanent Shrivel
Disruption 14	Disruption 16 Mass Destroy Fracture	Disruption 18 Mass Disintegrate
Mass Curse 3	Curse 7	Mass Curse 4
Quadruple Weakness		Quintuple Weakness
Poison Touch 6	Poison Touch 7	Poison Touch 8
Chaos Blade 9	Chaos Blade 10	Chaos Blade 11
Dispel 8	Dispel 9	Dispel 10
Mass Dispel 3	Mass Dispel 4	Mass Dispel 5
Disruptive Aura 6	Disruptive Aura 7 Order Resistance 5	Disruptive Aura 8
Chaos Gift 16		Chaos Gift 32
Chaos Lace 36	Chaos Lace 40	Chaos Lace 44
Remove Petrification (T)	Mass Remove Paralysis	Freedom 10
	Dexterity 5	

**Shrivel (T/R)**

Range : touch or 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

Shrivel puts the effected location on half the maximum Body Points plus any Power Armour. If the location is already on less than half Body Points, this miracle has no effect.

**Example** *Aramis has 28 Body Points on his Chest and is currently in a Harden 3, when he is struck by a Shrivel to his Chest. The Body Points on this location immediately drop to 17 (half 28 plus the Power protection supplied by the Harden).*

*After fighting for a few more minutes, his Chest Body Points have been further reduced to 5 when he is again struck by a Shrivel to his Chest. However, as his Body Points on this location are less than half, it has no effect.*

The effect of the Shrivel lasts for 15 minutes or until the Order miracle “Restore” is cast on the effected location. Any other curing on a Shrived location will only take the Body Points to half the character’s maximum Body Points for the location.

**Example** *Aramis decides he needs to fix his Chest and casts Heal Wounds 20 on it. However, due to the Shrivel, he can only raise the Body Points on this location to 14.*

To learn Shrivel (T), a character must first learn Mass Harm 8. To learn Shrivel (R), a character must first learn Mass Harm 14.

At the end of the 15 minutes, the character recovers the Body Points that were removed by the Shrivel miracle.

**Example** *During the fighting, Aramis has the Body Points on his Chest further reduced to 1 Body Point when the Shrivel wears off. He immediately recovers the 11 Body Points inflicted by the original Shrivel, putting his Chest on 12 Body Points.*

**Permanent Shrivel**

Range : touch  
 Duration : permanent  
 Type : O  
 Effect :

This has the same effect as Shrivel above, except that the effect is permanent and can only be removed by a “Restore” miracle.

To learn Permanent Shrivel, the character must first learn Mass Harm 20.

**Shatter (T)/(R)**

Range : touch (level 0)  
           : 20’ (level 1)  
 Duration : 15 minutes  
 Type : O,i  
 Effect :

Breaks any one non-living object touched or up to a range of 20ft. The target of this miracle cannot be repaired by any means for 15 minutes.

**Mass Destroy**

Range : 20'  
 Duration : instantaneous  
 Type : O,i  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and a type of item (Shield, Weapon, Armour, ...). One item of the specified type on all characters within 20’ of the point is effected by a Destroy miracle. The miracle targets items currently being used first, but continues to other items of the specified type until it takes effect. If a type of “Armour” is specified, each location is treated as a separate item and the miracle progresses from the strongest to the weakest.

In addition, all non-owned items of that type within 20’ of the point are effected by a Destroy miracle.

**Example** *A party of brave adventurers are fighting a group of Orcs, and have nearly finished defeating them when a Priest of Chaos turns up and casts Mass Destroy Weapon. Each character in the area will have the weapon he is currently using affected by a Destroy. In the case where two weapons are being used, the primary weapon is affected first. If the weapon is protected, the miracle will move to another weapon owned by the character, targetting a secondary weapon followed by all other weapons starting with the largest (ie: most damage). The miracle stops effecting each character once it runs out of targets or it destroys a weapon.*

*The miracle also destroys all the weapons from the fallen as they are currently unowned.*

### Mass Disintegrate

Range : 20'  
 Duration : instantaneous  
 Type : O,i  
 Effect :

As Mass Destroy, above, except that the items are targetted by a Disintegrate instead of a Destroy miracle.

### Fracture

Range : touch  
 Duration : instantaneous  
 Type : —  
 Effect :

This miracle fractures a bone in the touched location.

#### Location Effect

Head	Headache making it difficult to cast spells or miracles. The level of the spells/miracles the target can cast is limited by his Willpower.
Chest	Some discomfort. Bleeding at 1/minute while moving.
Arm	Character cannot effectively use his weapon. Normal damage from a 1H Weapon in the held arm is reduced by 8. Normal damage from a 2H Weapon is reduced by 4 (if both arms are fractured, the damage for 2H Weapons is reduced by 8). The character can ignore this penalty for one attack, but this breaks the fractured location(s).
Leg	Character cannot move as effectively. Character is reduced to a walking speed. Character's Dexterity is reduced by 4 for each fractured leg. Character can ignore this penalty for one attack, but this breaks the fractured location(s).

A Heal Wounds 14 miracle on the location will repair the Fracture, but not heal any other damage. If both Bind Wounds and Set Broken Bone skills are used, the effects are removed, though any strenuous activity (fighting, running, casting spells/miracles above level 1, etc) will cause the injury to re-occur. Assuming no strenuous activity, the location will fully recover in 24 hours.

To learn Fracture, a character must first learn Shrivell(R) and Shatter(R).

### Freedom 7/10

Range : touch  
 Duration : 15 minutes  
 Type : —  
 Effect :

Freedom 7 protects the character from effects that bind or hold and that normally require Triple Strength to escape. This releases any character currently being held as well as safeguarding him from the effects for the duration of the miracle. In addition the character is protected from Paralysis effects, as well as the effects protected from by the lower levels of Freedom.

Freedom 10 protects the character from effects that bind or hold and that normally require Quadruple Strength to escape. This releases any character currently being held as well as safeguarding him from the effects for the duration of the miracle. In addition the character is protected from Petrification effects, as well as the effects protected from by the lower levels of Freedom.



**Mass Remove Slow**

Range : 20'  
Duration : instantaneous  
Type : —  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all characters within 10' are targetted by a Remove Slow miracle.

**Mass Remove Paralysis**

Range : 20'  
Duration : instantaneous  
Type : —  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and all characters within 10' are targetted by a Remove Paralysis miracle.

**Remove Petrification (T)**

Range : touch  
Duration : instantaneous  
Type : —  
Effect :

Removes the effects of Petrification from the target character, as well as the effects removed by Remove Paralysis.

## 8.4 Higher Death Miracles

Level 5	Level 6	Level 7
Dispel Life 5 Mass Dispel Life 0 Drain Life 28  Death Curse 28 Suppress Spirit 2  Cause Disease 3 Unholy Strike 6 Unholy Word 12 Talk with the Dead Fear 3  Life Resistance 3  Death Lace 24 Life Ward 3 Summon Undead Servant 32 Control Undead 3	Dispel Life 6 Mass Dispel Life 1 Mass Drain Life 8 Enervate (T) Mass Death Curse 8  Demoralise 3  Cause Disease 4 Unholy Strike 7 Unholy Word 14  Mass Fear 2 Freeze with Fear 2  Death Gift 8 Death Lace 28  Summon Undead Servant 64 Mass Control Undead 2	Dispel Life 7 Mass Dispel Life 2 Drain Life 36  Death Curse 36  Repulse Life Cause Disease 5 Unholy Strike 8 Unholy Word 16 Commune with the Dead Fear 4  Life Resistance 4  Death Lace 32 Life Ward 4 Summon Undead Servant 128 Control Undead 4
Level 8	Level 9	Level 10
Dispel Life 8 Mass Dispel Life 3 Mass Drain Life 14 Enervate (R) Mass Death Curse 14 Suppress Spirit 3 Demoralise 4 Cause Disease 6 Unholy Strike 9 Unholy Word 18  Mass Fear 3 Freeze with Fear 3  Death Gift 16 Death Lace 36  Summon Undead Servant 256 Mass Control Undead 3	Dispel Life 9 Mass Dispel Life 4 Drain Life 46  Death Curse 46  Cause Disease 7 Unholy Strike 10 Unholy Word 20 Converse with the Dead Fear 5  Life Resistance 5  Death Lace 40 Life Ward 5 Summon Undead Servant 512 Control Undead 5	Dispel Life 10 Mass Dispel Life 5 Mass Drain Life 20 Permanent Enervate Mass Death Curse 20  Demoralise 5 Cause Disease 8 Unholy Strike 11 Unholy Word 22  Mass Fear 4 Freeze with Fear 4  Death Gift 32 Death Lace 44  Summon Undead Servant 1024 Mass Control Undead 4

### Enervate (T/R)

Range : touch or 20'  
 Duration : 15 minutes  
 Type : O  
 Effect :

Enervate puts the effected character on half his maximum Life Points plus any Power Armour. If the character is already on less than half Life Points, this miracle has no effect. The Power Armour value used is the maximum on any location.

**Example** *Dunno has 60 Life Points and is currently in a Bless 4 when he is struck by an Enervate. His Life Points immediately drop to 34.*

*After fighting for a few more minutes, his Life Points have been further reduced to 10 when he is again struck by an Enervate. However, as his Life Points are already below half it has no effect.*

The effect of the Enervate lasts for 15 minutes or until the Life miracle "Revive" is cast. Any other life curing will only take the Life Points to a half the character's maximum Life Points.

**Example** *Dunno is healed by his friendly, neighbourhood Justice Priest, but until the effect of the Enervate wears off, his Life Points cannot go above 30.*

To learn Enervate (T), a character must first learn Mass Drain Life 8, to learn Enervate (R), a character must first learn Mass Drain Life 14.

At the end of the 15 minutes, the character recovers all the Life Points that were removed by the Enervate miracle. If the character died during the period of the Enervate, they are still dead when it wears off, though the lost Life Points are still returned.

**Example** *During the fight, Dunno is reduced to -3 Life Points. He then bled for a further 5 minutes, putting him on -8 Life Points, when the Enervate ended. He immediately recovers the 24 Life Points lost to the miracle, putting him on 16 Life Points.*

*If the Enervate had lasted another 3 minutes, Dunno would have reached -11 Life Points and died. After the Enervate wears off, he would still be dead, but on 13 Life Points. If a Raise Dead was cast on his body, he would return to life on 13 Life Points.*

### Permanent Enervate

Range : touch  
Duration : permanent  
Type : O  
Effect :

This has the same effect as Enervate above, except that the effect is permanent and can only be removed by a “Revive” miracle.

To learn Permanent Enervate, the character must first learn Mass Drain Life 20.

### Summon Undead Servant <n>

Range : touch  
Duration : 15 minutes  
Type : —  
Effect :

In order to learn higher levels of the miracle, characters can sacrifice 1 Death Threshold instead of Life Points, with each Death Threshold being equivalent to 250 Life Points. (If the character pays more than he needs to, he loses the difference. The Powers of Death are firm believers in the policy of “No Refunds”.)

### Mass Suppress Spirit <n>

Range : 20'  
Duration : 15 minutes  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Suppress Spirit <n>.

### Talk with the Dead

Range : touch  
Duration : 3 minutes  
Type : I  
Effect :

The caster can ask nine questions of any intelligent creature killed within the last hour. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists). Nor will it work on a body that is under the effects of a Bless or Consecrate the Dead miracle.

### Commune with the Dead

Range : touch  
Duration : 3 minutes  
Type : I  
Effect :

The caster can ask nine questions of any intelligent creature killed within the last day. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists). Nor will it work on a body that is under the effects of a Bless or Consecrate the Dead miracle.

**Converse with the Dead**

Range : touch  
 Duration : 3 minutes  
 Type : I  
 Effect :

The caster can converse normally with any intelligent creature killed within the last week. The dead creature cannot lie, though if the question is unclear it can twist the answer. The dead will have the same personality and goals as when alive, and this will affect the attitude to the caster.

Note that this miracle will not work on a “killed” Undead creature (their spirit no longer exists). Nor will it work on a body that is under the effects of a Bless or Consecrate the Dead miracle.

**8.5 Higher Justice Miracles**

Level 5	Level 6	Level 7
Detect Lie 3 Truthful Aura 1	Mass Detect Lie 2	Detect Lie 4 Truthful Aura 2 Resurrection
Level 8	Level 9	Level 10
Mass Detect Lie 3	Detect Lie 5 Truthful Aura 3	Mass Detect Lie 4 True Resurrection

**Truthful Aura <n>**

Range : 10' radius of caster  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

All characters within 10' must tell the truth whenever they communicate if they fail to resist. Note that this miracle does not force anyone to speak. The call for this is “Truthful Aura <n>”.

The caster does not know if targeted characters are effected by this miracle (ie: if a character has sufficient Willpower, the caster does not know the miracle is not effecting him.)

Note that a lie is an intentionally false statement contrary to the knowledge of the caster. Thus the information provided can still be wrong but will not be detected as a lie if the target believes the information to be true.

**Resurrection**

Range : touch  
 Duration : instantaneous  
 Casting Time : 5+ minutes  
 Type : —  
 Effect :

Resurrection brings a dead character back to life providing his Death Threshold is at least 0 and he has not been dead for more than 1 hour. This miracle will work even if the character's body is not able to sustain life as long as the character's head and body is present.

Once resurrected, the character is returned to life with at least 0 Life Points. If a character died from a severed head or chest and his Life Points are greater than 0, he will have the same Life Points when he is raised. In addition, the character's body is restored to working order sufficient to sustain life. (All locations with less than 0 Body Points are healed to 0, though missing limbs are not restored.)

The character's Mana and Standing are the same as when the character died.

The casting time for this miracle is 5 minutes plus the amount of time that the character has been dead. Thus resurrecting a character who has been dead for 10 minutes requires a casting time of 15 minutes.

*To resurrect a character who has been dead for longer than 1 hour requires a ritual.*

Note that animating a body drives the original spirit away from it, thus preventing a Resurrection miracle from working. This miracle has no effect on Undead.

**True Resurrection**

Range : touch  
 Duration : instantaneous  
 Casting Time : 5+ minutes  
 Type : —  
 Effect :

True Resurrection acts like Resurrection, except that the character is returned to life on his full Life Points and Body Points on all non-missing locations.

**8.6 Higher Freedom Miracles**

Level 5	Level 6	Level 7
Level 8	Level 9	Level 10

**8.7 Higher Balance Miracles**

Level 5	Level 6	Level 7
	Regrow 1	
Level 8	Level 9	Level 10
Regrow 2		Regrow 3

**Regrow <n>**

Range : touch  
 Duration : special  
 Type : —  
 Effect :

By combining the forces of Order, Life and Chaos, the Balance Priest is able to cause the target's body to regenerate a location even if it has been severed.

Regrow 1 heals leg and arm locations at a rate of 1 Body Point per minute.

Regrow 2 heals leg and arm locations at a rate of 2 Body Points per minute, or the chest at a rate of 1 Body Point per minute.

Regrow 3 heals leg and arm locations at a rate of 3 Body Points per minute, the chest at a rate of 2 Body Points per minute and the head at a rate of 1 Body Point per minute.

If the character is dead, Regrow will still regenerate lost locations, but a Raise Dead or Resurrection miracle is required to return the character to life.

**8.8 Higher Might Miracles**

Level 5	Level 6	Level 7
Mighty Blow 3		Mighty Blow 4
Level 8	Level 9	Level 10
	Mighty Blow 5	

**8.9 Higher Anarchy Miracles**

Level 5	Level 6	Level 7
Dark Bless 6	Dark Bless 7 Retribution 4 Reflection 2	Dark Bless 8
Level 8	Level 9	Level 10
Dark Bless 9 Retribution 5 Reflection 3 Deflection 1	Dark Bless 10	Dark Bless 11 Retribution 6 Reflection 4 Deflection 2

**Deflection <n>**

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Deflection works in the same way as Reflection, except that the caster can choose any other character within 10' to take the damage from the attack.

To learn this miracle, the character must already have learnt Reflection to the the same miracle level (ie: to learn Deflection 1, the character must already know Reflection 3).

## Chapter 9

# Druids

Druids are followers of the Path of Nature, dedicated to defending the environment from harmful and needless exploitation and destruction. They have a particular hatred for Orcs and Goblins, who are known to be destructive and uncaring, and this spills over into suspicion of Half Orcs. They also are distrustful of Elementalists, seeing them as aggressors who coerce the elements rather than people who work in harmony with Nature. Their greatest enemies, however, are the Dark Druids who corrupt Nature for their own gain.

Only Men, Elves and Half Elves can become Druids as the other races do not have the correct affinity for Nature that these races can achieve. Most Druids cannot use any manufactured metal item (armour or weapons).

### 9.1 Druidic Sects

Though every Druid respects nature in all its various forms, each one has an affinity for one particular part. Druids with the same affinity gather together in Sects for mutual protection and pooling of knowledge. The Sects work together and disputes among them are uncommon with outright fighting even more so. When a character first decides to become a Druid, he must chose one of the Sects below.

Non-Druids may also join one of the Sects as a Lay-Druid as long as they are not Priests or part of any other Guild or organisation. However, they will only be taught the miracles of that Sect and will remain at Acolyte level except in *exceptional* circumstances. Thus a Human Scout may join the Elemental Sect as a Lay-Druid, but can never choose a particular element (and thus gain bonuses from certain miracles and access to an Elemental Spell List) and can only ever learn Elemental Druidic Miracles. Lay-Druids must also abide by any Sect restrictions (thus most cannot use any manufactured metal item such as armour or weapons).

The Religious skill costs for Human Lay-Druids are as given in the Human Skill Costs. The skill costs for Elven Lay-Druids are given below the Druid Skill Costs.

#### 9.1.1 Tree Druids

Tree Druids are mainly concerned with the welfare of plants, defending them from needless destruction and exploitation. Up to Rank 10, Tree Druids are known as Acolytes. Above Rank 10, they can choose a particular type of tree and become full Druids, taking the name of their tree in their title (eg. Oak Druid, Elm Druid, ...). A full Tree Druid gains the following bonuses

- Innate Plant Walk. Plants will simply not deliberately impede a Tree Druid.
- Innate Barkskin equal to Rank/20 (rounded down). This stacks with the Barkskin miracle. Other defensive miracles can also be cast on the Druid, but the normal rules apply (ie: only the best defensive miracle/effect is used).

**Example** *Twiglet, a level 30 Oak Druid, has an innate Barkskin 1. If he casts Barkskin 3, the effects stack, so he is effectively in Barkskin 4, which provides 4 Normal and 2 Power armour. (The miracle still dispels at level 3.)*

- Tree Charm 1 once/day at Rank 20. This ability improves by 1 for every 10 Ranks, allowing the Tree Druid to either use the ability more than once/day or increase its effect. Thus a Rank 30 Tree Druid can either use Tree Charm 1 twice in a day or Tree Charm 2 once.

Tree Charm <n> causes a character with Willpower less than <n> to be charmed by a tree of the casters choice. Both the target character and target tree must be within 20' of the caster. Thus an Oak Druid can chose any oak tree with 20' of his position.

While under the effect of Tree Charm, the character will not move more than 20' from his tree and will defend the tree from harm to the best of his ability. The effect lasts for 15 minutes. If the character is attacked by the Druid or by other character's perceived to be friends of the Druid, the effect is immediately broken.

Tree Charm does not work on Undead, or mindless creatures. However, it does effect creatures even if they cannot understand the caster's language, as this spell works directly on the mind.

Some miracles become more effective when combined with their named tree. The Holy Symbols of Tree Druids must represent their chosen tree. Acolytes, not having a chosen tree, are unable to create Holy Symbols.

### 9.1.2 Animal Druids

Animal Druids identify with the wild animals of the world and seek to keep them free in their natural environment. Up to Rank 10, Animal Druids are known as Acolytes. Above Rank 10, they can choose a particular type of animal, and become full Druids, taking the name of their animal in their title (eg. Bear Druid, Wildcat Druid, ...). They also take on some of the attributes of their chosen animal. The Holy Symbols of Animal Druids must represent their chosen animal. Acolytes, not having a chosen animal, are unable to create Holy Symbols. The following is a sample list of animals and is by no means exhaustive.

Bear	Strength, Double Strength at Rank 40, Triple Strength at Rank 80
Snake	Immunity to Poison Poison Touch (Harm) Rank/10 times per day. Several uses can be combined. (eg: a Rank 20 Snake Druid can either do Poison Touch - Harm 4 twice, or Poison Touch - Harm 8 once per day.)
Wildcat	Dexterity bonus equal to Rank/20 (rounded down). This is only effective if the Animal Druid is wearing furs or no armour. (Thus any defensive miracle that counts as armour also makes this ability ineffective.) One Swift attack with primary hand/claw at Rank 40, increasing by 1/15 Ranks.

### 9.1.3 Elemental Druids

Elemental Druids worship the four elements from which all life and power springs. Of all the Druids, these are the most distrustful of Elementals. Up to Rank 10, Elemental Druids are known as Acolytes. Above Rank 10, they can choose a particular element, taking the name of their element in their title (eg. Earth Druid, Water Druid, ...). Note that, though fire is a natural process which can release land for new growth, Fire Druids are very rare due to its destructive nature. Once an Elemental Druid has chosen his element, he can learn the spells from the Elemental Spell List as miracles at one level higher (eg. an Earth Elementalist can learn level 0 Earth spells as if they were level 1 miracles). The Holy Symbols of Elemental Druids must represent their chosen element. Acolytes, not having a chosen element, are unable to create Holy Symbols.

Earth Elementals are the only type of Druid that can ignore the restriction on metal armour and weapons.

### 9.1.4 Weather Druids

Weather Druids identify most closely with the power that the weather has over the environment and are the most aloof Sect of all. It is this Sect that mostly settles any disputes amongst the others. Up to Rank 10, Weather Druids are known as Acolytes. At Rank 10 they have earned the title Weather Druid, though some take a more specific title (eg: Storm Druid, Sun Druid, etc). The Holy Symbols of Weather Druids must represent one of the incarnations of weather (lightning, rain, sun, ...). Acolytes are unable to create Holy Symbols and gain no additional benefits from certain miracles.



## 9.2 Druidic Skills Costs

Skill	Human	Elf	Half Elf
<b>Weapons, Shield and Armour</b>			
1H Weapon Proficiency	9	15	12
1H Weapon Specialisation	18	30	24
1H Weapon Expertise	36	60	48
1H Weapon Mastery	72	120	96
2H Weapon Proficiency	18	30	24
2H Weapon Specialisation	36	60	48
2H Weapon Expertise	72	120	96
2H Weapon Mastery	144	240	192
Fist Proficiency	6	12	9
Fist Specialisation	12	24	18
Dagger Proficiency	6	12	9
Dagger Specialisation	12	24	18
Dagger Expertise	24	48	36
Dagger Mastery	48	96	72
Staff Proficiency	18	30	24
Staff Specialisation	36	60	48
Staff Expertise	72	120	96
Staff Mastery	144	240	192
Disarm Proficiency		<i>as weapon specialisation x 2</i>	
Disarm Specialisation		<i>as weapon expertise x 2</i>	
Disarm Expertise		<i>as weapon mastery x 2</i>	
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>	
Throwing Proficiency	9	9	9
Throwing Specialisation	18	18	18
Throwing Expertise	36	36	36
Throwing Mastery	72	72	72
Longbow Proficiency	18	15	17
Longbow Specialisation	36	30	33
Longbow Expertise	72	60	66
Longbow Mastery	144	120	132
Crossbow Proficiency	27	36	32
Crossbow Specialisation	54	72	63
Crossbow Expertise	108	144	126
Crossbow Mastery	216	288	252
Weapon Adept	<i>20xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>
Small Shield Proficiency	10	15	13
Small Shield Specialisation	20	30	25
Small Shield Expertise	40	60	50
Small Shield Mastery	80	120	100
Medium Shield Proficiency	20	30	25
Medium Shield Specialisation	40	60	50
Medium Shield Expertise	80	120	100
Medium Shield Mastery	160	240	200
Large Shield Proficiency	30	45	38
Large Shield Specialisation	60	90	75
Large Shield Expertise	120	180	150
Large Shield Mastery	240	360	300
Furs/Skins/Leather Proficiency	2	3	3
Furs/Skins/Leather Specialisation	4	6	5
Furs/Skins/Leather Expertise	8	12	10
Furs/Skins/Leather Mastery	16	24	20
Studded Leather Proficiency	6	8	7
Studded Leather Specialisation	12	16	14
Studded Leather Expertise	24	32	28
Studded Leather Mastery	48	64	56
Chain Proficiency	12	15	14
Chain Specialisation	24	30	27
Chain Expertise	48	60	54
Chain Mastery	96	120	108

## Druidic Skills Costs (continued)

Skill	Human	Elf	Half Elf
Banded Proficiency	15	18	17
Banded Specialisation	30	36	33
Banded Expertise	60	72	66
Banded Mastery	120	144	132
Plate Proficiency	18	21	20
Plate Specialisation	36	42	40
Plate Expertise	72	84	80
Plate Mastery	144	168	160
Combination	10	12	11
Enhanced Combination	60	72	66
<b>Physical / Mental</b>			
Enhance Life	2	3	3
Ambidexterity	20	10	15
Strength	40	60	50
Double Strength	80	120	100
Triple Strength	160	240	200
Dexterity (per level)	<i>12xlevel</i>	<i>8xlevel</i>	<i>10xlevel</i>
Maneuver in Armour (per level)	<i>6xlevel</i>	<i>8xlevel</i>	<i>7xlevel</i>
All Round Sight (per level)	<i>18xlevel</i>	<i>12xlevel</i>	<i>15xlevel</i>
Toughness (per level)	<i>15xlevel</i>	<i>18xlevel</i>	<i>17xlevel</i>
Willpower (per level)	<i>9xlevel</i>	<i>6xlevel</i>	<i>7xlevel</i>
<b>Medical</b>			
Bind Wounds	3	3	3
Set Broken Bone	3	3	3
Discern Wounds	3	3	3
Discern Disease	3	3	3
Discern Spiritual Influence	3	3	3
Discern Poisoning	3	3	3
Discern Paralysis	3	3	3
<b>Magic</b>			
Recognise Magic	6	3	5
Read/Write Runes	6	3	5
Enhance Mana	3	2	3
Meditate	24	12	18
Learn Spell	$9x(l+1)$	$6x(l+1)$	$8x(l+1)$
<i>l = spell level</i>			
Multicast		<i>variable</i>	
Create Talisman	$9+l$	$6+l$	$8+l$
<i>l = level</i>			
Enchant Item	$36+l$	$24+l$	$30+l$
<i>l = level</i>			
Magic Ritual	$36+l$	$24+l$	$30+l$
<i>l = ritual level</i>			
Inscribe Magic Circle	$18+l$	$12+l$	$15+l$
<i>l = circle level</i>			
Work with Cabal	$36+l$	$24+l$	$30+l$
<i>l = ritual level</i>			
Join Cabal	$18x(l+1)$	$12x(l+1)$	$15x(l+1)$
<i>l = level</i>			

## Druidic Skills Costs (continued)

Skill	Human	Elf	Half Elf
<b>Religious</b>			
Recognise Miracle	1	2	2
Read/Write Temple Runes	1	2	2
Improve Standing	1	1	1
Prayer	4	8	6
Learn Miracle	$2x(l + 1)$	$3x(l + 1)$	$3x(l + 1)$
<i>l = miracle level</i>			
Combined Prayer		<i>variable</i>	
Create Holy Symbol	$2 + l$	$3 + l$	$3 + l$
<i>l = level</i>			
Consecrate Item	$px(8 + l)$	$px(12 + l)$	$px(10 + l)$
<i>l = level, p = principles</i>			
Religious Ceremony	$px(8 + l)$	$px(12 + l)$	$px(10 + l)$
<i>l = ceremony level, p = principles</i>			
Inscribe Ceremonial Circle	$4 + l$	$6 + l$	$5 + l$
<i>l = circle level</i>			
Work with Conclave	$8 + l$	$12 + l$	$10 + l$
<i>l = ceremony level</i>			
Join Conclave	$4x(l + 1)$	$6x(l + 1)$	$5x(l + 1)$
<i>l = level</i>			
<b>Subterfuge</b>			
Recognise Creature	3	3	3
Recognise Undead	9	9	9
Recognise Smell	3	3	3
Evaluate	9	9	9
Throat Slit	30	30	30
Backstab Proficiency	30	30	30
Backstab Specialisation	60	60	60
Backstab Expertise	120	120	120
Backstab Mastery	240	240	240
Sniping Proficiency	60	30	45
Sniping Specialisation	120	60	90
Sniping Expertise	240	120	180
Sniping Mastery	480	240	360
<b>Manufacture</b>			
Skinning	10	10	10
Make Leather Armour	20	15	18
Make Superior Leather Armour	40	30	35
Make Metal Armour <sup>1</sup>	40	40	40
Make Superior Metal Armour <sup>1</sup>	80	80	80
Make Weapon <sup>2</sup>	40	40	40
Make Superior Weapon <sup>2</sup>	80	80	80

<sup>1</sup> Only available to Earth Elemental Druids. <sup>2</sup> Only Earth Elemental Druids can use this skill to create weapons that use metal.

### 9.2.1 Human Lay-Druid Skill Costs

All other Character Point costs are as per the Human Skill Costs section.

Skill	Warrior	Scout	Mage
<b>Subterfuge</b>			
Recognise Creature	3	2	3
Recognise Smell	3	2	3

### 9.2.2 Elven Lay-Druid Skill Costs

All other Character Point costs are as per the Elf Skill Costs section.

<b>Skill</b>	<b>Warrior</b>	<b>Scout</b>	<b>Mage</b>
<b>Subterfuge</b>			
Recognise Creature	3	2	3
Recognise Smell	3	2	3
<b>Religious</b>			
Recognise Miracle	6	4	6
Read/Write Temple Runes	6	4	6
Improve Standing	3	2	3
Prayer	24	16	24
Learn Miracle	12x(1+1)	8x(1+1)	12x(1+1)
<i>l = miracle level</i>			
Create Holy Symbol	12 + 1	8 + 1	12 + 1
<i>l = level</i>			
Consecrate Item (per level)	2 x (48 + 1)	2 x (32 + 1)	2 x (48 + 1)
<i>l = level</i>			
Religious Ceremony	2 x (60 + 1)	2 x (40 + 1)	2 x (60 + 1)
<i>l = ritual level</i>			
Inscribe Ceremonial Circle	60 + 1	40 + 1	60 + 1
<i>l = circle level</i>			
Work with Conclave	60 + 1	40 + 1	60 + 1
<i>l = ritual level</i>			
Join Conclave	30 x (1 + 1)	20 x (1 + 1)	30 x (1 + 1)
<i>l = level</i>			

### 9.2.3 Half-Elven Lay-Druid Skill Costs

All other Character Point costs are as per the Half Elf Skill Costs section.

<b>Skill</b>	<b>Warrior</b>	<b>Scout</b>	<b>Mage</b>
<b>Subterfuge</b>			
Recognise Creature	3	2	3
Recognise Smell	3	2	3
<b>Religious</b>			
Recognise Miracle	4	3	4
Read/Write Temple Runes	4	3	4
Improve Standing	2	1	2
Prayer	15	10	15
Learn Miracle	8x(1+1)	5x(1+1)	8x(1+1)
<i>l = miracle level</i>			
Create Holy Symbol	8 + 1	5 + 1	8 + 1
<i>l = level</i>			
Consecrate Item	2 x (32 + 1)	2 x (20 + 1)	2 x (32 + 1)
<i>l = level</i>			
Religious Ceremony (per level)	2 x (12 + 1)	2 x (8 + 1)	2 x (12 + 1)
<i>l = ritual level</i>			
Inscribe Ceremonial Circle	6 + 1	4 + 1	6 + 1
<i>l = circle level</i>			
Work with Conclave	12 + 1	8 + 1	12 + 1
<i>l = ritual level</i>			
Join Conclave	6 x (1 + 1)	4 x (1 + 1)	6 x (1 + 1)
<i>l = level</i>			

## 9.3 Druidic Miracles

Each Sect has its own list of miracles and Druids can pick one other Sect from which to receive additional instruction. Miracles from the secondary Sect are learnt as if they were one level higher and mostly be restricted to level 4 and below. There are also general miracles available to all Sects which the Druid can learn at base cost.

### 9.3.1 Religious Ceremony

Druids can only learn Religious Ceremony(Sect), which can be used to cast rituals for General Druid Miracles and the Sect Druid Miracles. (Thus the Character Point cost is equivalent to a Priest with two Principles.)

**Example** *Twiglet has learned Religious Ceremony (Tree Sect), which he can use to cast General Druid Miracles and Tree Druid Miracles.*

### 9.3.2 General Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Discern Druidism Miracle Gift 0	Miracle Gift 1	Discern Sect Miracle Gift 2	Miracle Gift 3	Discern Path Miracle Gift 4

#### Discern Druidism

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

All followers of Nature (ie: those who have bought at least one Druidic miracle) and all objects with a Druidic miracle cast on them within 20' that the caster can see will glow.

#### Discern Sect

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

The caster will be able to determine the Primary Sect of one character within 20'. If the target has no Druidic miracles, no information is gained.

#### Discern Path

Range : 20'  
Duration : instantaneous  
Type : I  
Effect :

The caster will be able to determine the Path of one character within 20'.

If a character has not learnt any miracles then he has no Path. A character who has learnt Druidic miracles is a follower of the Path of Nature.

#### Miracle Gift <n>

Range : touch  
Duration : 15 Minutes  
Type : —  
Effect :

Miracle Gift <n> allows the caster to pass knowledge of a Druidic miracle of level <n> or lower to another. For the duration of the miracle, the recipient can cast the miracle (using his own Standing) as if he had spent Character Points to learn it. However, for the duration of the miracle, the giver loses all knowledge of the miracle and also all knowledge of miracles which require it to be known.

A Druidic miracle cannot be gifted to a character who has learnt any miracles from a non-Druidic Principle (ie: Order, Chaos, Life, Death). that this restriction applies even if the character only knows the miracle via Miracle Gift.

**Example** *Greyash can use Miracle Gift 1 to transfer Tree Heal 2 to any character who has not learnt any non-Druidic miracles. For 15 minutes, he loses all knowledge of Tree Heal 2 and also the miracles above it, such as Tree Heal 3. He still knows Tree Heal 1, however.*

### 9.3.3 Tree Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Tree Heal 1 Trip	Tree Heal 2 Entangle (T)	Tree Heal 3 Entangle (R)	Tree Heal 4 Trip 'n' Entangle (T)	Tree Heal Other 1 Trip 'n' Entangle (R) Double Plant Strength
	Plant Strength		Plant Walk Other	
Warp (T) Shillelagh 0	Plant Walk Self Warp (R) Shillelagh 1 Barkskin 2	Shillelagh 2 Barkskin 4	Shillelagh 3 Barkskin 6	Shillelagh 4 Barkskin 8

#### Tree Heal <n>

Range : self  
Duration : 5 minutes  
Type : —  
Effect :

This miracle allows the Druid to heal both his Life and Body points by touching a tree. For each minute the Druid is healed of <n> points of Life damage and <n> points of Body damage, spread intelligently (ie: it goes to the worst location at the Player Refs. discretion). If the Druid stops touching the tree, the miracle also stops and must be recast.

If a Tree Druid uses his chosen tree type with this miracle, he gains an extra point of healing every minute.

#### Tree Heal Other <n>

Range : 1 character  
Duration : 5 minutes  
Type : —  
Effect :

This miracle is a version of Tree Heal which can be cast on another character.

If a Tree Druid uses his chosen tree type with this miracle, he gains an extra point of healing every minute.

#### Trip

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

Causes any plants around the targeted character to tangle together, which trip him if he's moving (the player should fall to his knees).

An All Round Sight skill of at least 4, is sufficient to avoid the effects of the Trip, though the target is still entangled.

#### Entangle (T)/(R)

Range : touch (level 1)  
: 20' (level 2)  
Duration : 15 minutes  
Type : O  
Effect :

Entangle causes any plants near the target to entangle his limbs. Thus a character on grass will have his legs entangled, while a character on grass and near a tree will his legs and arms entangled. A character with at least Strength can break the hold, taking 5 seconds per entangled location.

#### Trip 'n' Entangle (T)/(R)

Range : touch (level 3)  
: 20' (level 4)  
Duration : 15 minutes  
Type : O  
Effect :

This miracle combines the Trip and Entangle miracles into one. The target is tripped and the plants where he falls entangle him, requiring at least Strength to break free.

Note that the target is only tripped if he is moving when the spell is cast and there are ground level plants. He will still be entangled by any other plants around him (such as tree branches grabbing his body and arms).

An All Round Sight skill of at least 4, is sufficient to avoid the effects of the Trip, though the target is still entangled.

### Plant Strength

Range : 20'  
Duration : 15 minutes  
Type : —  
Effect :

This miracle effects entangling plants, strengthening them so that at least Double Strength is required to break free.

This miracle also repairs damaged plants, healing them of 25 points of damage.

### Double Plant Strength

Range : 20'  
Duration : 15 minutes  
Type : —  
Effect :

This miracle effects entangling plants, strengthening them so that at least Triple Strength is required to break free.

This miracle also repairs damaged plants, healing them of 50 points of damage.

### Plant Walk Self/Other

Range : self  
: touch  
Duration : 15 minutes  
Type : —  
Effect :

For the duration of this spell, the target is immune to any natural or unnatural plant restraining effects, such as Trip and Entangle.

### Warp (T)/(R)

Range : touch (level 0)  
: 20' (level 1)  
Duration : instantaneous  
Type : O,i  
Effect :

Warp destroys any one wooden object either touched or up to 20' away.

### Shillelagh <n>

Range : touch  
Duration : 15 minutes  
Type : i  
Effect :

Shillelagh can be cast on any purely wooden weapon and can have one of two effects, chosen at the time of casting. The first is to increase the Normal Damage of the weapon by <n>, the second is to add <n> Power Damage.

**Example** *Greyash uses a wooden club with which is he proficient, thus causing 3 points per blow. When he casts Shillelagh 2 on the weapon he can chose to have the club do 5 points per blow or do an additional 2 points of Power Damage.*

Note that when used to increase the Normal damage, Shillelagh does not protect the weapon from being destroyed. Shillelagh 0 can be used to protect the weapon, (on the assumption that its cast to add 0 Power Damage).

Only one Shillelagh miracle can be cast on a weapon at a time.

**Barkskin <n>**

Range : touch  
 Duration : 15 minutes  
 Type : D(A)  
 Effect :

Barkskin makes the target's skin tougher, protecting him from Normal damage. The target gains <n> points of Normal armour.

A Tree Druid can choose to assign some of the defensive bonus as Power protection. For example, a Barkskin 4 cast by a Tree Druid can provide 2 points of Normal protection and 2 points of Power protection.

**9.3.4 Animal Druid Miracles**

Level 0	Level 1	Level 2	Level 3	Level 4
Claw Hand 2	Fur Skin 2	Claw Hand 4 Fur Skin 4 Strength	Fur Skin 6	Claw Hand 6 Fur Skin 8 Double Strength
Recognise Smell	Animal Leap 0	Befriend Animal 2	Enhanced Smell Animal Leap 1 Mass Befriend Animal 1	Befriend Animal 3
Befriend Animal 1		Talk with Animal		
Animal Empathy				

**Claw Hand <n>**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

The Druid's hands are turned into claws which do <n> points of Normal damage per hit.

If an Animal Druid's chosen animal has claws, this miracle does an extra point of damage.

**Fur Skin <n>**

Range : self  
 Duration : 15 minutes  
 Type : D(A)  
 Effect :

Fur Skin makes the target's skin tougher, protecting him from normal damage. The target gains <n> points of Normal armour.

If an Animal Druid's chosen animal has fur, this miracle gives an extra point of protection.

The skill Fur Mastery does **not** increase the amount of protection.

**Strength/Double Strength**

Range : self  
 Duration : 15 minutes  
 Type : —  
 Effect :

Gives the target Strength/Double Strength for 15 minutes, as the Strength skill. This increases the amount of damage he does with a weapon and allows him to break out of some spells and miracles.

Note that this miracle is not cumulative with any other strength increasing spell/miracle or with any strength increasing skill.

**Recognise Smell**

Range : self  
 Duration : 15 minutes  
 Type : I  
 Effect :

Increases the character's Recognise Smell skill by one level.



**Enhanced Smell**

Range : self  
 Duration : 15 minutes  
 Type : I  
 Effect :

Enhanced Smell enables the character to target Invisible characters and negates the protection of Blur, Cloak and similar spells and miracles. *(The character must let his target(s) know that Blur, etc are not effective against his attacks, either by mentioning his Enhanced Smell miracle or simply telling them.)*

The character must have Recognise Smell, either from the skill or the miracle, before he can use this miracle.

**Animal Leap <n>**

Range : self  
 Duration : instantaneous  
 Type : —  
 Effect :

Animal Leap 0 gives the caster the ability to leap up to 10' in the direction he's facing or straight up. If leaping forwards, he can clear objects up to 6' tall.

For every additional level, the character can either

- Add another 10' forwards or upwards.
- Change his facing.

Note that during a leap, the character is still visible. For a forward leap he must be allowed past, but other character's can turn to follow his direction. For an upward leap, the caster can shout "Time Stop" and climb up the required distance as everyone watches.

**Befriend Animal <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W)  
 Effect :

The caster is able to befriend a normal animal that fails to resist. For the duration of the miracle the caster and the target animal both consider themselves to be close friends. Neither will take any hostile action against the other, nor will they allow anyone else to cause the other harm, doing everything in their power to aid their friend.

Typical Willpower scores for animals are

Domesticated Herbivore	0	Cows, sheep, chickens
Domesticated Omnivore	1	Pigs
Wild Herbivore	1	Squirrels, bison
Domesticated Carnivore	2	Dogs
Wild Omnivore	2	Bears
Wild Carnivore	3	Lions, wolves
Modifiers		
Aggressive	+1	Bulls, guarding young
Stubborn	+2	Donkeys, llamas, camels

Trained animals, such as Guard Dogs, will also have higher Willpower scores.

**Mass Befriend Animal <n>**

Range : 20'  
 Duration : instantaneous  
 Type : O(Dx)  
 Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and all animals within 10' are effected by a Befriend Animal <n> miracle. The caster and all effected animals consider themselves to be close friends. None will take any hostile action against any of the others, nor will they allow anyone else to cause harm to any of the others, doing everything in their power to aid their friends.

**Animal Empathy**

Range : self  
 Duration : instantaneous  
 Type : I  
 Effect :

The caster becomes aware of the emotional state of one animal (ie: hungry, tame, curiosity, indifference, pain, etc).

**Talk with Animal**

Range : self  
 Duration : 15 minutes  
 Type : I  
 Effect :

This allows the character to hold a conversation with an animal, chosen at the time of casting. Note that the conversation will still be limited by the animals intelligence and that some animals have nothing interesting to say (eg: real world cows, squirrels, etc).

**9.3.5 Elemental Druid Miracles**

Level 0	Level 1	Level 2	Level 3	Level 4
Mend (T) Rust (T)	Mend (R) Rust (R) Grip (T) Freeze (T) Elemental Protection 1	Grip (R) Freeze (R) Elemental Protection 2	Gather and Mend  Double Grip (T)  Elemental Protection 3	Double Grip (R) Slow (T) Elemental Protection 4

**Rust (T)/(R)**

Range : touch (level 0)  
 : 20' (level 1)  
 Duration : instantaneous  
 Type : O,i  
 Effect :

Rust destroys any metal object touched or up to a range of 20'.

**Mend (T)/(R)**

Range : touch (level 0)  
 : 20' (level 1)  
 Duration : instantaneous  
 Type : i  
 Effect :

Mends any one object, up to a volume of 1 cubic foot.

**Gather and Mend**

Range : 20'  
 Duration : instantaneous  
 Type : i  
 Effect :

This miracle collects all the pieces of a broken object before mending it. Thus it can be used to instantaneously fix something that would normally require 15 man minutes of piece collecting first. (ie: For an object destroyed by a Disintegrate or which has been affected by a Gust of Wind after being broken.)

**Grip (T)/(R)**

Range : touch (level 1)  
 : 20' (level 2)  
 Duration : 15 minutes  
 Type : O  
 Effect :

Grip causes the ground to hold the target character for 15 minutes. Any part of the target's body touching the ground is effected. If the character has Strength he can break the hold in 5 seconds per location. (ie: A character with both feet held can break the hold in 10 seconds.)

**Double Grip (T)/(R)**

Range : touch (level 3)  
 : 20' (level 4)  
 Duration : 15 minutes  
 Type : O  
 Effect :

Double Grip is a stronger form of Grip which requires Double Strength to break.

**Freeze (T)/(R)**

Range : touch (level 1)  
 : 20' (level 2)  
 Duration : 10 seconds  
 Type : O  
 Effect :

Causes the target character (touched or within 20'), to freeze for 10 seconds or until attacked.

Freeze temporarily freezes all the water in the effected creatures body, thus some creatures are immune to this spell (eg: Skeletons).

**Slow (T)**

Range : touch  
 Duration : 15 minutes  
 Type : O  
 Effect :

Causes the target character (touched or within 20') to be Slowed.

The miracle works by partially freezing any water in the targets body. Opponents with no water, such as Skeletons, are not effected by this miracle. In addition, strong opponents can shrug off the effect of the miracle, though at least Triple Strength is required. Doing so requires 10 seconds and has the side effect of causing 4 Body Points of damage to all locations and 4 Life Point damage as icy shards tear through the character's body.

**Elemental Protection <n>**

Range : self  
 Duration : 15 minutes  
 Type : D(A)  
 Effect :

Elemental Protection <n> gives <n> points of Normal and Power Armour against a single element chosen at the time of casting. Thus a Druid can cast this miracle to protect against metal and any attack from a metal weapon will have its damage reduced.

If an Elemental Druid casts this miracle against his chosen element, its effects are increased by 1. So a Fire Elementalist will gain 2 points of Normal and Power protection from a Fire Protection 1 miracle.

**9.3.6 Weather Druid Miracles**

Level 0	Level 1	Level 2	Level 3	Level 4
Thunder Clap 1 Extinguish	Lightening Dart 2 Flash 1	Lightening Dart 4 Thunder Clap 2 Gust of Wind	Lightening Dart 6 Flash 2  Eye of the Storm 1	Lightening Dart 8 Thunder Clap 3 Gale  Cloud Form

**Lightning Dart <n>**

Range : 20'  
 Duration : instantaneous  
 Type : O(D)  
 Effect :

Lightning Dart <n> causes <n> points of Power damage to every location of the target creature and <n> Life Point damage. The spell vocal should end with the words “Lightning Dart <n>” to indicate the damage and the caster should point at the targeted character.

When cast by a Weather Druid, Lightning Dart does an additional point of damage.

### Flash <n>

Range : 20' (level 2)  
 Duration : 3 seconds  
 Type : O(T)  
 Effect :

Any target with Toughness less than <n> is partially blinded, causing the following effects:

- The next attack the character makes automatically misses.
- The character cannot run for the next 3 seconds, though he is able to move at a walk.

This spell is ineffective against creatures that do not use sight to sense their targets (for example Undead and extra-planar creatures). However, creatures that do use sight, even as a secondary sense, are still affected.

### Thunder Clap <n>

Range : 10' radius  
 Duration : 10 seconds  
 Type : O(T)  
 Effect :

The Druid claps his hand at the end of the vocals and calls “Thunder Clap <n>”. Any character of with Toughness less than <n> is stunned for 10 seconds (unable to do anything but stagger around).

### Gust of Wind/Gale

Range : 20'  
 Duration : 1 minute  
 Type : O  
 Effect :

Gust of Wind lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach.

Gale has exactly the same effect except that all characters without at least Double Strength will be blown directly away from the caster, and all other creatures are slowed when the approach.

Both miracles also protect the caster from missile weapons. Gust of Wind reduces all missile damage by 8, Gale reduces all missile damage by 16.

In addition, if a Gust of Wind is cast on a destroyed weapon it takes 15 man-minutes to retrieve all the pieces.

### Eye of the Storm <n>

Range : self  
 Duration : 15 minutes  
 Type : D  
 Effect :

The Druid is surrounded by whirling winds and lightning which protect him from harm. He gains <n> Normal and Power Armour and can do <n> points of Power Damage with his hands, in addition to any Normal damage.

If cast by a Weather Druid, the effects are doubled.

### Cloud Form

Range : self  
 Duration : 15 minutes  
 Type : DR5[Normal, Ice, Lightning]  
 Effect :

The Druid partially turns himself into a hazy cloud, reducing his physical interactions with the world. This has the following effects

- The character cannot move faster than a slow walk.
- The character is immune to entangling or trip effects as his body cannot be gripped sufficiently.
- Normal protection from armour and shields is ineffective. Normal protection from other sources (ie: spells & miracles) still protects the character.
- The character can still be affected by Will based and Toughness based offensive effects.
- The can still be affected by gripping effects, but can still utilise his Strength to escape them.
- Gust of Wind and similar effects fling the Druid back regardless of his Strength and also cause Body Point (all locations) and Life Point damage equal to two times the levels of Strength required to resist (ie: 2 points for Gust of Wind, 4 points for Gale, etc).

## 9.4 Higher Druid Spells

### 9.4.1 Higher General Druid Miracles

Level 5	Level 6	Level 7
Miracle Gift 5	Miracle Gift 6	Miracle Gift 7
Level 8	Level 9	Level 10
Miracle Gift 8	Miracle Gift 9	Miracle Gift 10

### 9.4.2 Higher Tree Druid Miracles

Level 5	Level 6	Level 7
Tree Heal 5 Mass Trip	Tree Heal Other 2	Tree Heal 6 Mass Entangle Triple Plant Strength
Shillelagh 5 Barkskin 10	Shillelagh 6 Barkskin 12	Shillelagh 7 Barkskin 14 Wood Immunity Self
Talk with Plant Tree Merge	Tree Blink	
Level 8	Level 9	Level 10
Tree Heal Other 3	Tree Heal 7 Mass Trip 'n' Entangle	Tree Heal Other 4 Quadruple Plant Strength
Shillelagh 8 Barkskin 16	Shillelagh 9 Barkskin 18	Shillelagh 10 Barkskin 20 Wood Immunity Other
Talk with Animals Tree Walk		Talk with Plants Tree Teleport Summon Treant

#### Mass Trip

Range : 20'  
Duration : instantaneous  
Type : O(Dx)  
Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Trip miracle.

#### Mass Entangle

Range : 20' (level 2)  
Duration : 15 minutes (or less, see Effect)  
Type : O  
Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by an Entangle miracle.

#### Mass Trip 'n' Entangle

Range : 20' (level 2)  
Duration : 15 minutes (or less, see Effect)  
Type : O  
Effect :

The caster nominates a points (which may be a person, object or anything else equally obvious) and everyone within 10' is effected by a Trip 'n' Entangle miracle.

#### Wood Immunity Self/Other

Range : self  
: touch  
Duration : 15 minutes  
Type : DR10[Wood]  
Effect :

For the duration of this miracle, all Normal damage inflicted by a wooden weapon (or wooden part of a weapon) is reduced by 10, with the reduction occurring **after** all other defenses are taken into consideration.

In order to learn Wood Immunity Self, the character must know Barkskin 8. In order to learn Wood Immunity Other, the character must know Barkskin 11.

Power damage on wooden weapons still harm the recipient of the miracle as usual.

### Tree Merge

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

Casting Tree Merge allows the caster to merge his body into a tree. While within the tree, he cannot be seen, but can see normally out of the tree. If the tree is attacked, the Druid will take a third of the damage (rounded down).

Note that, while within the tree the Druid can use the Prayer skill as normal.

### Tree Blink

Range : self  
Duration : instantaneous  
Type : —  
Effect :

Tree Blink moves the caster from one tree to another. The player must touch the trunk of a tree and can then walk up to 10 paces (normal walking steps) to another tree trunk. During this time he is not visible and cannot be attacked (the player holds his hand in the air to signal this). The player must walk at a reasonable pace (no dawdling) and can move around obstacles. Once at the destination tree, he can “step out” facing any direction.

The size of both the initial and starting tree trunks must be large enough to accomodate the players body.

### Tree Walk

Range : varies  
Duration : varies  
Type : —  
Effect :

As “Tree Blink” except that the caster can either travel 30 paces or “Tree Blink” with another character.

### Tree Teleport

Range : varies  
Duration : varies  
Type : —  
Effect :

As “Tree Blink” except that the caster can either travel 50 paces or “Tree Walk” with one other character or “Tree Blink” with two other characters.

### Summon Treant

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

The caster summons a Treant with whom he has made friendly contact with before.

When the character first learns this miracle, he must travel into the wilderness and contact a friendly Treant. From then on he can summon this creature to him, providing there is a tree nearby. Once summoned, the Treant will appear from the tree after 30 seconds and aid the caster in whatever way it can. If the caster ever abuses the Treant, it will never reappear again (and there may be further penalties applied by the Path of Nature).

*When the player learns this spell, he or the Character Ref must create a Treant creature using the standard Creature rules with a number of Character Points equal to the character's. (If created by the player, the Character Ref must review and confirm that the Treant is acceptable.)*

*The player must also supply the kit and the monster player for the Treant, or come to some arrangement with the Monster Ref.*

### 9.4.3 Higher Animal Druid Miracles

Level 5	Level 6	Level 7
Fur Skin 10 Camouflage Animal Leap 2 Mass Befriend Animal 2	Claw Hand 8 Fur Skin 12 Triple Strength  Befriend Animal 4	Fur Skin 14  Improved Camouflage Animal Leap 3 Mass Befriend Animal 3
Level 8	Level 9	Level 10
Claw Hand 10 Fur Skin 16 Quadruple Strength  Befriend Animal 5	Fur Skin 18  Superior Camouflage Animal Leap 4 Mass Befriend Animal 4	Claw Hand 12 Fur Skin 20 Quintuple Strength  Befriend Animal 6  Were Animal Form

#### Camouflage

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

If the Druid has at least Fur Skin 5 running, this miracle causes the fur to gain a camouflaging pattern. This provides protection similar to that granted by 1 point of Dexterity, but without the need to perform a “dodging” action (ie: its effective even if the caster is unaware of the attack). The caster gains 1 point of Normal and Power protection which stacks with all other protections.

Note that this spell will not work against Undead and creatures which use hearing or smell as their primary sense. As it is based on Dexterity, it is ineffective against miracles such as Unholy Word and Disruption which cannot be dodged. Nor does it provide any protection against area effects (such as fireballs) which blanket the area. It is also ineffective if the character chooses to jump in the way of an attack.

#### Improved Camouflage

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

As the Camouflage miracle, except that the Druid must have at Fur Skin 7 running and the camouflage provides 2 points of Normal and Power protection.

#### Superior Camouflage

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

As the Camouflage miracle, except that the Druid must have at Fur Skin 9 running and the camouflage provides 5 points of Normal and Power protection.

In addition if the character remains perfectly still, he becomes effectively invisible to any creature that uses sight as their primary sense.

#### Were Animal Form

Range : self  
Duration : 15 minutes  
Type : —  
Effect :

The Animal Druid takes on a Were Form based on his chosen animal, gaining the following abilities.

- all Normal damage, except from Silver weapons, taken by the caster is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration,



- any Fur Skin miracles active on the Druid are improved by 3 (so Fur Skin 5 is equivalent to Fur Skin 8)
- any Claw Hand miracles active on the Druid are improved by 4 and gain Power damage equal to half the Normal damage (so Claw Hand 6 is equivalent to Claw Hand 10, Power 5)
- perform Animal Leap 0 at will
- all Animal Druid miracles require 1 less Standing (minimum 1) to cast
- cast only Animal Druid miracles

Were Animal Form is only castable by Druids who have dedicated themselves to the Animal Sect. The total levels of all their Animal Sect miracles minus the total levels of all miracles from other Sects must exceed 150.

#### 9.4.4 Higher Elemental Druid Miracles

Level 5	Level 6	Level 7
Mass Mend Mass Rust Triple Grip (T) Mass Grip Slow (R) Elemental Protection 5	Triple Grip (R)  Elemental Protection 6	Quadruple Grip (T) Mass Bind Mass Freeze Elemental Protection 7
Level 8	Level 9	Level 10
Quadruple Grip (R)  Elemental Protection 8	Quintuple Grip (T) Mass Hold Mass Slow Elemental Protection 9	Quintuple Grip (R)  Elemental Protection 10 Elemental Form

#### 9.4.5 Higher Weather Druid Miracles

Level 5	Level 6	Level 7
Lightening Dart 10 Flash 3	Lightening Dart 12 Mass Flash 1 Thunder Clap 4  Hurricane	Lightening Dart 14 Flash 4  Eye of the Storm 2  Storm Cloud Form
Level 8	Level 9	Level 10
Lightening Dart 16 Mass Flash 2 Thunder Clap 5  Whirlwind	Lightening Dart 18 Flash 5	Lightening Dart 20 Mass Flash 3 Thunder Clap 6 Eye of the Storm 3 Tornado Thunder Cloud Form

##### Hurricane

Range : 20'  
Duration : 1 minute  
Type : O  
Effect :

Hurricane lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Triple Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach.

Hurricane also protects the caster from missile weapons, reducing all missile damage by 24.

##### Whirlwind

Range : 20'  
Duration : 1 minute  
Type : O  
Effect :

Whirlwind lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Quadruple Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. Any character without at least Strength will suffer the effects of a Trip effect after being blown back 20'.

Whirlwind also protects the caster from missile weapons, reducing all missile damage by 32.

#### **Tornado**

Range : 20'  
Duration : 1 minute  
Type : O  
Effect :

Tornado lasts for one minute, or until the caster decides to stop it. The caster must stand upright and hold his arms in an arc. All characters without at least Quintuple Strength will be blown back 20' directly away from the caster, and all other creatures are slowed when they approach. Any character without at least Double Strength will suffer the effects of a Trip effect after being blown back 20'.

Tornado also protects the caster from missile weapons, reducing all missile damage by 40.

#### **Storm Cloud Form**

Range : self  
Duration : 15 minutes  
Type : DR10[Normal,Ice,Lightening]

Effect :

As Cloud Form, except that the caster gains also gains the following abilities

- Float (as per the Elemental Air Spell)
- The effects of Thunder Clap miracles is increased by 1.
- Damage from Lightening Darts miracles cast by the Druid is increased by 2.
- If the character concentrates for 30 seconds without moving, he can unleash a Lightening Dart 10 without needing to cast it. (The +2 from the above ability is already taken into account.)

#### **Thunder Cloud Form**

Range : self  
Duration : 15 minutes  
Type : DR20[Normal,Ice,Lightening]

Effect :

As Storm Cloud Form, except that the caster gains also gains the following abilities

- The effects of Thunder Clap miracles is increased by 2.
- Damage from Lightening Darts cast by the Druid is increased by 4.
- If the character concentrates for 30 seconds without moving, he can unleash a combined Lightening Dart 16/Thunder Clap 3 without needing to cast it. (The +4 and +1 from the above abilities are already taken into account.)

## **9.5 Dark Druids**

All Druids accept that death is a part of life. However, some Druids become fascinated and corrupted by death, turning their backs completely on the living. Such Druids are called Dark Druids and are hated and spurned by all true Druids.

Up to Rank 10, Dark Druids are known as Acolytes. At Rank 10, they earn the title Dark Druid. The Holy Symbols of Dark Druids are symbols of Death, such as skulls and bones, though a lightning blasted tree is also traditional.

As well as the miracles below, Dark Druids can learn the miracles of one other Sect as if the miracles were one level higher. They can also learn miracles from the Principle of Death as if the miracles were one level higher. They can also be the recipients of Death Miracles using the Death Miracle Gift miracle.

Note that higher level true Druids are aware of the existence of the miracles below but refuse to learn them.

### 9.5.1 Dark Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Tree Drain 3	Tree Drain 6	Tree Drain 9	Tree Drain 12	Tree Drain 15
Drain Life 4	Drain Life 8 Cause Disease 0	Drain Life 14 Cause Disease 1 Repel Life Demoralise 1	Instant Tree Drain 3 Drain Life 20 Cause Disease 2	Instant Tree Drain 6 Mass Drain Life 4 Cause Disease 3
Repel Animal	Fear 1		Fear 2	Mass Fear 1 Freeze with Fear 1

#### Tree Drain <n>

Range : self  
Duration : 5 minutes  
Type : —  
Effect :

This miracle allows the Dark Druid to drain the life from a touched tree to heal himself. Every minute the Druid is healed of <n> points of Life damage and <n> points of Body damage, spread intelligently (ie: it goes to the worst location at the Player Refs. discretion). If the Druid stops touching the tree, the miracle also stops and must be recast. A tree drained of roughly 100 points will die.

#### Instant Tree Drain <n>

Range : self  
Duration : instantaneous  
Type : —  
Effect :

This miracle allows the Dark Druid to instantly drain the life from a touched tree to heal himself. The Druid is immediately healed of <n> points of Life damage and <n> points of Body damage, spread intelligently (ie: it goes to the worst location at the Player Refs. discretion). A tree drained of roughly 100 points will die.

#### Drain Life <n>

Range : touch  
Duration : instantaneous  
Type : O  
Effect :

Causes <n> Power Life Point damage to a character the caster touches. For the Level 0 Miracle, only one hand is required. For all other levels two hands are required otherwise the miracle has no effect.

This miracle cannot take a character below his Death Threshold, as there's no more life to drain beyond that point.

#### Mass Drain Life <n>

Range : 20'  
Duration : instantaneous  
Type : O  
Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' takes <n> Power Life Point damage.

This miracle cannot take a character below his Death Threshold, as there's no more life to drain beyond that point.

#### Cause Disease <n>

Range : touch  
Duration : 24 hours  
Type : O  
Effect :

Cause Disease <n> allows the caster to infect a single target with a disease that will last for 24 hours, divided by the targets Toughness skill. The type of disease is determined by the caster when learning the miracle, by choosing another miracle of level <n>, or another spell of level <n> -2 that he knows. The effect of the Cause Disease must be cleared with the Character Ref.

**Example** *Muerte (played by Henry) learns Cause Disease 0 with an effect of Death Curse 4, a miracle he has already learnt, after checking with the Character Ref that this is allowed.*

*During an adventure, he casts Cause Disease - Death Curse 4, on an opponent, who is effected by a disease that reduces the effectiveness of healing for 24 hours. However, as his opponent has a Toughness Skill of 2, the disease only lasts for 12 hours.*

To learn higher levels of Cause Disease with a particular effect, the character must have learnt the lower level versions. Effectively, the character must learn chains of Cause Disease with a particular effect. Characters can learn Cause Disease multiple times at each level, with each disease having a different effect.

**Example** *Muerte wants to improve his disease causing abilities. He can improve his Death Curse disease by learning Cause Disease 1 - Death Curse 8, he can learn Cause Disease 0 with a new effect, for example Drain Life 4, or he can do both.*

Damaging diseases, such as Cause Disease - Drain Life <n>, take effect every hour. Physical damage is spread evenly over all locations, in the order of Body, Arms, Legs and Head. This damage is really spread over the hour, but for ease of bookkeeping, especially where miracles such as Life Shield are in play, it should be done at the end of the hour. A target's Toughness reduces the hourly damage caused by a disease.

**Example** *Muerte has learnt Cause Disease 0 - Drain Life 4, and casts this on an opponent. Every hour the target will take 4 Life Points of damage.*

*The target, G'Mord, has a Toughness skill of 3 and also knows Caffrey the friendly Priest of Justice, who can cast an extended Life Shield that lasts for 1 hour and is nice enough to keep doing this for the 8 hours required. Fortunately, G'Mord will not feel the effects of the disease.*

When a disease is based on a miracle/spell with gaps in the chain is used, the intermediate Cause Disease miracles must still be learnt, and take the lowest level effect. This also holds for using spells as disease effects, in which the first two levels of Cause Disease have no effect.

**Example** *Muerte, as a Priest of Anarchy, has also learnt Weakness and decides to use this effect in a disease. He must learn Cause Disease 0 - Weakness (no effect) and Cause Disease 1 - Weakness (no effect), before finally learning Cause Disease 2 (Weakness) that will cause a target to lose one category of Strength for 24 hours.*

*He also branches out into magic, learning Iron Skin 1 for the sole purpose of creating a disease that causes a targets skin to harden. Iron Skin 1 is level 0, but counts as level 2 for the purposes of Cause Disease, and so Muerte has to learn Cause Disease 0 (Iron Skin) and Cause Disease 1 (Iron Skin) before learning Cause Disease 2 (Iron Skin 1). This disease will cause the target's skin to harden for 24 hours, giving 1 point of Normal Armour, but reducing the effectiveness of Dexterity, which in turn may allow his Ghoul to finally catch that pesky Scout once he's infected.*

The effects of a Cause Disease miracle can be created from a combination of different miracles and spells, provided that the character has learnt the Cause Disease miracle for the effects separately. The total levels of the combined effects are counted when determining the level of the Cause Disease required. For each extra level in the chain, one of the effects in the combination can be improved.

**Example** *Muerte decides to create a Cause Disease that combines Iron Skin 1 with Death Curse 4. This requires a Cause Disease 4 (Cause Disease 2 - Iron Skin 1, Cause Disease 0 - Death Curse 4). In order to learn this miracle, Muerte will have to learn Cause Disease 0, Cause Disease 1, etc, up to Cause Disease 4 - Iron Skin 1/Curse 1, in the normal way.*

*When Muerte learns Cause Disease 5 for this miracle, he can either chose an effect of Iron Skin 2/Curse 1 or Iron Skin 1/Curse 2.*

A Cause Disease based on a ritual miracle/spell must also be cast as a ritual, and any Cause Disease cast as a ritual must have its effect based on a known ritual miracle/spell.

Higher level Cause Disease miracles can be cast down, with each level doubling the duration. The number of levels required to cast down is based on the miracle/spell used for the effect.

**Example** *Muerte has learnt Cause Disease 3 - Death Curse 20, and can cast this miracle as Cause Disease 2 - Death Curse 14 with a base duration of 48 hours, Cause Disease 1 - Death Curse 8 with a base duration of 96 hours or Cause Disease 0 - Death Curse 4 with a base duration of 192 hours.*

*Muerte has also learnt Cause Disease 4 - Double Weakness, and can cast this as Cause Disease 2 - Weakness with a base duration of 48 hours.*

Cause Disease can also be cast to create a contagious disease by casting down four levels. The disease has a base duration of 24 hours, and anyone coming into contact with the target for 5 minutes while he is infected will also contract the disease. Once a character has had a particular disease, he cannot be reinfected, though he will still succumb to a different casting of the same miracle.

**Example** *Muerte casts Cause Disease 4 - Mass Death Curse 4 as a contagious Cause Disease 0 - Death Curse 4. G'Mord is infected by the disease, and quickly spreads it around the local tavern. After recovering, he can no longer be reinfected by that casting of the miracle, but if Muerte was to recast it, he could contract the new contagious disease.*

A Dispel Death miracle will not remove a disease, as its the summoned virus that's causing the effect. Miracles and spells can be used to mitigate the disease, so for example, a Life Shield 1 cast for an hour will reduce the damage from a disease with a Life damaging effect. A Life Shield with a duration of less than 1 hour will not be effective as any damage will still be done by the disease for the rest of the duration. Other defensive miracles and spells will not defend against a disease with a damage effect as they generally operate as an external shield around the body.

### Repel Animal

Range : self  
Duration : instantaneous  
Type : O  
Effect :

All living animals are thrown back from the caster to a distance of 10 feet.

### Repel Life

Range : self  
Duration : instantaneous  
Type : O  
Effect :

All living creatures are thrown back from the caster to a distance of 10 feet.

### Demoralise <n>

Range : 20'  
Duration : 15 minutes  
Type : O,M  
Effect :

The target of a Demoralise miracle is demoralised, causing his will to live to be reduced. He becomes less willing to defend himself or defeat opponents. His Normal damage and his Dexterity bonus is reduced by <n>, both to a minimum of 0. In addition, his Willpower is reduced by <n>, which **can** effectively take a character's Willpower to 0 or below.

Any defence gained from physical armour, spells or miracles is not effected. Power damage is also not effected by this miracle.

**Example** *Mayhem, a Half Orc Warrior, wears Studded Leather and with his armour skills, this gives him physical defence of 5. He also has 1 point of Dexterity, which gives him a total physical defence of 6. The damage from his main weapon, a Mace, is 9 and it is currently under the effects of Unholy Strike 2. He has a Willpower strength of 1.*

*When effected by a Demoralise 3, the bonus from his Dexterity is completely negated, giving him a defence of 5. His Normal damage is reduced to 6, but the Unholy damage remains at 2. His Willpower is reduced to -2, making him susceptible to effects that are normally resisted automatically.*

### Fear <n>

Range : 20'  
Duration : 15 minutes  
Type : O(W),M  
Effect :

A target character who fails to resist must flee the caster immediately until he is out of sight. The effect lasts for 15 minutes (or until the caster is dead), during which time the effected character flees whenever he sees the caster.

**Mass Fear <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

The caster nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' suffers the effects of a Fear <n>.

**Freeze with Fear <n>**

Range : 20'  
 Duration : 15 minutes  
 Type : O(W),M  
 Effect :

A target character who fails to resist is frozen with fear. The effect lasts for 15 minutes (or until the caster is dead). Remove Fear or other effect that removes Mental effects will release the character. If the character is attacked (by anyone) he becomes unfrozen, but the Fear effect remains. Similarly, a Remove Paralysis or similar effect will unfreeze the character, but the Fear effect remains.

To learn this miracle, the character must already have learnt Mass Fear <n>.

## 9.6 Higher Dark Druid Spells

Level 5	Level 6	Level 7
Tree Drain 18 Instant Tree Drain 9 Drain Life 28 Cause Disease 4  Fear 3	Tree Drain 21 Instant Tree Drain 12 Mass Drain Life 8 Cause Disease 5 Enervate (T) Demoralise 3 Mass Fear 2 Freeze with Fear 2	Tree Drain 24 Instant Tree Drain 15 Drain Life 36 Cause Disease 6  Fear 4
Level 8	Level 9	Level 10
Tree Drain 27 Instant Tree Drain 18 Mass Drain Life 14 Cause Disease 7 Enervate (R) Demoralise 4 Mass Fear 3 Freeze with Fear 3	Tree Drain 30 Instant Tree Drain 21 Drain Life 46 Cause Disease 8  Fear 5	Tree Drain 33 Instant Tree Drain 24 Mass Drain Life 20 Cause Disease 9 Permanent Enervate Demoralise 5 Mass Fear 4 Freeze with Fear 4

## 9.7 Hunters

Hunters are loosely related to the Druids who use a form of Druidic miracles that connect with the natural materials of the bow and the wilderness environment that is their home.

Hunter miracles are intimately related to the caster's bow skill. The knowledge of how to cast a miracle can only be assimilated once the character's knowledge of the bow has reached the required level.

Bow Skill	Maximum Miracle Level
Proficiency	1
Specialisation	3
Expertise	5
Mastery	7
Advanced Mastery	9
Legendary Mastery	10

As well as learning the Hunter miracles, Hunters can also learn miracles from one other Druid Sect, though with an effective level increase of two for the purposes of learning. They cannot learn General Druidic Miracles. The maximum miracle level above applies to the adjusted miracle level, which means that a Hunter cannot learn miracles from a Druidic Sect until he has at least Specialisation with a Bow.

**Example** *Robin the Hunter can learn the Hunter miracles and has also chosen Tree Druid miracles. When his skill with a Bow reaches Specialisation he can learn Hunter miracles to level 3 and Tree Druid miracles to level 1.*

### 9.7.1 Hunter Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
Elemental Arrow 2	Elemental Arrow 4	Elemental Arrow 6	Elemental Arrow 8	Elemental Arrow 10
Living Arrow 2	Living Arrow 4	Living Arrow 6	Living Arrow 8	Living Arrow 10
Heavy Arrow 2	Heavy Arrow 4	Heavy Arrow 6	Heavy Arrow 8	Heavy Arrow 10
Light Arrow 2	Light Arrow 4	Light Arrow 6	Light Arrow 8	Light Arrow 10
	Embed 0	Embed 1	Embed 2	Embed 3

#### Elemental Arrow <n>

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

The caster empowers an arrow with an element, chosen when this miracle is first learnt (at level 0). If the arrow strikes, it does <n> points of Power damage in addition to any Normal damage.

Standard allowed elements are Ice, Lightning, Fire and Sun, related to the most common elements found in the world. (Dark Elf Hunters can, and usually do, learn Dark Arrow.)

The Elemental Arrow spell can be spread over several arrows, in multiples of 2 damage.

**Example** *Robin has learnt Fire Arrow 6. His options are to cast it on*

- *one arrow, which will do 6 Fire Power damage if it hits,*
- *two arrows, one of which will do 4 Fire Power damage, and the other will do 2 Fire Power damage,*
- *three arrows, all of which will do 2 Fire Power damage.*

*He cannot cast the Fire Arrow 6 on two arrows so that both do 3 Fire Power damage.*

A character can learn this miracle multiple times, choosing a different element each time. The miracle is treated as 1 level higher for learning purposes for each additional element.

**Example** *Robin has already learnt Fire Arrow and decides to learn Ice Arrow, treating the miracle as one level higher when calculating the Character Point cost. Later he decides to learn Sun Arrow, treating it as two levels higher.*

#### Living Arrow <n>

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

Living Arrow calls a wooden arrow back to life and further imbues it with the power of Life, enabling it to do <n> Holy damage.

Living Arrow can be spread over several arrows, in multiples of 2 damage.

#### Heavy Arrow <n>

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

Heavy Arrow modifies the arrow head so that it is heavier, doing <n> additional Normal damage. However, the arrow attack is no longer “Swift”.

Casting Heavy Arrow over Light Arrow cancels out both effects.

**Light Arrow <n>**

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

Light Arrow modifies the arrow head so that it is lighter, doing <n> additional Normal damage. However, the arrow attack is no longer “Piercing”.

Casting Light Arrow over Heavy Arrow cancels out both effects.

**Embed <n>**

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

Embed <n> allows the caster to place any Druidic miracle with a level of <n> or less and with a range of Touch into the arrow. The miracle to be embedded must be cast immediately after the Embed miracle and the 30 second duration begins when it has been cast.

Note that “friendly” miracles (such as Barkskin) can be embedded, but the recipient still takes the arrow damage.

## 9.8 Higher Hunter Miracles

Level 5	Level 6	Level 7
Elemental Arrow 12	Elemental Arrow 14	Elemental Arrow 16
Living Arrow 12	Living Arrow 14	Living Arrow 16
Heavy Arrow 12	Heavy Arrow 14	Heavy Arrow 16
Light Arrow 12	Light Arrow 14	Light Arrow 16
Embed 4	Embed 5	Embed 6
Level 8	Level 9	Level 10
Elemental Arrow 18	Elemental Arrow 20	Elemental Arrow 22
Living Arrow 18	Living Arrow 20	Living Arrow 22
Heavy Arrow 18	Heavy Arrow 20	Heavy Arrow 22
Light Arrow 18	Light Arrow 20	Light Arrow 22
Embed 7	Embed 8	Embed 9
	Undodgeable Arrow	
	Through Arrow	True Arrow

**Undodgeable Arrow**

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

Turns the arrow attack into an “Undodgeable” attack (as long as the arrow already performs a “Swift” attack).

**Through Arrow**

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :

Turns the arrow attack into a “Through” attack (as long as the arrow already performs a “Piercing” attack).

**True Arrow**

Range : 1 arrow  
 Duration : 30 seconds or until shot  
 Type : i  
 Effect :



Turns the arrow attack into a “True” attack. In order to cast this miracle, the caster must be able to perform an “Undodgeable” and a “Through” attack with the arrow. This can either be done via a skill use, or via a miracle. If done via a miracle, the “Undodgeable Arrow” and/or “Through Arrow” miracle expires at the same time as the “True Arrow”, and vice versa.

## Chapter 10

# Notes on Spells and Miracles

### 10.1 Casting Requirements

Casting spells and miracles requires the use of hands and voice. For every level of spell/miracle, 3 words of vocals must be said in at least normal speaking volume, though the spell/miracle name can be part of the vocal (Level 0 spells and miracles require at least 2 words). Level 0 spells and miracles require that the characters “favoured” arm is free, while higher levels require both arms to be free. Ambidextrous characters can have either arm free.

Casting also requires a small amount of concentration, thus the character cannot (normally) be moving faster than walking pace. As Mages and Priests improve in Rank, this restriction eases a little. Mages can cast level 0 spells while running at Rank 15, and level 1 spells while running at Rank 30. Similarly, Priests can cast level 0 miracles while running at Rank 15 and level 1 miracles at Rank 30. (Characters from other classes don’t automatically gain this ability, though some may earn it as a Hero Ability.) Level 2 spells and miracles can never be cast while running.

A character who takes damage while casting has the spell/miracle interrupted losing the full amount of Mana/Standing. A character can voluntarily stop casting and suffers no adverse effects provided he spends 5 seconds concentrating, otherwise he loses the full amount of Mana/Standing.

**Example** *Mara, a Fire Mage, is preparing to cast Fire Dart 12 at a particularly good looking Human Warrior who’s making mincemeat of the party, when he turns towards her. Not wanting to be turned into Mara-kebab, she turns tail and flees, losing the 7 Mana for the aborted spell.*

*Later, the party are fighting a group of Goblins and Mara is once again preparing a Fire Dart spell. Just before she casts it, however, the last Goblin goes down. She briefly considers casting it at someone in the party but decides that, as she might need it later on, she’d better spend 5 seconds of concentration to withdraw the spell and keep the Mana.*

A character who is in pain cannot concentrate sufficiently, and thus if any locations’ Body Points fall below zero, he cannot cast spells or miracles.

### 10.2 Notes on Casting

Spells and miracles which can be used against an opponent use the “Point and Shout” method. That is the caster should point at his chosen target and shout out the spells/miracles effect. If the target didn’t notice, no mana is lost and the caster can try again, shouting louder. Note that normally only the last couple of words of the vocals giving the spells/miracles effect need to be shouted.

Spells and miracles which cause damage do not need anything inserted. For example, when casting Fire Dart 4, the caster should say his chosen vocals and end with the words “Fire Dart 4” while pointing at his target.

### 10.3 Releasing Touch Spells/Miracles

Touch spells and miracles require that the target be touched within 30 seconds or the effect is lost (this goes for both beneficial and harmful spells and miracles). Level 0 spells and miracles require only a one handed touch, all other levels require two hands.

If another spell or miracle is cast before the touch spell/miracle has been released then the touch spell/miracle is lost.

**Example** *Klink has cast a Drain Life 14 and is rushing towards an opponent when he is entangled. As he doesn't want to get pummeled into the ground, he decides to cast a Dispel Magic 1 to free himself. Doing so, he loses the Drain Life 14.*

## 10.4 Cancelling Spells/Miracles

The caster of a spell/miracle can release it at any time by concentrating for 30 seconds. While concentrating the character cannot move, talk or take any other action, though he is still aware of his surroundings, and if he takes damage then his concentration is broken. In addition, cancelling a miracle requires the caster to audibly pray to his deity.

## 10.5 Dispelling Spells/Miracles

Normally, the power of the Dispel required to remove a spell/miracle effect is equal to the level of the spell/miracle. (ie: to dispel a level 3 spell requires a Dispel Magic 3). There are two exceptions to this rule:

- When a ranged spell/miracle has a lower level touch spell equivalent. In this case the Dispel level is equal to the level of the touch spell.

**Example** *Klink is effected by an Entangle (R), a Level 2 spell. As Entangle has a Level 1 touch equivalent, only a Dispel Magic 1 is required to release him.*

- When the spell/miracle cast is a Mass version of a lower level spell/miracle, all characters are treated as being individually targetted by the lower level spell/miracle. The Dispel level follows the rules above, and must be cast separately on each effected character.

**Example** *Cedric, Cuthbert and Celia are all effected by a Mass Entangle. To release each of the characters, 3 Dispel Magic 1 spells are required.*

## 10.6 Mass Spells/Miracles

When a character casts a Mass version of a spell/miracle, he nominates a point (which may be a person, object or anything else equally obvious) and everyone within 10' is targeted by the non-Mass version of the spell/miracle.

The caster can select which characters in the area are effected.

**Example** *Francis casts Mass Heal Life 14, centered on Guard G'Mord who is fighting in a line against a group of Ogres. All character's within 10' are effected by a Heal Life 14, though as Francis does not want to heal the enemy he only selects the members of the party. The call is "Mass Heal Life 14 on party, centered on G'Mord".*

## 10.7 Breaking Objects

After casting a touch spell or miracle which destroys, the caster has 30 seconds to grasp an object. When touching a weapon, if the spell/miracle successfully destroys the weapon the caster is not harmed, otherwise he takes the base damage for the weapon. If a destroy spell/miracle is used against an attacking weapon, the caster always takes the full damage for the attack before the weapon is effected.

**Example** *Flare casts Destroy(T) and then has 30 seconds to target an object. He reaches out and touches a 1H Sword. Unfortunately the Sword is protected, so Flare takes 4 points of Normal damage.*

*Flare once again casts Destroy(T), and this time uses it against a 2H Club being swung at him by an Ogre. The Club is not protected and is thus destroyed, but Flare still takes 11 points of Normal damage from the attack.*

## 10.8 Stacking Weapon Spells/Miracles

A weapon can have any number of spells and miracles cast on it to improve its Normal and Power damage with the following restrictions:

- All spells must be from the same School. The different magic spirits will not work together. Any weapon improving spell from a different School will have no effect.

- All miracles must be from the same Principle. Any weapon improving miracle from a different Principle will have no effect.
- Only one of each particular spell or miracle can be cast on a weapon and a higher level version displaces the lower level.

If multiple spells and miracles are cast on a weapon, the damage called is the best Normal and best Power damage for the opponent. Its up to the player to make sure his calls are accurate.

**Example** *Caffrey is involved in a fight with Skeletons led by an Orc Shaman. He has cast Bless 3 on his Staff and a friendly Mage has also cast Ice Blade 2 on it. Against the Skeletons, he calls “6 Holy 3” and against the Orc he calls “6 Ice 2”.*

**Example** *Cedric, a Humacti, has a mace with a permanent Bless 1. If he casts Bless 3 on it, for 15 minutes the Bless 1 is displaced. If the Bless 3 is dispelled, the weapon is non-magical for the remaining duration of the Bless 3.*

*Flare, preparing for a fight, casts Fire Skin 2 on himself. A little way in, he realises that he needs more protection and casts Fire Skin 4, displacing the Fire Skin 2.*

## 10.9 Boosting Normal Weapon Damage and Strength

The limit on the amount of Strength damage that can added is due to the size of the weapon, leverage and a number of other factors. There’s only so much extra damage a strong person can do with a dagger, for example. (This also provides an in character reason why strong creatures use large, unwieldy weapons.)

When a weapon has its Normal damage boosted it **does not** allow more Strength to be used when wielding the weapon. For example, casting Strengthen 2 on a one handed Mace does not allow the damage bonus from Triple Strength to be added.

### 10.10 Defensive “Dodge” Spells/Miracles

Spells and miracles with the type D(D) provide a defensive bonus that causes opponents to miss rather than absorbing or negating the effects of a successful attack. A D(D) spell/miracle that providing <n> points of protection has the following effects

- An attack doing purely Normal damage is reduced by <n>.
 

For example, an attack with a Sword for 10 on a character with Displacement 3 causes 7 points of Normal damage.
- An attack doing purely Power damage is reduced by <n>.
 

For example, a Fire Dart 6 on a character with Cloak causes 3 points of Fire damage to each location and Life Points. Similarly, an attack by an Ice Elemental doing Ice 6 is also reduced by 3.
- An attack doing both Normal and Power damage has its Normal damage reduced, but the Power damage is not affected unless the attack is completely avoided. (See “Dodging Power Damage”.)
 

For example, an attack with a Hammer doing 5 Unholy 5 on a character with a Displacement 4 causes 1 point of Normal damage and 5 points of Unholy damage. The same attack on a character with a Displacement 5 is completely negated as the attack effectively misses the character altogether.
- Attacks that ignore any bonus from Dexterity are not reduced.
 

For example, Disruption 4 on a target with Blur causes its full damage.
- A Mass effect is not reduced.
 

For example, Fireball 4 on a target with Displacement 4 causes its full damage.

### 10.11 Aspect Spells

Aspect spells are used to modify existing “Skin” spells on the caster. The Aspect spell used must be learnt from the same School as the “Skin” spell being modified.

For example, if a character learns Aspect of the Schools from the School of Air he can use it to modify a Storm Skin cast on himself, but not a Fire Skin.

The “Skin” spell does not have to be cast by the same character casting the Aspect spell.

## 10.12 Stacking Defensive Spells/Miracles

Defensive spells and miracles are marked with a type of “D”. Any number of defensive spells and miracles can be placed on a character, with the following restrictions:

- All spells must be from the same School (and for Elementalists, from the same Element). The different magic spirits will not work together. Any defensive spell from a different School will have no effect.
- All miracles must be from the same Principle. Any defensive miracle from a different Principle will have no effect.
- Only one of each particular spell or miracle can be cast on a character and a higher level version displaces the lower level.

If a character has multiple defensive spells and miracles as well as physical armour, then the Normal Armour gained is the **best** of the three protective values determined for each attack. Similarly, the Power Armour gained is the **best** of the three protective values determined for each attack.

**Example** *Gmord has an Iron Skin 4 cast on him, giving him 4 points of Normal Armour. A Bless 3 is then cast on him, which gives him 6 points of Normal Armour and 3 points of Power Armour against Undead attacks and Death miracles.*

*If Gmord is hit by a sword swung by an Orc, his Iron Skin 4 reduces the damage, as the Bless is not effective against the attack.*

*If Gmord is hit by a Skeleton, then the Bless reduces the damage by 6 as it provides the greater protection.*

**Example** *Myrtal, a Priestess of Freedom, is preparing herself to face some rather nasty Skeletons. She casts Bless 4 and Life Shield 1 which are both from the same Principle of Life. In the fight, her Bless provides the most protection but she still suffers heavy damage. Once down, however, her Life Shield 1 stops her bleeding to death, at least for the duration of the miracle.*

**Example** *Aramis is wearing Troll Studded Leather, giving him 4 Normal Armour points and 2 Power Armour points when he casts Harden 3. His Normal Armour points is taken from his physical armour while his Power Armour points is taken from the Harden 3, giving him 4 Normal and 3 Power armour.*

**Example** *Dapple, a Light Mage, is under the effects of the defensive Earth spell Iron Skin 5 when she casts the Light spell Cloak on herself. As Cloak is also a defensive spell, it has no effect and dissipates, though Dapple still has to spend the Mana.*

## 10.13 Willpower Spells/Miracles

Some spells and miracles, marked with “O(W)”, are resisted by a target’s Willpower. To determine the minimum level of Willpower required to resist the effect, half the caster’s own Willpower (rounded down) is added to the level provided by the spell/miracle, up to a maximum of double the effect.

The call for the spell/miracle is the combined Willpower total.

**Example** *When Drizzle casts Coma 1 against an opponent, she can add half her Willpower of 2 to the spell, calling “Coma 2”.*

*If her opponent has a Willpower less than 2, it will succumb to the spell.*

*If her Willpower was 4, she could still only cast the Coma 1 as “Coma 2” as this is the maximum allowed effect. However, she would cast Coma 2 as “Coma 4”.*

If multiple targets are effected by a spell/miracle the character can focus on one target and add half his Willpower to the effect. All other targets are only effected at the base level of the spell/miracle.

**Example** *Drizzle casts Mass Coma 1 on a group of Goblins, focusing on their leader so she can add her Willpower against him. She calls “Mass Coma 1, Coma 2 on you (points at Leader)”.*

*If such a spell/miracle has a duration, the caster can change his focus every minute.*

**Example** *Just casts Truthful Aura 2 on a group of Elves. Against one of them he adds half his Willpower of 4. After one minute he can select another target and add half his Willpower against that character instead.*

Spells and miracles that reduce a target’s Willpower can take their effective level to 0 and below.

## 10.14 Multiple Dexterity, Toughness and Willpower Spells/Miracles

Spells and miracles that increase Dexterity, Toughness or Willpower do not stack with similar spells/miracles, though they do stack with the character's skill. As with Defensive spells/miracles, the best effect is taken.

**Example** *Myrtal has cast Dexterity 3 on herself which combines with her Armoured Dexterity 1 skill to give her Armoured Dexterity 4.*

**Example** *Fierceheart has access to the Spellsword list, from which he casts Toughness 2 and Dexterity 2. A little later a Priest of Justice casts a Toughness 3 miracle on him, making his Toughness bonus 3. His Dexterity bonus is still 2.*

## 10.15 Armoured/Unarmoured Dexterity and Spells/Miracles

Some defensive spells and miracles, marked with a type of "D(A)", effect the recipient as if they were wearing armour. While under the effects of such a spell a character gains no benefit from his Unarmoured Dexterity, though his Armoured Dexterity will still be useful.

## 10.16 Increasing the Duration of Spells/Miracles

Spells and miracles with a 15 minute duration can be extended by dropping the level of effect as follows.

Levels Dropped	Duration
1	1 hour
2	4 hours
3	16 hours
4	64 hours

Some spells and miracles occur at different periods, for example Strength and Double Strength. Dropping a level only counts the previous spell/miracle levels. (See Example 2 below.)

Also, touch spells/miracles can only be dropped down to other touch spells/miracles and ranged spells/miracles to other ranged spells/miracles. Thus Bind (T) can be dropped down 1 level to Grip (T) but not to Grip (R).

If a spell/miracle is extended in this way, its level for purposes of dispelling is the lower level.

*A character does not regain the Mana/Standing for a spell/miracle that has been extended until the spell/miracle completes. This is true for both sleeping and Meditate/Prayer.*

**Example** *Fire Skin 3 provides 3 points of Power Armour for 15 minutes. The same spell could be cast as if were one level lower (ie a Fire Skin 2) in which case it would provide 2 points of Power Armour, last for 1 hour and only require a Dispel Magic 2 to remove.*

**Example** *Double Strength is a level 4 Earth Spell. It can be cast as one level of effect lower as Strength in which case it will last for 1 hour. (Note that Strength is a level 2 Earth spell.)*

## 10.17 Using Strength to Break Free of Effects

Some spells and miracles require Strength to break out of (eg: Grip, Entangle). If the target does not have the required level of Strength or better he cannot break out of the spell/miracle on his own.

For spells/miracles requiring Strength to escape, 4 other characters can combine to lift the target out of the spells effect. For spells/miracles requiring Double Strength 8 people are required. For spells/miracles requiring Triple Strength to escape 12 people are required to free the target.

When calculating the total number of people needed to free a trapped character, those with Strength are equivalent to 4 people, Double Strength as 8 people and Triple Strength as 12 people. Thus to free a character from a Bind spell (which requires Double Strength) would need either 8 ordinary characters or 1 character with Strength and 4 ordinary characters or 1 character with Double Strength.

### 10.17.1 "Gripping" Spell Effects and Exceptional Strength

If a character has three more levels in Strength than a spell/miracle requires to break free, then he can ignore its effects. Thus a character with Quadruple Strength can ignore any spell/miracle which requires Strength to break free, a character with Quintuple Strength can ignore any spell/miracle which requires Double Strength to break free, etc.

## 10.18 Dodging Power Damage

There are several forms of Power Damage, from weapons and from direct spells and from miracles.

**Weapon Power Damage** To dodge Power Damage from a weapon, its Normal Damage must be completely dodged.

**Example** *Helix is being attacked by a nasty man wielding a Sword. His attacker is doing Blade 5 Fire 3. In order to avoid the flames on the sword, he needs a Dexterity skill of at least 5. Anything less and he takes the full 3 points of Fire Damage.*

Note that some creatures only do Power Damage, in which case Dexterity is used against this damage as per normal.

**Example** *Helix, having a really bad day, is later attacked by a Ghoul doing “Unholy 4 Paralysis 2” damage with his claws. To avoid being paralysed, Helix must have at least 4 points of Dexterity.*

**Spell Power Damage** When casting direct damage spells, Elementalists call forth the element into their hand and then hurl it at the target. Dexterity reduces the damage in the usual way as the character nimbly leaps out of the way.

**Example** *Niff has 3 points of Unarmoured Dexterity and is attacked by a Fire Dart 2. This attack causes no damage to him as it is reduced to 0. Seeing this, the unfriendly Fire Mage casts a Fire Dart 6 at him. Niff can't avoid all of the damage, but it is reduced by 3.*

**Miracle Power Damage** Miracle Power Damage manifests itself directly in the target, as opposed to a calling forth a physical effect. Thus Dexterity cannot be used to reduce the damage.

## 10.19 Raise Dead and Resurrection

In order for Raise Dead or Resurrection to be effective, the character's Head and Body must both be present. If only one of these locations is present these miracles automatically fail.

Higher level rituals that restore life must have at least the character's Head to work.

# Chapter 11

## Barbarians

Barbarians live along a mountainous border of the Kingdom. Initially there were clashes between the various Clans and the Kingdom Guards, but currently both sides have agreed to a truce and Barbarians from the Clans are now not an uncommon sight.

Barbarians are all Human and they have a deep mistrust of all non-Human races. They also fear and hate magic and will never allow any spell to be cast on them or their possessions. Mages, at best, are considered weaklings who cannot rely on their own abilities and at worst people who are possessed by spirits hungry for power.

*Roleplaying Note: Barbarians are easily identified by their Scots accents*

### 11.1 Barbarian Warriors

**Requirements** A Barbarian Warrior must

- be Human,
- show contempt for non-combatants,
- show mistrust of non-Humans,
- show obvious hatred of known spell users,
- kill anyone who casts a spell on him or his possessions.

**Bonuses** Barbarians receive the following bonuses.

- Increased Life Point Threshold to 45, instead of the normal Human Life Threshold of 30.
- Base Life Points of 33, instead of 30.
- Instantly recognise a spell when cast on him or his possessions (as opposed to a miracle).
- Barbarians can enter a Berserk Rage a number of times per day equal to their Rank divided by 5 (rounded down). The Rage lasts until there are no standing enemies in sight. Note that known party Mages *can* be considered enemies, though this is a decision left to the individual Barbarian. During the Rage the Barbarian gains the following
  - A Strength increase of 1 category (ie: a Barbarian with Strength effectively has Double Strength).
  - The ability to remain active even if his Life Points drop below 0, though he will still die when his Death Threshold is reached.
  - The ability to ignore pain and keep using a location even if its Body Points drop below 0. However, any location that drops to -10 is still severed or crushed.
  - An effective increase of 15 Life Points, with associated Body Points.
  - An effective Willpower increase of 1. Note that a spell/miracle will still be active on the character and when the Rage ends he will still be effected if his Willpower is too low.

**Example** *Abel MacDoon, with a Willpower of 2, has a Sleep 2 cast on him and immediately flies into a Rage. The enemy Mage desperately casts Sleep 3 on him, but his Rage lets him ignore this effect. 30 seconds later the Mage is dead and, as there are no more enemies, Abel calms down. His Willpower drops back to 2, the Sleep 3 takes effect and he falls asleep.*



- At Rank 40, Barbarians can enter a Greater Berserk Rage, a stronger version of Berserk Rage, which counts as 3 uses of the Berserk Rage ability. As with Rage, the Greater Rage lasts until there are no standing enemies in sight and known party Mages *can* be considered enemies, though this is a decision left to the individual Barbarian. Whilst in a Greater Rage, the Barbarian gains all the abilities of Rage given above (except where superseded) and also gain the following
  - A Strength increase of 2 categories (ie: a Barbarian with Triple Strength effectively has Quintuple Strength). (This replaces the Strength bonus from Berserk Rage.)
  - An effective increase of 30 Life Points, with associated Body Points. (This replaces the 15 Life Point increase from Berserk Rage.)
  - An effective Toughness increase of 2, as the Barbarian is able to shrug off more physical damage.
  - An effective Dexterity decrease of 2, as the Barbarian is more interested in killing his opponents than defending himself.
  - An effective Willpower increase of 2.

## 11.2 Barbarian Witch Doctors and Shamans

Each Barbarian Clan has its own Witch Doctor or Shaman, responsible for spiritual guidance and protecting the clansmen from magical attack. Both Witch Doctors and Shamans use rituals to produce “magical” effects, though the underlying philosophy is different from Kingdom Mages and Priests.

### 11.2.1 Barbarian Witch Doctors

Witch Doctors use Magic Rituals from one School. Most communicate with the spirits that inhabit the world (Elemental School) though a few talk to their ancestors (Necromantic School) or otherworld creatures (Demonology School). The latter are more feared than respected by other Barbarians and are generally not welcomed in the Kingdom. Witch Doctors bear the same distrust/hatred of Mages. Though the effects they achieve may be similar, the Witch Doctor works in harmony with the spirits, asking them to perform tasks and offering payment rather than forcing them to do his bidding.

**Requirements** A Barbarian Witch Doctor must

- be Human,
- show mistrust of non-Humans,
- show obvious hatred of known spell users,
- kill anyone who casts a spell on him or his possession.

**Bonuses** Barbarian Witch Doctor receive the following bonuses.

- Instantly recognise when a spell has been cast on him or his possessions.
- At Rank 5, the Witch Doctor can call for a Fetch by performing a Ritual. This is a magic creature that usually takes the form of an animal, who guides, protects and helps the Witch Doctor. Initially the Fetch gives the following benefits
  1. The Witch Doctor can borrow an ability from the Fetch. Initially, the Witch Doctor can borrow only one of the following:
 

Life Points	3
Mana	3
Dexterity	1
All-Round Sight	1
Willpower	1
Toughness*	1

For every 5 Ranks, the Witch Doctor can borrow one extra ability.

The Witch Doctor can choose the ability to borrow at the beginning of the day and immediately after Meditating. The Witch Doctor gains the selected abilities and the Fetch loses them for 24 hours or until the Witch Doctor selects new abilities to borrow. The Witch Doctor cannot borrow an ability that his Fetch does not possess.

**Example** *Leroy MacDoon is a Rank 5 Witch Doctor and at the beginning of the day he decides to borrow Toughness 1 from his Fetch. He is soon embroiled in an adventure involving several Water Mages. During his Meditation he decides to borrow Willpower 1 instead, losing the Toughness 1, which will hopefully prove more useful.*

2. Spell store. The Witch Doctor can teach his Fetch spells, which he can then cast using the standard rules for instant spells. (ie: use 3 words per level, spend the required Mana and take casting damage).

To teach his Fetch a spell, the Witch Doctor performs the Magic Ritual version using the standard ritual rules.

The Fetch remembers all spells until the Witch Doctor decides to teach it a new one. Initially, the Fetch can only remember one level 0 spell and one level 1 spell.

**Example** *Leroy MacDoon decides to teach his Fetch the level 1 Fire Spell Combust 2. He performs a Fire Ritual to cast the Combust 2, but instead of casting the spell at a target he modifies the end to teach his Fetch the spell.*

*Until he replaces it, Leroy can cast Combust 2 as an instant spell.*

3. The Fetch can intercept Power attacks, taking the damage from the attack instead of the Witch Doctor. Any Life Points lost are recovered after the Witch Doctor has slept for at least two hours. (Note that the Fetch cannot intercept only part of the damage. Intercepted damage is either all taken by the Fetch or all taken by the Witch Doctor.)

If an attack consists of Normal and Power damage, all Normal damage is taken by the Witch Doctor.

**Example** *Leroy MacDoon is attacked by an Orc doing Blade 7, Fire 4, Unholy 4. He asks his Fetch to intercept the attack, which means that he takes the Blade 7. His Fetch takes the Fire 4, Unholy 4 Power damage. The Fetch cannot take only some of the Power damage - it either takes the Fire 4, Unholy 4 or the Witch Doctor does.*

A Fetch can be healed by the Witch Doctor. Every Life Point healed requires 1 minute of concentration and uses 2 Mana. If a Fetch is reduced to less than 0 Life Points it returns to its home and will not reappear for 24 hours. During this time, the Witch Doctor loses all the benefits from the Fetch.

4. The Fetch can take on casting damage from rituals.
5. Magic Sight. By concentrating for 1 minute, the Witch Doctor can look through his Fetch's eyes. The Magic Sight lasts for 15 minutes, or until the Witch Doctor stops concentrating.
6. The Fetch provides advanced training that may not normally be available to the Witch Doctor.

## Fetches

A Fetch will not move more than 5' away from the Witch Doctor. The Witch Doctor can send the Fetch away, which is usually done if he believes that the Fetch will die if it stays. The Fetch will go to its home and not return for 15 minutes, during which time the Witch Doctor loses all the benefits from the Fetch. A Fetch cannot communicate with other Fetches

The Witch Doctor can improve the Fetch's abilities by using his own Character Points, transferring them to the Fetch via a ritual. Performing this ritual requires at least 8 consecutive hours, during which time the Witch Doctor can perform no other activity beyond the basics of living. (*The character's Rank is based on the number of Character Points earned, so still includes any that have been transferred to his Fetch.*)

The base abilities and Character Points required to improve the Fetch are as follows.

Ability	Base	Character Points
Life Points	15	2
Mana	6	1
Dexterity	2	8 x level
All-Round Sight	0	8 x level
Willpower	1	4 x level
Toughness*	0	12 x level
Spells	1 level 0	2 x (1 + 1)
	1 level 1	

\* A Fetch's Toughness **does** reduce the damage from Power damage. So a Fetch with Toughness 1 has the damage from a Fire Dart 2 reduced by 1.

**Example** *Leroy MacDoon, now a Rank 9 Witch Doctor, has been on a mighty adventure and has earned 20 Character Points. He decides to transfer 10 of these to his Fetch, giving it the ability to learn an additional level 0 spell (for 2 points) and Willpower 2 (for 8 points). The remaining 10 Character Points he spends on his own skills. He is now a Rank 11 Character.*

#### Notes

- Fetches are magical creatures, and so are detectable via Detect Magic, Magic Sight and Magic Divination.
- The Witch Doctor can cast spells on the Fetch, but not miracles. This includes Spells with a range of “Self”.
- Dispel Magic causes a Fetch damage equal to the level of the spell. (The Chaos miracle Dispel does not harm them.) The Fetch’s Toughness does not reduce this damage.
- A character who can detect the Fetch can target them with ranged spells, but not miracles. (The Fetch can be asked to intercept ranged miracle spells targeted on the Witch Doctor, but this a voluntary action.)
- Fetches are only harmed by Power damage and are immune to Mental effects due to their radically different minds.
- Fetches cannot be physically harmed as they can easily avoid these relatively slow attacks. This means, for example, that a character using a Sword with Flame Blade 2 cannot successfully attack a Fetch with it.

### 11.2.2 Barbarian Shamans

Shamans are dedicated to one of the Paths, and typically use Religious Ceremonies to cast miracles. Most Shamans follow the Path of Balance, though any Path can be followed. Shamans also share the same distrust/hatred of Mages as other Barbarians. They view most Priests as rude and demanding children as rather than request miracles and offer sacrifices, they call on the Path hastily and without ceremony. (Though Shamans do have access to instant cast miracles, they generally reserve their use for emergencies, usually preferring to use the ceremonial equivalent when the situation allows.)

**Requirements** A Barbarian Shaman must

- be Human,
- show mistrust of non-Humans,
- show obvious hatred/contempt of known non-Barbarian spell users,
- kill anyone who casts a spell on him or his possessions.

**Bonuses** • Instantly recognise when a spell has been cast on him or his possessions.

- At Rank 5, the Shaman can call for a Spirit Guide by performing a Ceremony. This is an Undead spirit, normally an ancestor, who guides, protects and helps the Shaman. (The base statistics for the Spirit Guide are given below.) Initially the Spirit Guide gives the following benefits

1. The Shaman can borrow an ability from the Spirit Guide. Initially, the Shaman can borrow only one of the following:

Life Points	3
Mana	3
Dexterity	1
All-Round Sight	1
Willpower	1
Toughness*	1

For every 5 Ranks, the Shaman can borrow one extra ability.

The Shaman must decide at the beginning of each day which abilities he is going to borrow and for the entire day he gains this ability and the Spirit Guide loses it. The Shaman cannot borrow an ability that his Spirit Guide does not have.

**Example** *Frasier MacDoon is a Rank 5 Shaman. At the beginning of the day he decides to borrow Willpower 1 from his Spirit Guide. For the rest of the day, his Willpower is increased by 1 and his Spirit Guide’s Willpower is decreased by 1.*

2. The Spirit Guide can intercept miraculous Power attacks, but not any other type of Power damage. The Spirit Guide takes the damage instead of the Shaman. Any Life Points lost are recovered after the Shaman has slept for at least two hours. (Note that the Spirit Guide cannot intercept only part of the damage. Intercepted damage is either all taken by the Spirit Guide or all taken by the Shaman.)  
If an attack consists of several types of damage, all non-miraculous based Power damage is taken by the Shaman.

**Example** *Frasier MacDoon is attacked by an Orc doing Blade 7, Fire 4, Unholy 4. He asks his Spirit Guide to intercept the attack, which means that he takes the Blade 7, Fire 4 and his Fetch takes the Unholy 4. The Spirit Guide cannot take only some of the Unholy 4.*

A Spirit Guide can be healed by the Shaman. Every Life Point healed requires 1 minute of concentration and uses 2 Standing. If a Spirit Guide is reduced to less than 0 Life Points it returns to its home and will not reappear for 24 hours. During this time, the Shaman loses all the benefits from the Spirit Guide.

3. The Spirit Guide can also take on casting damage from rituals, but not instant cast miracles.
4. Power Sight. By concentrating for 1 minute, the Shaman can look through his Spirit Guide's eyes. The Power Sight lasts for 15 minutes, or until the Shaman stops concentrating.
5. The Spirit Guide provides advanced training that may not normally be available to the Shaman.

## Spirit Guides

A Spirit Guide hovers around the Shaman and cannot move more than 5' away from him. The Shaman can send the Spirit Guide away, which is usually done if he believes that the Spirit Guide will die if he stays. The Spirit Guide will go to its home and not return for 15 minutes, during which time the Shaman loses all the benefits from the Spirit Guide. A Spirit Guide cannot communicate with other Spirit Guides.

The Shaman can improve the Spirit Guide's abilities by using his own Character Points, transferring them to the Spirit Guide via a ceremony. Performing this ceremony requires at least 8 consecutive hours, during which the Shaman can perform no other activity beyond the basics of living. (*The character's Rank is based on the number of Character Points earned, so still includes any that have been transferred to his Spirit Guide.*)

The base abilities and Character Point cost to improve the Spirit Guide are as follows.

Ability	Base	Character Points
Life Points	18	1
Standing	3	1
Dexterity	1	10 x level
All-Round Sight	0	10 x level
Willpower	0	8 x level
Toughness*	2	9 x level

\* A Spirit Guide's Toughness **does** reduce the damage from Power attacks from miracles. So a Spirit Guide with Toughness 1 has the damage from a Holy Word 4 or a Disruption 2 reduced by 1.

**Example** *Frasier MacDoon, now a Rank 14 Shaman, has conquered several foes and has earned 20 Character Points. He decides to spend 8 of these giving his Spirit Guide Willpower 1. The remaining 12 Character Points he spends on his own skills. He is now a Rank 16 Character.*

### Notes

- Spirit Guides are miraculous creatures, and so are detectable using Discern <Path>, Power Sight and Discern Path. Discern Path only detects the Spirit Guide if the Shaman himself would be detected. (A Justice Shaman will have a Justice Fetch, which would only be detectable by Discern Order and Discern Life.)
- The Shaman can cast miracles on the Spirit Guide, but not spells. This includes miracles with a range of "Self".
- A character who can detect the Spirit Guide can target them with ranged miracles **and** spells.
- <Path> Lace causes damage to the Spirit Guide equal to the amount of Standing that would normally be lost.
- Death aligned Spirit Guides are harmed by Holy damage, but not Unholy damage. Life aligned Spirit Guides are harmed by Unholy damage, but not Holy damage.

- Spirit Guides are only harmed by Power damage and are immune to Mental effects due to their radically different minds.
- Spirit Guides cannot be physically attacked as they can easily avoid these relatively slow attacks. This means, for example, that a character using a Mace with Bless 2 cannot successfully attack a Spirit Guide with it.

## 11.3 Barbarian Skills Costs

Skill	Warrior	Witch Doctor	Shaman
<b>Weapons, Shield and Armour</b>			
1H Weapon Proficiency	2	6	4
1H Weapon Specialisation	4	12	8
1H Weapon Expertise	10	30	20
1H Weapon Mastery	25	75	50
1H Weapon Advanced Mastery	75	225	150
1H Weapon Legendary Mastery	225	675	450
2H Weapon Proficiency	4	12	8
2H Weapon Specialisation	8	24	16
2H Weapon Expertise	20	60	40
2H Weapon Mastery	50	150	100
2H Weapon Advanced Mastery	150	450	300
2H Weapon Legendary Mastery	450	1350	900
Fist Proficiency	1	3	2
Fist Specialisation	2	6	4
Dagger Proficiency	1	3	2
Dagger Specialisation	2	6	4
Dagger Expertise	5	15	10
Dagger Mastery	13	38	25
Dagger Advanced Mastery	38	113	75
Dagger Legendary Mastery	113	338	225
Staff Proficiency	4	6	8
Staff Specialisation	8	12	16
Staff Expertise	20	30	40
Staff Mastery	50	75	100
Staff Advanced Mastery	150	150	300
Staff Legendary Mastery	450	675	900
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>	
Throwing Proficiency	3	9	6
Throwing Specialisation	6	18	12
Throwing Expertise	15	45	30
Throwing Mastery	38	113	75
Throwing Advanced Mastery	113	338	225
Throwing Legendary Mastery	338	1012	675
Longbow Proficiency	6	18	12
Longbow Specialisation	12	36	24
Longbow Expertise	30	90	60
Longbow Mastery	75	225	150
Longbow Advanced Mastery	225	675	450
Longbow Legendary Mastery	675	2025	1350
Crossbow Proficiency	12	36	24
Crossbow Specialisation	24	72	48
Crossbow Expertise	60	180	120
Crossbow Mastery	150	450	300
Crossbow Advanced Mastery	450	1350	900
Crossbow Legendary Mastery	1350	4050	2700
Favoured Weapon		<i>as Weapon Expertise</i>	
Chosen Weapon		<i>as Advanced Weapon Mastery</i>	
Weapon Adept	<i>15xlevel</i>	<i>45xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	2	6	4
Small Shield Specialisation	4	12	8
Small Shield Expertise	10	30	20
Small Shield Mastery	25	75	50

## Barbarian Skills Costs (continued)

Skill	Warrior	Witch Doctor	Shaman
<b>Weapons, Shield and Armour (continued)</b>			
Medium Shield Proficiency	4	12	8
Medium Shield Specialisation	8	24	16
Medium Shield Expertise	20	60	40
Medium Shield Mastery	50	150	100
Large Shield Proficiency	8	24	16
Large Shield Specialisation	16	48	32
Large Shield Expertise	40	120	80
Large Shield Mastery	100	300	200
Furs/Skins/Leather Proficiency	1	3	2
Furs/Skins/Leather Specialisation	2	6	4
Furs/Skins/Leather Expertise	5	15	10
Furs/Skins/Leather Mastery	13	38	25
Studded Leather Proficiency	2	6	4
Studded Leather Specialisation	4	12	8
Studded Leather Expertise	10	30	20
Studded Leather Mastery	25	75	50
Chain Proficiency	4	12	8
Chain Specialisation	8	24	16
Chain Expertise	20	60	40
Chain Mastery	50	150	100
Banded Proficiency	6	18	12
Banded Specialisation	12	36	24
Banded Expertise	30	90	60
Banded Mastery	75	225	150
Plate Proficiency	8	24	16
Plate Specialisation	16	48	32
Plate Expertise	40	120	80
Plate Mastery	100	300	200
Combination	6	18	12
Enhanced Combination	30	90	60
<b>Physical / Mental</b>			
Enhance Life	1	2	1
Ambidexterity	10	20	15
Strength	15	30	22
Double Strength	30	60	45
Triple Strength	60	120	90
Quadruple Strength	120	240	180
Quintuple Strength	240	480	360
Dexterity (per level)	<i>7xlevel</i>	<i>10xlevel</i>	<i>10xlevel</i>
Maneuver in Armour (per level)	<i>4xlevel</i>	<i>12xlevel</i>	<i>8xlevel</i>
All Round Sight (per level)	<i>7xlevel</i>	<i>10xlevel</i>	<i>10xlevel</i>
Toughness (per level)	<i>9xlevel</i>	<i>18xlevel</i>	<i>13xlevel</i>
Willpower (per level)	<i>12xlevel</i>	<i>8xlevel</i>	<i>12xlevel</i>
<b>Medical</b>			
Bind Wounds	9	6	3
Set Broken Bone	9	6	3
Discern Wounds	9	6	3
Discern Disease	9	6	3
Discern Spiritual Influence	9	3	3
Discern Poisoning	9	6	3
Discern Paralysis	9	6	3

## Barbarian Skills Costs (continued)

Skill	Warrior	Witch Doctor	Shaman
<b>Magic</b>			
Recognise Magic	-	2	-
Read/Write Runes	-	8	-
Enhance Mana	-	1	-
Meditate	-	6	-
Learn Spell	-	-	-
Multicast	-	-	-
Magic Adept (per level)	-	-	-
Create Talisman <i>l = level</i>	-	$3 + l$	-
Transcend Armour <i>l = level</i>	-	$4 + l$	-
Enchant Item <i>l = level</i>	-	$9 + l$	-
Magic Ritual <i>l = ritual level</i>	-	$9 + l$	-
Inscribe Magic Circle <i>l = circle level</i>	-	$5 + l$	-
Work with Cabal <i>l = ritual level</i>	-	$18 + l$	-
Join Cabal <i>l = level</i>	-	$9x(l + 1)$	-
<b>Religious</b>			
Recognise Miracle	9	9	3
Read/Write Temple Runes	12	12	4
Improve Standing	2	2	1
Prayer	12	12	3
Learn Miracle <i>l = miracle level</i>	$18x(l + 1)$	$18x(l + 1)$	$6x(l + 1)$
Combined Prayer		<i>variable</i>	
Create Holy Symbol <i>l = level</i>	$6 + l$	$6 + l$	$2 + l$
Consecrate Item <i>l = level, p = principles</i>	$px(24 + l)$	$px(24 + l)$	$px(8 + l)$
Religious Ceremony <i>l = ceremony level, p = principles</i>	$px(24 + l)$	$px(24 + l)$	$px(6 + l)$
Inscribe Ceremonial Circle <i>l = circle level</i>	$12 + l$	$12 + l$	$3 + l$
Work with Conclave <i>l = ceremony level</i>	$24 + l$	$24 + l$	$8 + l$
Join Conclave <i>l = level</i>	$18x(l + 1)$	$18x(l + 1)$	$6x(l + 1)$
<b>Subterfuge</b>			
Recognise Creature	6	6	9
Recognise Undead	12	12	6
Recognise Smell	6	6	9
Evaluate	20	20	20
Throat Slit	30	60	60
Backstab Proficiency	20	30	30
Backstab Specialisation	40	60	60
Backstab Expertise	80	120	120
Backstab Mastery	160	240	240
Backstab Advanced Mastery	320	480	480
Backstab Legendary Mastery	640	960	960



**Human Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	40	60	60	
Sniping Specialisation	80	120	120	
Sniping Expertise	160	240	240	
Sniping Mastery	320	480	480	
Sniping Advanced Mastery	640	960	960	
Sniping Legendary Mastery	1280	1920	1920	
<b><u>Manufacture</u></b>				
Skinning	10	15	15	
Make Leather Armour	10	30	20	
Make Superior Leather Armour	20	60	40	
Make Metal Armour	50	150	100	
Make Superior Metal Armour	100	300	200	
Make Weapon	50	150	100	
Make Superior Weapon	100	300	200	

## Chapter 12

# Amazons

The Amazons are a wandering tribe comprised solely of women which travel across the plains and forests just outside the Kingdom. The Kingdom has no formal treaties with any of the tribes, but does not restrict access by visiting Amazons as there has been no trouble (as yet).

Amazons are all Human females as through a quirk of Fate or the Gods, they are not able to bear male children. This has also led to a certain amount of distrust for all men, varying with the individual. Amazons are either Warriors, Scouts or Druids.

There are no Amazon Mages as their society lacks the basic educational level for this type of magic. Individual Amazons can learn spells, but first they must find someone who is willing to teach them.

Similarly, Amazons do not generally have access to miracles from the Nine Principles, instead following the Principle of Nature. It is possible for Amazon Warriors and Scouts to gain such miracles as long as they have not become Lay-Druids (ie: learnt any Druidic Miracles) and they can find someone who is willing to teach them.

(Before an Amazon player can spend any Character points on any Magic skill, or to buy miracles from one of the Four Paths, they must gain approval from the Campaign Ref(s) and name the character who is their teacher.)

### 12.1 Amazon Tribeswoman

**Requirements** An Amazon must

- be a Human female,
- be confident in the superiority of females over males (especially Human males),
- show at least distrust of all humanoid males,
- never start a fight with another female (of any race).

**Bonuses** Amazons receive the following bonuses.

- Increased Life Point Threshold to 45, instead of the normal Human Life Threshold of 30.
- Every 10 ranks they can choose one of the options below
  - +1 Willpower bonus against mental effects if cast by a humanoid male (eg: Coma, Command, Fear, Halt, etc), to a maximum of +5.
  - +1 Dexterity against all attacks made by a humanoid male.
  - +1 damage against humanoid males when using melee and missile weapons.

For every 4 bonuses selected, the Amazon must choose one of the options below

- -1 Willpower bonus against mental effects if cast by a humanoid female.
- -1 Dexterity against all attacks made by a humanoid female.
- -1 damage against humanoid females when using melee and missile weapons.
- At 15th level they are immune to all “Command” effects from any humanoid male.
- At 30th level they are immune to all “Suggestion” effects from any humanoid male.
- At 50th level they are immune to all “Charm” effects from any humanoid male.

*For the purposes of the above rules, a “humanoid male” is defined as an intelligent male humanoid that is or was once alive. As well as normal Humanoids, this covers such creatures as Male Human Vampires, Liches, Male Demons, but does **not** cover Skeletons, Zombies, Ghouls or other types of unintelligent Undead.*

*If you're not sure whether something counts as a Humanoid Male, then it probably doesn't.*

## 12.2 Amazon Skills Costs

Skill	Warrior	Druid	Scout
<b>Weapons, Shield and Armour</b>			
1H Weapon Proficiency	2	6	4
1H Weapon Specialisation	4	12	8
1H Weapon Expertise	10	30	20
1H Weapon Mastery	25	75	50
1H Weapon Advanced Mastery	75	225	150
1H Weapon Legendary Mastery	225	675	450
2H Weapon Proficiency	4	12	8
2H Weapon Specialisation	8	24	16
2H Weapon Expertise	20	60	40
2H Weapon Mastery	50	150	100
2H Weapon Advanced Mastery	150	450	300
2H Weapon Legendary Mastery	450	1350	900
Fist Proficiency	1	3	1
Fist Specialisation	2	6	2
Dagger Proficiency	1	3	1
Dagger Specialisation	2	6	2
Dagger Expertise	5	15	5
Dagger Mastery	13	38	13
Dagger Advanced Mastery	38	113	38
Dagger Legendary Mastery	113	338	113
Staff Proficiency	4	12	8
Staff Specialisation	8	24	16
Staff Expertise	20	60	40
Staff Mastery	50	150	100
Staff Advanced Mastery	150	450	300
Staff Legendary Mastery	450	1350	900
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>	
Throwing Proficiency	3	9	3
Throwing Specialisation	6	18	6
Throwing Expertise	15	45	15
Throwing Mastery	38	113	38
Throwing Advanced Mastery	113	338	113
Throwing Legendary Mastery	338	1013	338
Longbow Proficiency	5	10	5
Longbow Specialisation	10	20	10
Longbow Expertise	20	40	20
Longbow Mastery	40	80	40
Longbow Advanced Mastery	80	160	80
Longbow Legendary Mastery	160	320	160
Crossbow Proficiency	12	36	12
Crossbow Specialisation	24	72	24
Crossbow Expertise	60	180	60
Crossbow Mastery	150	450	150
Crossbow Advanced Mastery	450	1350	450
Crossbow Legendary Mastery	1350	4050	1350
Favoured Weapon		<i>as Weapon Expertise</i>	
Chosen Weapon		<i>as Advanced Weapon Mastery</i>	
Weapon Adept	<i>15xlevel</i>	<i>45xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	2	4	8
Small Shield Specialisation	4	8	16
Small Shield Expertise	10	24	48
Small Shield Mastery	25	72	144

**Amazon Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Druid</b>	<b>Scout</b>
<b>Weapons, Shield and Armour (continued)</b>			
Medium Shield Proficiency	4	8	16
Medium Shield Specialisation	8	16	32
Medium Shield Expertise	24	48	96
Medium Shield Mastery	72	144	288
Large Shield Proficiency	8	16	32
Large Shield Specialisation	16	32	64
Large Shield Expertise	48	96	192
Large Shield Mastery	144	288	576
Furs/Skins/Leather Proficiency	1	2	1
Furs/Skins/Leather Specialisation	2	4	2
Furs/Skins/Leather Expertise	4	8	4
Furs/Skins/Leather Mastery	8	16	8
Studded Leather Proficiency	2	4	2
Studded Leather Specialisation	4	8	4
Studded Leather Expertise	8	16	8
Studded Leather Mastery	16	32	16
Chain Proficiency	4	8	8
Chain Specialisation	8	16	16
Chain Expertise	16	32	32
Chain Mastery	32	64	64
Banded Proficiency	4	8	12
Banded Specialisation	8	16	24
Banded Expertise	16	32	48
Banded Mastery	32	64	96
Plate Proficiency	5	10	15
Plate Specialisation	10	20	30
Plate Expertise	20	40	60
Plate Mastery	40	80	120
Combination	5	10	15
Enhanced Combination	20	40	60
<b>Physical / Mental</b>			
Enhance Life	1	2	2
Ambidexterity	10	15	10
Strength	20	30	40
Double Strength	40	60	80
Triple Strength	80	120	160
Quadruple Strength	160	240	320
Quintuple Strength	320	480	640
Dexterity (per level)	<i>7xlevel</i>	<i>10xlevel</i>	<i>5xlevel</i>
Maneuver in Armour (per level)	<i>4xlevel</i>	<i>8xlevel</i>	<i>12xlevel</i>
All Round Sight (per level)	<i>7xlevel</i>	<i>10xlevel</i>	<i>5xlevel</i>
Toughness (per level)	<i>12xlevel</i>	<i>18xlevel</i>	<i>24xlevel</i>
Willpower (per level)	<i>10xlevel</i>	<i>10xlevel</i>	<i>15xlevel</i>
<b>Medical</b>			
Bind Wounds	9	3	6
Set Broken Bone	9	3	6
Discern Wounds	9	3	6
Discern Disease	9	3	6
Discern Spiritual Influence	9	3	3
Discern Poisoning	9	3	6
Discern Paralysis	9	3	6

## Amazon Skills Costs (continued)

Skill	Warrior	Druid	Scout
<b>Magic</b>			
Recognise Magic	9	9	6
Read/Write Runes	9	9	6
Enhance Mana	6	6	4
Meditate	24	24	16
Learn Spell	$12x(l+1)$	$12x(l+1)$	$8x(l+1)$
<i>l = spell level</i>			
Multicast		<i>variable</i>	
Magic Adept (per level)	$45xlevel$	$45xlevel$	$30xlevel$
Create Talisman	$12+l$	$12+l$	$8+l$
<i>l = level</i>			
Transcend Armour	$12+l$	$12+l$	$8+l$
<i>l = level</i>			
Enchant Item	$48+l$	$48+l$	$32+l$
<i>l = level</i>			
Magic Ritual	$48+l$	$48+l$	$32+l$
<i>l = ritual level</i>			
Inscribe Magic Circle	$24+l$	$24+l$	$16+l$
<i>l = circle level</i>			
Work with Cabal	$48+l$	$48+l$	$32+l$
<i>l = ritual level</i>			
Join Cabal	$24x(l+1)$	$24x(l+1)$	$16x(l+1)$
<i>l = level</i>			
<b>Religious</b>			
Recognise Miracle	3	1	2
Read/Write Temple Runes	3	1	2
Improve Standing	2	1	1
Prayer	12	4	8
Learn Miracle	$6x(l+1)$	$2x(l+1)$	$4x(l+1)$
<i>l = miracle level</i>			
Combined Prayer		<i>variable</i>	
Create Holy Symbol	$6+l$	$2+l$	$4+l$
<i>l = level</i>			
Consecrate Item	$px(24+l)$	$px(8+l)$	$px(16+l)$
<i>l = level, p = principles</i>			
Religious Ceremony	$px(24+l)$	$px(8+l)$	$px(16+l)$
<i>l = ceremony level, p = principles</i>			
Inscribe Ceremonial Circle	$12+l$	$4+l$	$8+l$
<i>l = circle level</i>			
Work with Conclave	$24+l$	$8+l$	$16+l$
<i>l = ceremony level</i>			
Join Conclave	$12x(l+1)$	$4x(l+1)$	$8x(l+1)$
<i>l = level</i>			
<b>Subterfuge</b>			
Recognise Creature	6	12	6
Recognise Undead	12	9	9
Recognise Smell	12	12	6
Evaluate	20	20	20
Throat Slit	20	30	10
Backstab Proficiency	20	30	10
Backstab Specialisation	40	60	20
Backstab Expertise	80	120	40
Backstab Mastery	160	240	80
Backstab Advanced Mastery	320	480	160
Backstab Legendary Mastery	640	960	320

**Amazon Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	30	45	15	
Sniping Specialisation	60	90	30	
Sniping Expertise	120	180	60	
Sniping Mastery	240	360	120	
Sniping Advanced Mastery	480	720	240	
Sniping Legendary Mastery	960	1440	480	
<b><u>Manufacture</u></b>				
Skinning	10	15	5	
Make Leather Armour	10	30	10	
Make Superior Leather Armour	20	60	20	
Make Metal Armour	50	150	150	
Make Superior Metal Armour	100	300	300	
Make Weapon	50	150	150	
Make Superior Weapon	100	300	300	

## Chapter 13

# Magic Items

Magic items are created using the Enchant Item and the Consecrate Item skills. These skills allow a character to embed a known spell or miracle (resp) into an item. There are several types of magic item

**Potion** A magical potion contains embedded spells/miracles. When drunk, the effect of the potion is targetted on the drinker.

**Scroll** A scroll contains the template of a spell or miracle and acts as its focus when cast. When used the reader must supply the Mana or Standing. Creating a scroll requires the appropriate Read/Write Runes skill. A scroll is destroyed when used.

**Single Use** Embeds a spell/miracle into an item, which can only be used once.

**Charged** Creates an item that contains the template of a spell or miracle and which can be charged with a number of castings. This type of item can be recharged.

**Daily** Embeds a spell/miracle into an item so that it can be used a number of times per day. 24 hours after being used, the spell/miracle can be used again.

**Permanent** Embeds a spell/miracle into an item so that it is permanently active.

### 13.1 Creating Magic Items

Creating a magic item requires three steps.

1. Acquire an item of the required quality.
2. Prepare the item to be enchanted or consecrated.
3. Embed the spell or miracle into the item.

#### 13.1.1 Create or Acquire the Base Items

The quality of the item determines the type of effects and how many effects that can be embedded into it. Higher quality items can contain higher level and a greater number of effects than lower level ones.

The following table is used to determine how many effects an item of a particular quality can hold. Every item has a total number of slots based on its quality, and every type of effect uses up a number of these slots.

Quality	Total Slots	Type	Req'd Slots
Ubiquitous	2	Potion	1
Common	4	Scroll	2
Uncommon	6	Single Use	2
Rare	10	Charged	2
Unique	16+	Daily	3
		Permanent	5

**Ubiquitous** A Ubiquitous item is an object that is freely available in the world. These items are usually unworked and do not require any financial outlay at all. For example, a stone found on the road and a twig from a tree are both Ubiquitous items.

**Common** A Common item is an object that is generally available. These items are usually either Ubiquitous items that have been crafted to a minor degree or naturally occurring items that require a small amount of effort to obtain. These items can usually be bought for a minor financial outlay. For example, a simple carved walking stick, a bucket, a copper ring, a horseshoe, a normal Sword, a blackbird's feather and flint are all Common items.

**Uncommon** An Uncommon item is an object that is usually available. These items are usually either well crafted items made by a skilled craftsman or naturally occurring items that require a significant effort to find. These items can usually be bought for a substantial financial outlay. For example, a Superior weapon, a piece of quartz, a gold or silver ring are all Uncommon items.

**Rare** A Rare item is an object that is not usually available. These items are usually either extremely well crafted items made by a master craftsman working for a long time or naturally occurring items that are extremely hard to find. These items may be occasionally bought, but only for a very high financial outlay. For example, a Mastercrafted weapon, a diamond, a gold ring with inset gems, dragon's blood, the skull of a Vampire are all Rare items.

**Unique** A Unique item is one that is very rarely available. These items are either something that a master craftsman will usually only ever create once in his lifetime or naturally occurring items that may take a lifetime to find. These items may never be bought — they are effectively priceless. For example, a Legendary weapon, a diamond the size of a man's fist, an antique gold necklace created by the Master Jeweller Tiffany are all Unique items.

The following table specifies the maximum level for an effect based on an items quality and the type of effect.

Type	Quality				
	Ubiquitous	Common	Uncommon	Rare	Unique
Potion	0-4	5-9	10-14	15-20	21+
Scroll	0-4	5-9	10-14	15-20	21+
Single Use	0-3	4-7	8-11	12-15	16+
Charged	0-2	3-5	6-8	9-11	12+
Daily	—	0-3	4-7	8-11	12+
Permanent	—	—	0-3	4-7	8+

**Potions** A Potion must contain at least 2 ingredient plus 1 additional ingredient for every 3 levels (rounded up). All ingredients must be of the correct quality. A Potion containing a level 2 effect needs at least two Ubiquitous ingredients whereas a Potion containing a level 6 Potion needs at least 4 Common ingredients. 5 quantities of a lower level ingredient can be used as a substitute for the next level, but not higher levels.

**Example** *A level 5 Potion requires 4 Common ingredients. If a character has only 2, he can substitute 10 Ubiquitous ingredients for the remaining 2.*

*A level 10 Potion requires 6 Uncommon ingredients. If a character has only 4, he can substitute 10 Common ingredients. However, no amount of Ubiquitous ingredients can be used as a substitute.*

**Scrolls** Scrolls require both paper and ink, which must both be of the correct quality. Creating an ink involves the same process as creating a Potion.

**Example** *A level 3 scroll requires Ubiquitous paper and Ubiquitous ink, made from 3 Ubiquitous ingredients.*

*A level 7 scroll requires Common paper and Common ink, made from 5 Common ingredients. As with Potions, 5 Ubiquitous ingredients can be used to replace 1 Common ingredient.*

**Single Use** A Single Use item contains a one-shot spell or miracle. When used the item is no longer magical.

**Charged** A Charged item is created to hold a number of spells or miracles. This item can then be (re)charged for later use.

**Daily** A Daily item recharges automatically 24 hours after use.

**Permanent** A Permanent item requires at least an Uncommon item.

*The availability of items should be decided as part of determining the game world's monetary system and the desired level of prevalence of magic items. For example, if large numbers of Potions is deemed to be a Good Thing, then the ingredients can be made more available by downgrading their occurrence - for example an ingredient that would usually be considered Uncommon could be made Common due to local conditions. For a "high powered" world, Common, Uncommon, Rare and Unique items could be made more prevalent. For a "low powered" world, the reverse should be true.*



### 13.1.2 Prepare the Item

Once the items have been acquired, they must be prepared to accept the spell or miracle. Items that are to be embedded with a spell must be enchanted for a specific School. Items that are to be embedded with a miracle must be consecrated to a specific Path or Sect. The item must be prepared to accept a spell/miracle up to a specific level, though the exact spell/miracle does not have to be specified, and for non-Potion and non-Scroll items the type of effect (Single Use, Charged, Daily or Permanent) does not need to be specified. The character(s) performing the preparation can be different from the character(s) performing the embedding of the spell/miracle.

The time taken to prepare the item depends on the quality of the item. The better the quality, the easier it is to prepare and the slower the preparation degrades. Multiple characters can be involved in preparing an item, which will lessen the time taken, but all those involved must have the Enchant Item/Consecrate Item to at least the required level. The number of days taken to prepare an item is

$$((\text{level} + 1) * \text{Preparation Time Interval}) / \text{No. of Participants}$$

rounded up to the nearest day.

Each day of preparation requires at least 8 consecutive hours and the character cannot perform any other activity beyond the basics of living.

Quality	Preparation Time Interval	Degradation Time Interval
Ubiquitous	5 man days	1 man day
Common	3 man days	2 man days
Uncommon	2 man day	3 man days
Rare	1 man day	5 man days
Unique	1 man day	8 man days

**Potions** Potions are prepared by mixing together the ingredients while using the Enchant Item or Consecrate Item skill. Once the potion has been prepared (to form a Potion Blank), it is ready to accept a spell or miracle.

**Scrolls** Scrolls are prepared by mixing together the ingredients for the ink while using the Enchant Item or Consecrate Item on both the ingredients and the paper. Once completed, the paper and ink must be used together when embedding the spell or miracle. Note that preparing the paper and ink does not require knowledge of Runes or Temple Runes.

**Other Items** Items being prepared for a Single Use, Charged, Daily or Permanent effect just require the Enchant Item or Consecrate Item to attune the item to the required School or Path/Sect.

#### Notes

**Enchant Item** Enchant Item prepares the item to accept a spell from a School. Once an item has been enchanted to accept spells from a School, it cannot be enchanted to accept spells from an opposing School.

**Consecrate Item** Consecrate Item prepares the item to accept a miracle that can be cast by a Path or Sect. Once consecrated, an item cannot be consecrated to a different Path or Sect.

#### Examples

**Example** *Murphy is preparing a small rock to hold a level 0 Earth Spell. As the rock is a Ubiquitous item, it takes him 5 days to Enchant. If he fails to perform the enchantment for a single day, it will lose its enchantment and he will have to begin again. Similarly, if he leaves a single day between finishing the preparation and embedding the spell it will lose its enchantment.*

**Example** *Lorken is preparing a branch to hold a level 2 Tree Druid Miracle. As the branch is a Ubiquitous item, it takes him 15 days to Enchant. After 11 days, when the branch has been consecrated up to level 1, he is called to repel an Orc invasion and misses a day. As Ubiquitous items degrade after a day, the branch loses one level of preparation and drops back to a consecrated level of 0. Lorken can continue the process of consecration, but must spend a further 10 days before the branch is ready for the level 2 miracle.*

**Example** *Freda is preparing a Gold Ring of Uncommon Quality to hold a level 5 Order miracle. Each level takes 2 days, for a total of 12 days. If she fails to consecrate the item for 2 days, the item will still maintain its current level of consecration.*

*As she needs the item quickly, she asks for help from her local Temple and two others with a Consecrate Item skill of 5 join in to help. This reduces the overall time taken to prepare the ring to 4 days.*

### 13.1.3 Embed the Spell or Miracle

Once an item has been prepared, a spell or miracle can be embedded. This requires

- Item(s) prepared to a level at least equal to the level of the spell/miracle being embedded.
- For non-Scroll items, the Enchant Item/Consecrate Item skill to a level at least equal to the level of the spell/miracle being embedded.
- For Scrolls, the appropriate Runes or Temple Runes for the School, Path or Sect of the spell/miracle.
- Knowledge of the spell/miracle being embedded.

While being enchanted or consecrated, the item's preparation level does not degrade. Any interruption in the embedding of the spell/miracle causes the embedding to fail, though the attempt can be restarted from the beginning.

The amount of time required to perform the embedding depends on the type of effect and the level of the spell/miracle. For non-Scroll items, more than one character can be involved in embedding the effect, though all must have the required skills. For periods involving days, embedding requires at least 8 consecutive hours and the character(s) cannot perform any other activity beyond the basics of living. For periods involving weeks, embedding requires 7 consecutive days of at least 8 consecutive hours, and the character(s) cannot perform any other activity beyond the basics of living.

The periods for each type of item are

Type	Time Period
Potion	hour
Scroll	hour
Single Use	day
Charged	day
Daily	3 days
Permanent	6 days

The amount of time taken is equal to

$$(\text{level} + 1) / \text{No. of Participants}$$

rounded up to the nearest Time Period (e.g.: round up to the next hour for Potions, round up to the next 3 day period for Daily items).

For non-Scroll items, embedding a spell or miracle also requires Mana or Standing, which will not be regained until the magic item is either discharged or destroyed. If more than one character is involved in embedding the spell or miracle, the Mana/Standing can be divided amongst them. The amount of Mana/Standing lost depends on the type of effect, and is described below.

Where the Mana/Standing is a fraction, such as the two-thirds for a daily item, the amount lost is rounded up. However, any existing extra Mana/Standing within the item can be used.

**Potions** Creating a Potion requires embedding the spell/miracle into the Potion Blank. If multiple effects are being placed into the Potion, the process must be repeated from the beginning for each one. (Embedding multiple miracles also has other constraints, see Notes below.) Potions can have multiple uses of the same effect or several different effects, and this determines how the potion is used (see below).

Potions always effect the drinker, so it's common to embed spells/miracles that effect character's and are beneficial. However, it is possible to embed other types of spells/miracle and they will either harm the character (e.g.: Fire Dart 4 Potion) or have no effect at all (e.g.: Strengthen 0).

The Mana/Standing used to embed the spell/miracle is half (rounded up) of that required to cast. Mana/Standing can be recovered when the spell/miracle is used.

**Example** *Kemis has a School of Fire Potion Blank 4, made from Ubiquitous ingredients. To embed Fire Skin 4 into the potion requires 5 hours and 3 Mana. To embed a second Fire Skin 4 into the potion requires another 5 hours and 3 Mana.*

**Scrolls** Creating a Scroll only requires using the prepared paper and ink to inscribe the spell/miracle using the appropriate Runes or Temple Runes skill. The creator does not use any Mana/Standing in the process, and thus does not lose any.

**Example** *Flake has the paper and ink prepared to hold a spell from the School of Earth up to level 4. He uses this to inscribe the Strength spell, which requires 3 hours and no Mana loss.*

**Single Use** Creating a Single Use item requires embedding the spell/miracle into the item using Enchant/Consecrate Item.

The Mana/Standing used to embed the spell/miracle is half (rounded up) of that required to cast. Mana/Standing can be recovered when the spell/miracle is used.

**Example** *Murphy has a small stone prepared to hold a level 0 spell from the School of Earth, and decides to embed Blade Sharp 1. This takes 1 day and 1 Mana.*

**Charged** Creating a Charged item requires attuning the item to hold a number of castings of a particular spell or miracle, using the Enchant Item or Consecrate Item skill.

The Mana/Standing used is half (rounded up) of that required to cast the spell/miracle multiplied by the number of uses in the item. This Mana/Standing can be recovered when the item is destroyed. The maximum number of charges that an item can hold depends on its quality.

Quality	Charges
Ubiquitous	1
Common	5
Uncommon	10
Rare	20
Unique	40

**Example** *Olrien has a Common item prepared to hold a miracle up to level 1 from the Path of Might. He decides to make this a Charged item, with the ability to hold 4 uses of Death Curse 4, which requires 1 day and 2 Standing.*

When created, a Charged Item contains no charges. To charge an item requires knowledge of the spell/miracle and the Enchant/Consecrate Item skill to at least the same level as the spell/miracle. Recharging an item requires 1 hour per charge and uses half the usual amount of Mana/Standing, which is regained as the item is used.

**Example** *After creating the Wand of Death Curse 4 Olrien hands it to his superior, who then spends 4 hours and 2 Standing to charge the wand fully.*

**Daily** Creating a Daily item requires embedding the spell/miracle into the item using Enchant/Consecrate Item.

The Mana/Standing used to embed the spell/miracle is equal to two-thirds (rounded up) of that required to cast. Mana/Standing can be recovered when the item is destroyed.

**Example** *Caffrey has a Common Staff, which he has Consecrated to Justice up to level 2. He then spends 9 consecutive days embedding a Daily Heal Wounds 14, losing 2 Standing in the process.*

**Example** *Marble has an Amulet of Uncommon Quality, which he has Enchanted to Fire to level 1. He then spends 6 consecutive days embedding a Daily Radiate (self), losing  $(2 * \frac{2}{3} =) 2$  Mana (with an extra  $\frac{2}{3}$  still available).*

*A little while later, he spends 3 days to embed a Daily Glowing Mark 1 into the item. This costs  $1 * \frac{2}{3}$  Mana, which is already available in the item, so Marble loses no further Mana.*

**Permanent** Creating a Permanent item requires embedding the spell/miracle into the item using Enchant/Consecrate Item. Only spells or miracles with a duration of 15 minutes can be embedded permanently into an item. Embedded effects that target a character effect the wearer/holder of the item. Effects that target an item must be embedded in an appropriate item and effect the item, thus a permanent Ice Blade cannot be embedded in an item that is not a weapon.

The Mana/Standing used to embed the spell/miracle is equal to 4 times that required to cast. Mana/Standing can be recovered when the item is destroyed.

**Example** *Lomax has a Superior leather glove (which is considered to be an Uncommon item), which he has Consecrated to Balance up to level 1. He then spends 12 consecutive days embedding a Permanent Dexterity 1, losing 8 Standing in the process.*

## Notes

**Mana/Standing Recovery** When the Mana/Standing invested in an item becomes available again, the character(s) regain the lost points when they next rest or sleep.

**Consecrated Items** An item consecrated to a Path must maintain equilibrium between miracles from the allowed Principles. That is, after a miracle from one Principle has been embedded the item cannot have a miracle from the same Principle embedded until it has miracles from all other allowed Principles embedded.

**Example** *An item consecrated to Justice with a Life miracle embedded must have an Order miracle embedded before a further Life miracle can be embedded.*

## Examples

**Example** *Murphy has finished preparing his small rock, and immediately spends the next day enchanting it as a Single Use Endurance 3.*

**Example** *Lorken has finally finished consecrating the branch and immediately starts embedding the Level 2 Tree Druid miracle Tree Heal 3 (as he doesn't want the preparation to degrade). The embedding will take 3 days, however on the second day he is once more called away, which causes the process to fail. Fortunately, he is able to immediately restart the embedding on the following day and this time remains uninterrupted so that after 3 days he has a branch with a consecrated branch with a one shot Tree Heal 3.*

## 13.2 Using Magic Items

It is obvious to a character that another is activating a magic item. The character is clearly concentrating and the activated item exhibits a visible effect (glowing, sparking, ...). To indicate this to another player, the phrase "Item do thy work" must be clearly spoken as the activated item is touched. This applies to Single Use, Charged and Daily items.

**Potions** Using a Potion simply requires drinking it. If a Potion contains multiple doses of a single effect, then the effect can be gained by drinking a sufficient portion. If a Potion contains multiple effects, then the effects can only be gained by drinking the entire Potion.

**Example** *G'Mord is given two vials, one containing two doses of Fire Skin 4 and the other containing a Heal Wounds 14 and a Heal Life 14.*

*Drinking half of the Fire Skin 4 Potion gives him the benefits of the spell, and leaves him one more dose. Drinking half of the healing Potion will have no effect - he won't have drunk enough to gain either miracle. He needs to drink the entire Potion to gain the benefits of the miracles.*

**Scrolls** Scrolls require the relevant Runes/Temple Runes skill and the ability to cast spells/miracles from the appropriate School, Path or Sect. Using a Scroll involves reading the Scroll and providing the Mana/Standing to empower the effect. The character takes no casting damage when casting a spell/miracle from a Scroll as it acts as a focus. After using a Scroll, it is irrevocably destroyed.

**Example** *Caffrey has been given a Scroll consecrated to Justice and which contains the level 5 miracle Bless 6. When he uses the Scroll he does not take the usual 5 Life Points of casting damage and the Scroll is destroyed.*

*If the Scroll was taken by Gerard, a Priest of Life, Gerard would not be able to understand or use the Scroll as it has been written in Justice Runes.*

**Single Use** Single Use items are activated by concentrating on the desired effect and touching the item.

Before a character can activate a Single Use item, he must claim it for his own and it must be in his possession for 24 hours. At the end of this time the character becomes attuned to the item and is made aware of its abilities and how they are activated. Only one character can be attuned to an item at any one time. As soon as a new character becomes attuned, the previous owner can no longer use the item. Alternatively, the General spell "Magic Divination" allows a character to attune to an item without waiting for 24 hours.

Claiming an item is as simple as believing the item belongs to the character, using it appropriately (ie: putting it on if it is wearable, placing it in a scabbard, wielding it, etc). In particular, a wearable item cannot be claimed without wearing it for at least 24 hours. Characters can (usually) carry items belonging to others without attuning as long as they don't make any claim of ownership.

**Charged** Charged items are activated by concentrating on the desired effect and touching the item in the same way as Single Use items. Casting a spell/miracle from a Charged item has the same limitations as casting the spell/miracle directly when considering Range, Duration, Type and Effect. When used, the item loses one of its charges.

**Example** *Craise has an Amulet of Harm 8, with 3 charges. When used, Craise touches the Amulet and concentrates to activate the miracle and then has to touch a target with both hands within 30 seconds. Immediately on activation, the Amulet loses a charge.*

Before a character can activate a Charged item, it must be in his possession for 24 hours. At the end of this time the character becomes attuned to the item and is made aware of its abilities and how they are activated. Only one character can be attuned to an item at any one time. As soon as a new character becomes attuned, the previous owner can no longer use the item. Alternatively, the General spell “Magic Divination” allows a character to attune to an item without waiting for 24 hours.

**Daily** Daily items are activated by concentrating on the desired effect and touching the item in the same way as Single Use items. Casting a spell/miracle from a Daily item has the same limitations as casting the spell/miracle directly when considering Range, Duration, Type and Effect. Once an effect is used, it cannot be used for another 24 hours.

Before a character can activate a Daily item, it must be in his possession for 24 hours. At the end of this time the character becomes attuned to the item and is made aware of its abilities and how they are activated. Only one character can be attuned to an item at any one time. As soon as a new character becomes attuned, the previous owner can no longer use the item. Alternatively, the General spell “Magic Divination” allows a character to attune to an item without waiting for 24 hours.

**Permanent** Permanent items are always active, with the spell/miracle either effecting the magic item or it’s owner.

Permanent items with a spell/miracle that effects the item itself can be used immediately. Items with a spell/miracle that effects the owner must be kept in a character’s possession for 24 hours. At the end of this time the character becomes attuned to the item and is made aware of its abilities. Only one character can be attuned to an item at any one time. As soon as a new character becomes attuned, the previous owner can no longer use the item. Alternatively, the General spell “Magic Divination” allows a character to attune to an item without waiting for 24 hours.

If a Permanent effect is dispelled, the effect is suppressed for 15 minutes. During this time, if all the effects are suppressed, the item appears to be non-magical.

**Example** *G’Mord finds a Sword with a Permanent Flame Blade 4. As the effect target’s the item, he gains the benefit of the effect immediately when he uses the weapon.*

*During a combat, his Flaming Sword is effected by a Dispel 4. This suppresses the Flame Blade 4 for 15 minutes and, as the Sword has no other enchantments, it is treated as a normal weapon.*

**Example** *Henry has been given a Ring of Dexterity 2. Before he gains the benefit of the item he needs to claim it, put it on and then spend 24 hours with it in his possession.*

### 13.3 Identifying Magic Items

**General** The spells “Detect Magic”, “Magic Sight” and “Magic Divination” can be used to determine whether an item has been enchanted. “Magic Divination” reveals all the enchantments contained in the item.

The miracles “Discern <Principle>” and “Power Sight” can be used to determine whether an item has been consecrated and contains a miracle of the specified principle. The miracle “Discern Path” can be used to determine whether an item has been consecrated to a particular Path. The miracle “Discern Sect” can be used to determine whether an item has been consecrated to a particular Sect. “Discern Path” and “Discern Sect” can be used to identify exactly which miracles are contained in the item if the character can also cast the miracles. If the character has at least one level in Consecrate Item, he can also identify miracles in the same chain.

**Example** *Carlsberg discovers an Amulet and uses “Discern Path” to help him identify its purpose. He discovers that the Amulet is consecrated to Order. As he can cast Harden 2 himself, he also discovers that the Amulet contains two Daily castings of Harden 2. As he has one level of Consecrate Item, he can also determine that the item has one Daily casting of Harden 4 as, even though he cannot cast this miracle himself, he can cast a lower level miracle in the same chain.*

Single Use, Charged, Daily and Permanent items can also be identified by attuning to them, which happens automatically to any character who possesses and item for 24 hours.

**Potions** Characters with at least one level of Enchant Item can determine whether a Potion is enchanted and for which School by taking a small taste. A character with at least one level of Consecrate Item can determine whether a Potion is consecrated by taking a small taste. If the Consecrate Item skill has been learnt for a Path and the Potion is also consecrated to a Path, the character can determine the exact Path. Otherwise, he can only determine that it has been consecrated to a Druidic Sect, but not which one. Similarly, if the Consecrate Item skill has been learnt for a Sect and the Potion is also consecrated to a Sect, the character can determine the exact Sect. Otherwise, he can only determine that it has been consecrated to a Path, but not which one.

**Example** *Flake is trying to determine the contents of a Potion by using his Enchant Item skill. Taking a small sip he determines that it is not enchanted and passes it to his friend, Just. Just also takes a small sip and, using Consecrate Item skill, determines that it is consecrated to the Path of Might and that it contains two effect.*

*As Just knows the miracle Heal Wounds 4, he can also determine that one of the effects is Heal Wounds 14 as it exists in the same chain. Though he cannot determine what the other effect is, he can deduce that it must be a Death miracle as consecrated items with multiple effects must alternate between all castable Paths (see above).*

**Scrolls** The exact spell or miracle contained in a Scroll can be identified by any character with the appropriate Runes/Temple Runes skill.

## 13.4 Options

Character’s can create items with additional properties, each of which increases the level of Enchant Item/Consecrate Item required.

Property	Adjustment	Types
Hidden	varies	all
Keyed	+2	Single Use, Charged, Daily, Permanent
Bound	+4	Permanent
Attaching	+4	Single Use, Charged, Daily, Permanent

**Hidden** A Hidden item is harder to detect and identify. Only character’s with sufficient Enchant Item or Consecrate Item skill can successfully detect the item using Detect Magic, Detect Principle, etc or discover the spells and miracles contained in the item.

The level added to the enchantment determines the level of Enchant Item or Consecrate Item skill required.

**Example** *Murphy is creating a Amulet of Strength and, as he does not want it to be easily spotted, he decides to make it Hidden to anyone with less than three levels of Enchant Item. This increases the enchantment level by 3.*

*During an adventure a party Mage casts Detect Magic but as he does not have any skill in Enchant Item, he does not detect Murphy’s Amulet of Strength.*

**Keyed** A Keyed item is one that can only be activated by a particular race, class or Guild.

**Bound** A Bound item cannot be attuned to another character whilst its current owner is still alive. When a Bound item is attuned to a character, it attaches itself to the character and cannot be removed, thus this option is only available for wearable items (rings, amulets, necklaces, ...). If the owner is killed and resurrected before another character attunes to it, it will immediately return to its owner.

This option can be used for all items, but is most common on “cursed” items.

**Example** *Just is given an Amulet by a friendly maiden and told that it contains a permanent Bless 1. Foolishly he claims the item and puts it on before identifying it, and 24 hours later he attunes to the item only to discover it is really a Bound Amulet of Demoralise 2.*

**Attaching** An Attaching item automatically starts attuning to its holder even if he has not claimed the item. If an attaching, wearable item successfully attunes it will appear on the character.

This option can be used for all items, but is most common on “cursed” items.

**Example** *Werlak finds a copper ring on the floor of a Goblin’s gave, picks it up, puts it in his pocket and forgets about it. 24 hours later the Bound Attaching Ring of Weakness appears on one of his fingers and Werlak collapses to the floor.*

## 13.5 Destroying Magic Items

Items do not gain any bonus for being magical, unless they are Permanent items with a spell/miracle that effects the item itself. Thus a magic Ring of Daily Heal Wounds 8 is as easy to destroy as a non-magical equivalent ring.

If a destroyed magic item is mended within its Degradation Time Interval, it will retain it’s magic.

**Example** *Churl has a Common Copper Ring with a Daily Harden 1. In a fight with a Chaos Priest, the ring is destroyed. As the degradation time for a Common item is 2 days, he has this amount of time to have it mended before it’s enchantment is lost.*

## 13.6 Upgrading Magic Items

Single Use, Charged, Daily and Permanent items can be upgraded by repeating the process, but the new Mana/Standing loss is the difference between the new effect and the previous effect. In addition, if an item has been prepared to a higher level than the contained effect, then the effect can be upgraded without having to re-prepare the item. However, the time taken to upgrade an item is the same as starting the process from the beginning.

**Example** *Caffrey has a Staff containing a Daily Heal Wounds 8, which he wants to upgrade to a Daily Heal Wounds 14. As the Staff was Consecrated to Justice level 1, he will need to re-Consecrate the Staff to Justice level 2, which will take 9 days, as it’s a Common Weapon. He can then upgrade the Heal Wounds 8 to Heal Wounds 14, which will take a further 9 days, but only require a loss of 2 Standing.*

## Chapter 14

# Rituals

Whereas instant spells and miracles are well known, tightly controlled methods for causing an effect, ritual magic taps into the more fundamental forces of the universe. Thus ritual magic can be used for casting spells and miracles beyond level 10 and combining the powers of several characters as well as the more usual single character casting a simple spell or miracle.

However, the greater flexibility and power of rituals comes with a price. Rituals take longer to cast than instant spells/miracles and also the extra power can harm the caster(s).

### 14.1 Ritualists and Ritual Groups

A single character can perform rituals by simply learning “Magic Ritual” for spells and “Religious Ceremony” for miracles. This allows him to create and cast rituals up to the level of his skill.

In order to create truly powerful effects, ritualists must work together in a Ritual Group. A Ritual Group formed to cast ritual spells is called a Cabal, whereas a Ritual Group formed to cast miracles is called a Conclave.

Working harmoniously with others to create effects requires training to control the power. Without this training, a character cannot control the variations and fluctuations introduced by other ritualists. To successfully work together, two skills are required:

**Work with Cabal/Conclave** This general skill provides the basic training required to work with other ritualists. Work with Cabal/Conclave cannot be higher than the character’s Magic Ritual/Religious Ceremony skill. When casting ritual effects, this skill limits the amount of ritual skill that can be used.

**Join Cabal/Conclave** This skill is specific to each Cabal/Conclave that the character joins. At level 0, it only allows the character to cast rituals with the Cabal/Conclave. Higher levels for a Cabal/Conclave can be learnt, representing an investment by the character in learning how to work with specific ritualists. When casting rituals, the character’s Join Cabal/ Conclave skill level reduces the casting damage assigned to him by the Ritual Leader (see below).

Characters do not need to know any ritual skills to learn Join Cabal/Conclave. In the case where a character does not have any ritual skill, he can only provide Mana/Standing and have casting damage assigned to him.

**Example** *Marmaduke, the Orange Priest of Chaos, has a Religious Ceremony (Chaos) skill of 5. Using this skill, he can cast Chaos rituals up to level 5.*

*He has also created the Marmalade Conclave with two other like minded followers of Chaos. All three characters have learnt Join Marmalade Conclave 0 so that they can cast rituals together.*

*Marmaduke has a Work with Conclave skill of 3, so when casting rituals as part of this group he has an effective Religious Ceremony (Chaos) skill of 3.*

#### 14.1.1 Forming a Cabal

Any two or more characters can form a Cabal by learning the “Join Cabal” skill to level 0. This allows the characters to cast ritual spells together to the limit of their Work with Cabal skills.

Other character’s can join the Cabal, with the permission of its other members, by spending time with the Cabal and then learning Join Cabal 0. Members of a Cabal typically share the same Magic Ritual skills, though this is not an absolute requirement.



### 14.1.2 Forming a Conclave

Any two or more characters with at least one shared Principle can form a Conclave by learning the “Join Conclave” skill to level 0. Thus a character with Religious Ceremony(Justice) can form a Conclave with a character with Religious Ceremony(Life), but could not form a Conclave with a character with Religious Ceremony(Death). This allows the characters to cast ritual miracles together to the limit of their Work with Conclave skills.

Other character’s can join the Conclave, with the permission of its other members, by spending time with the Conclave and then learning Join Conclave 0. New members must have at least one shared Principle with all other members of the Conclave.

## 14.2 Creating Rituals

To create a ritual from the beginning requires

(level + 1) days

where each day consists of at least 8 consecutive hours. While creating a ritual a character cannot perform any other activity beyond the basics of living.

**Example** *Mayhew has a Magic Ritual(Water) skill of 4 and wants to create the new Water ritual Rot(T), a spell that destroys wooden weapons. The Rot(T) spell is deemed to be level 0 and thus takes him 1 day to create.*

The maximum ritual level a character can create is equal to his level in the appropriate ritual skill (Magic Ritual(School) or Religious Ceremony(Path)).

**Example** *With his Magic Ritual(Water) skill of 4, Mayhew can create Water rituals up to level 4, or modify an existing Water ritual up to level 8.*

When a ritual is created, the following details must be specified

**Casters** The identities of the casters are integral to the ritual. Characters can research rituals involving other characters as long as the caster(s) are present during the research for at least 4 hours every day. If the ritual is for a Ritual Group which includes the researcher, then the rest of the group do not have to be present as long as the level of the ritual is less than the character’s Work with Cabal/ Conclave level.

**Example** *Gemdar has a Magic Ritual(Earth) skill of 6 and a Work with Cabal skill of 4. Thus he can*

- *Create Earth rituals up to level 6 for which he is the only Caster.*
- *Modify existing Earth rituals up to level 12 for which he is the only Caster. (However, there’s little point doing so as he won’t be able to cast them. See Casting Rituals below.)*
- *Create or modify Earth rituals for any other characters to the same levels as long as they are present for at least 4 hours each day.*
- *Create Earth rituals up to level 4 for any Cabal he belongs to.*
- *Create Earth rituals up to level 6 for any Cabal he belongs to, as long as they are present for at least 4 hours each day.*
- *Modify Earth rituals up to level 12 for any Cabal he belongs to, as long as they are present for at least 4 hours each day.*

When creating rituals for a Ritual Group, the ritual does not have to include all its members.

**Components** Components are optional and are used to reduce the damage from the ritual. The exact type and number must be specified. A ritual can have a maximum of 6 Components. At the end of the ritual all Components are irrevocably destroyed.

**Focuses** Focuses are optional and are used to reduce the damage from the ritual. The exact type and number must be specified. A ritual can have a maximum of 3 Focuses.

**Circle** Ritual Circles are optional and are used to reduce the damage from the ritual. Only the minimum level must be specified. (The Ritual Circle must match that of the School/Path of the ritual.)

**Sacrifices** Sacrifices are optional and are used to reduce the damage from the ritual. Sacrifices do not have to be killed as part of the ritual, but also refer to volunteers who join the ritual to help. Only the number of Sacrifices need to be specified.

All rituals must be submitted to the Character Ref for approval, and the Character Ref is free to make changes. Creating or modifying a ritual is really a research project in which the character attempts to find a method to control and direct the magical power. In particular, what works for one character may not work for another.

Multiple characters can be involved in the creation of a ritual as long as all have the required level of skill. This reduces the amount of time required to create the ritual.

**Example** Gemdar needs to create a new level 6 ritual, which will take a total of 7 days. However, he needs the work completed sooner so he asks his friend Flake to help out. With the two of them working on the ritual, the time is halved to 4 days.

### 14.2.1 Modifying Rituals

A character can modify an existing ritual that is up to twice his ritual skill level. In addition, if the level of the ritual is less than or equal to his ritual skill, then the time taken is half (rounded up) that of creating the ritual.

Usually, rituals based on instant spells or miracles can be treated as being modifications of an existing ritual. This is based on the assumption that all instant spells/miracles are refinements of ritual magic and thus a character with access to an instant spell/miracle also has access to the equivalent ritual.

For some characters, particularly those who do not belong to a Guild or similar organisation, this assumption may not be correct.

**Example** Mayhew has a Magic Ritual(Water) skill of 4 and wants to create a Clear Mind(T) ritual. To create this ritual would normally take 2 days, but as it has an instant spell equivalent and Mayhew is deemed to have access to the underlying ritual, he can create a ritual in only 1 day.

Modifying a ritual allows everything apart from the ritual level to be changed.

### 14.2.2 Examples

**Example** Caffrey spends 2 days modifying the Strength Justice Ceremony for his own use and creates a ritual requiring

- 1 caster: himself.
- 2 Standard Components: two lots of bull's blood.
- 1 Superior Focus: a Giant's fingernail.
- A level 2 Ceremonial Circle of Order.

As his Religious Ceremony(Justice) skill is 2, this will take 2 days.

**Example** Mayhew has decided to redo his Ice Blade 0 ritual as, with his higher level, he no longer needs as many components, focuses, etc. He spends a single day and creates a new Ice Blade 0 requiring

- 1 caster: himself
- 1 Superior Focus: a large pearl

**Example** Nefar, a Priest of Death, has finally found the forbidden Ritual of Tek'anhut after years of searching. The ritual is level 24 and is too difficult for Nefar to understand with his Religious Ceremony(Death) skill level of 10.

After destroying a few infidels, he becomes sufficiently experienced to increase his Religious Ceremony(Death) skill to 12, which is high enough for him to begin modifying the ritual. The modification takes 24 days and Nefar creates a new ritual requiring

- 4 casters: Nefar and his three top lieutenants Wrack, Ruin and Michelle.
- 2 Superior Components: the heart of a Paladin and a black marble headstone with his own name inscribed on it in gold.
- 4 Standard Components: the finger bones of an Orc, grave dirt, swamp water and a vial containing the blood of all the casters.
- 1 Superior Focus: the Skull of D'Kral, a powerful Lich destroyed 2 centuries ago.
- 2 Standard Focuses: the altar of his Deity and a sacrificial knife.
- A level 7 Ceremonial Circle of Death.
- 5 Sacrifices.

The next step is for him to find the Skull of D'Kral and kill a Paladin for his heart.

## 14.3 Casting a Ritual

A ritual can only be cast if all the specified Casters, Components, Focuses, Circle and Sacrifices are available. A ritual takes

(level + 1) minutes

to cast. One of the ritualists involved in the casting must be nominated as the Ritual Leader. For individual ritualists, the Ritual Leader is obviously the ritualist himself. For a Ritual Group, any member can be nominated the Ritual Leader for a ritual, though usually this will be the character with the highest Work with Cabal/Conclave skill level.

The maximum level that a Ritual Group can cast is equal to the sum of all their appropriate ritual skills.

### Casting Damage

The amount of damage is based on the Work with Cabal/Conclave level of the Ritual Leader. When casting a ritual with the same level as the ritualist's skill, the amount of damage is 15 Life Points per minute. This amount is reduced by 3 Life Points for every level higher that the ritualist's skill level is higher than the ritual level (to a minimum of 0) and increased by 3 for every level lower. The Ritual Leader can distribute this damage amongst all participants and Sacrifices as he sees fit.

Skill Level - Ritual level	Damage/Min
5+	0
4	3
3	6
2	9
1	12
0	15
-1	18
-2	21
-3	24
-4	27
-5	30
-6	33
-7	36
-8	39
-9	42
-10	45
-15	60
-20	75
-25	90

**Example** *Gemdar is casting a level 4 Earth ritual using his Magic Ritual (Earth) skill of 6. This will take 5 minutes and cause 9 Life Points of damage every minute.*

### Components and Focuses

Components and Focuses can be used to reduce the damage, with the amount based on the quality of the item. At the end of the ritual Components are irrevocably destroyed, whereas Focuses are undamaged and can be used again.

Quality	Damage Reduction
<b>Focus</b>	
Standard	1 / min
Superior	2 / min
Master	4 / min
Legendary	8 / min
<b>Component</b>	
Standard	3 / min
Superior	6 / min
Master	12 / min
Legendary	24 / min

**Example** When Gemdar created his level 4 Earth ritual, he specified the use of 2 Standard Components and a Standard Focus. These reduce the damage by 7, so Gemdar only takes 2 Life Points of damage every minute.

### Circles

To create a circle of a particular level, the character must have learnt the appropriate Circle Lore skill to at least the same level. A Ritual/Ceremonial Circle does not have to be a "circle", but can be any enclosed shape.

Drawing a ritual circle requires

level minutes

Once drawn, it must be empowered with Mana/Standing to be effective. Empowering requires the character to touch the circle and takes 10 seconds per point of Mana/Standing transferred. Any character, or group of characters, can empower a circle. A circle can take up to twice its level and any Mana/Standing beyond this limit is simply not transferred. The amount of casting damage that a circle protects against is equal to the amount of Mana/Standing it has been empowered with.

**Example** As well as the Components and Focuses, Gemdar also specified that his level 4 Earth Ritual requires a level 1 Earth Circle. This increases the amount of time to cast the ritual, as it takes him slightly more than 1 minute to prepare and empower the circle with 2 Mana. This further reduces the damage by 2 Life Points every minute, so Gemdar takes no casting damage when using this ritual.

Once drawn, a ritual circle can be re-used provided it is undamaged (at the Monster Ref's discretion), though it must be empowered again.

A ritual can be cast without a circle, and the participants can even move at a slow walk whilst doing so. Due to the concentration required, any character casting a ritual loses any defence provided by Dexterity (whether they are moving or not).

### Talismans and Holy Symbols

Talismans and Holy Symbols protect against any ritual casting damage assigned to the character by the Ritual Leader.

### Join Cabal/Conclave

Characters can learn how to work with a particular Cabal/Conclave by increasing their Join Cabal/Conclave skill. The level of this skill reduces any ritual casting assigned to the character by the Ritual Leader.

## 14.4 Maintaining a Ritual

Once a ritual has been cast, it can be maintained by expending 1 Mana/Standing per minute. A Ritual Group can divide this cost amongst its members.

**Example** Mayhew spends 6 minutes casting Mass Rust in preparation for an attack by a tribe of Orcs. By the ritual has been completed the Orcs have not appeared, so Mayhew decides to extend the spell by spending 1 Mana/minute. Two minutes later the Orcs appear, and Mayhew releases the Mass Rust.

## 14.5 Ritual Examples

**Example** Nefar and his three lieutenants have Work with Conclave skills of 12, 8, 4 and 3, which means that the combined Ritual Group can cast a maximum level ritual of 27.

Nefar brings the Ritual Group together to cast the level 24 Ritual of Tek'anhut, which he has modified for the group's use. Nefar is the Ritual Leader, and his skill minus the ritual level is (24 - 12 = 12), which equates to 51 Life Points of damage per minute.

This is reduced by

2 Superior Components	12
4 Standard Components	12
1 Superior Focus	2
2 Standard Focuses	2
Level 7 Circle of Death	14
Total	42

*so the ritual will cause 9 Life Points of damage per minute. As the ritual will last 24 minutes, this will cause a total of 216 Life Points of damage.*

*The ritual also requires 5 Sacrifices, for which Nefar has captured 5 Human villagers (30 Life Points, 10 Death Threshold).*

*For the first 21 minutes of the ritual Nefar assigns the damage to the Sacrifices, killing each one in turn. On the 22nd minute 7 of the 9 Life Points of damage is assigned to the last Sacrifice, killing him. Nefar assigns the remaining 2 to Michelle, which causes no harm as she has a level 4 Holy Symbol. On the 23rd minute Nefar assigns all 9 Life Points of damage to Michelle again (he never really liked her), causing 5 Life Points of damage. On the 24th minute Nefar assigns the 9 Life Points of damage equally amongst his three lieutenants (3 each) and, as they each have Holy Symbols, none of them take any damage.*

## Chapter 15

# The World

### 15.1 Kingdom of Exiles

About 100 years ago, the surviving members of a rebellion against The Hierarchy crossed the Last Sea, and formed the small Kingdom of Exiles. The Kingdom is surrounded on all sides by wilderness filled with savage monsters and organised tribes.

When they arrived, the exiles found evidence of civilization in the form of ruins and destroyed towns and cities. They were also attacked by two tribes, who called themselves the 1st Dragon Riders and the 8th Fox Scouts. The attacks were beaten off, helped by the fact that the Dragon Riders and the Fox Scouts started fighting amongst themselves when they discovered each others presence. From prisoners and research amongst the ruins, scholars discovered that both groups were from a race of men who called themselves the Hassani. The Hassani had built up a large civilisation covering an unknown but large area, but destroyed themselves in a massive civil war. All that's left are the ruins of their cities and groups descended from the armies which fought, and still fight today.

#### 15.1.1 Ruling the Kingdom

The Kingdom is a run by nobles of varying ranks, who together form The Council. Each noble receives a number of votes equivalent to his rank, Baron - 1, Earl - 2, Duke - 3, Archduke - 4, Prince - 5. Guildmasters (see Guilds below) are also members of The Council, and have 3 votes unless they are already entitled to more. Also Knights of the Kingdom each get one vote (see Guilds) below.

There is only one Prince (Prince Lazar), who may veto any vote which did not have the approval of more than three quarters of The Council.

There are 4 Archdukes, chosen by the Prince from the Council, and approved by The Council, who bear the titles The Sword, The Mind, The Eye and The Heart. The Sword commands the armies of the Kingdom, and hence is usually a warrior. The Mind commands the Mages, and is usually also the Archmage of the Wardens (see below). The Eye is in command of internal and external intelligence and information, and is usually a Scout (or Thief). The Heart represents the temples of the Kingdom, and is usually a Priest.

The Prince and Archdukes are the only members of The Council who can nominate a person for a title. This is subject to approval by The Council in the normal way.

Dukes and above all rule over portions of the Kingdom. A few Barons and Earls also control land, though most are powerful and experienced adventurers.

### 15.2 Outside the Kingdom

The lands outside the Kingdom recognise no one leader or ruling group. It is filled with tribes of men and humanoids, monsters and Undead. Most of these have no particular design on the Kingdom, but still pose a threat when they cross the border looking for food. Exile from the Kingdom is a common punishment for breaking the laws of the land and the exiles who survive usually bear no friendship for Kingdom subjects.

The wilderness contains those who are actively plotting, singly or in groups, to attack and bring down the Kingdom. Some are exiles and outlaws, others are still subjects who use the wilderness to hide their plots and others still are from tribes or groups who were never part of the Kingdom.

Necromancers and Demonologists hide out in the wilderness, having either escaped just ahead of arrest or making their way there before they were discovered. It is also speculated that several of the proscribed guilds have bases beyond the Kingdoms borders.

The Guards patrol just inside the border, while The Pathfinders send scouts just outside to give warning of any attack.

## 15.3 Campaign Magic Rules

In the world of the Kingdom, the base magic rules are modified as follows.

### 15.3.1 Elemental School

The Schools of Fire, Earth, Water and Air are combined into a single Elemental School. Members of this School are collectively known as Elementalists, and strive to understand and use the 4 underlying components of the universe. All Elementalists discover that they have a natural affinity for one of the elements, and are unable to utilise its opposite, though they can still cast spells from the other two elements.

The four elements form a circular arrangement as follows -



All Elementalists must chose a Primary element to specialise in, and can then learn and cast spells from this element at the standard Character Point cost as per the standard rules. However, they can also learn spells from *both* the two nearest elements as if the spells were one level higher.

**Example** *Flare chooses to specialise in Fire Magic, and thus can learn Fire spells at the base Experience Point cost, and cast Fire spells at the base Mana Cost.*

*In addition, Flare can learn Air and Earth spells as if they were one level higher, though casting them at their real level.*

*He can never learn or cast Water spells.*

*His Schools and their respective level adjustments for learning are thus*

School	Level Adjustment
<i>Fire</i>	<i>+0</i>
<i>Air</i>	<i>+1</i>
<i>Earth</i>	<i>+1</i>

*This modification of the standard rules means that one of the Schools becomes permanently unavailable to a Mage and that the first two Secondary Schools are also pre-determined. However, spells are treated as only one level higher when determining the Character Point cost for both these Schools.*

Elementalists can learn spells from other Schools, with each subsequent School increasing the Character Point cost as per the standard rules.

**Example** *Flare also learns the General level 0 spell Dispel 0, making the General School his fourth School. This makes his Schools and their respective level adjustments for learning*

School	Level Adjustment
<i>Fire</i>	<i>+0</i>
<i>Air</i>	<i>+1</i>
<i>Earth</i>	<i>+1</i>
<i>General</i>	<i>+2</i>

*A few adventures later, he decides to learn the Light level 1 spell Aura 1, making his Schools and their respective level adjustments for learning*

School	Level Adjustment
<i>Fire</i>	<i>+0</i>
<i>Air</i>	<i>+1</i>
<i>Earth</i>	<i>+1</i>
<i>General</i>	<i>+2</i>
<i>Light</i>	<i>+3</i>

### 15.3.2 Proscribed Schools

The Schools of Darkness, Demonology and Necromancy are proscribed and not available to player characters.

### 15.3.3 Restricted Schools

The Spellword School is only available to members of the Bladesingers Guild (see Guilds of the Kingdom).

## 15.4 Campaign Religious Rules

In the world of the Kingdom, the base religious rules are modified as follows.

### 15.4.1 Hunters

The Hunter miracles are only taught by the Archer branch of the Defenders. Hunters are also not affiliated to the Druids, though their powers do stem from the same source.

### 15.4.2 Proscribed Paths

The Path of Anarchy is proscribed and not available to player characters.

### 15.4.3 Restricted Paths

The Paths of Death and Chaos are restricted. There are no player accessible Guilds and all character's who follow these Paths are closely monitored by the agents of the Kingdom.

## 15.5 Guilds of the Kingdom

The term Guild is used to represent an association or group of people organised for mutual support and protection. Guilds range from the Thieves' Guild (The Brethren) through to Guilds representing the Paths of the Universe.

Membership of a Guild is optional and (normally) only **one** Guild can be joined. A character must meet the requirements of the Guild before he will be allowed membership. Each Guild grants bonuses and favours to their members, and in return requires that members

- Obey guild superiors (ie: any Guild member of a higher Rank).
- Pay a tithe of 10 % of any monetary gain they make.
- Further the Guilds goals and power.

plus further requirements dependant on the Guild.

Some of the Guilds are proscribed by the Kingdom. Members of an illegal Guild face banishment or death if they are discovered. Characters of such a Guild are allowed to join a legal Guild, subject to approval of their Guildmaster. They must (seem to) meet the requirements of the second Guild, and can gain any of the bonuses except for those involving Character Points.

### 15.5.1 Character Point Reductions

Some Guilds reduce the Character Point costs for some skills. In this case, the new Character Point cost is rounded down, though to a minimum of 1 Character Point.

**Example** *A Half-Orc Warrior belonging to the Gladiators can learn all hand weapon skills at half cost. When learning Dagger Proficiency, with a base cost of 1 Character Point, the adjusted cost is still 1 Character Point. (1 / 2, rounded down to 0, with a minimum of 1). When learning Dagger Specialisation, with a base cost of 2 Character Points, the adjusted cost is 1 Character Point.*

*An Elven Warrior belonging to the Guards can learn all Armour skills at half cost. When learning Leather Specialisation, base cost of 3 Character Points, the adjusted cost is 1 Character Point.*

### 15.5.2 Character Skill Limitations

#### The Kingdom

Unless a Guild specifically provides advanced training, characters from the Kingdom do not have access to

- Weapon skills above Mastery.
- Advanced Weapon skills.



- Armour skills above Mastery.
- Spells from the Spellword Schools of Magic.
- Spells from the School of Dark and School of Light. Though some Light Mages have joined the Towers and the Circle, they still refuse to teach non-members.
- Spells from other Schools above level 4. In addition, the character can only learn spells from their Primary School and **one** other Secondary School.
- Magic Rituals and Inscribe Magic Circle above level 4.
- Create Talisman above level 4.
- Enchant Item above level 2.
- Advanced Magic skills.
- Miracles above level 4.
- Religious Ceremony and Inscribe Religious Circle above level 4.
- Create Holy Symbol above level 4.
- Consecrate Item above level 2.
- Advanced Religious skills.
- Recognise Creature/Undead/Smell above level 2.
- Throat Slit.
- Backstab and Sniping skills above Proficiency.

Even if a Guild does provide advanced training, the Guild leaders ensure that a character is worthy before providing it. Knowledge is the source of the Guilds power, and they guard it jealously. *The player must consult the Character Ref before his character can learn any of the skills above even if their Guild does provide the appropriate training.*

In special circumstances, a Guild will provide training to a non-member. However, the character in question must have performed several services for the Guild to gain this special treatment. Guild members who are discovered teaching a non-Guild member without permission are immediately ejected from the Guild.

## Barbarians

Barbarians have their own society, with different limitations. Barbarian characters do not have access to

- Weapon skills above Mastery.
- Armour skills above Mastery.
- Spells from any School.
- Magic Rituals and Inscribe Magic Circle above level 2.
- Create Talisman above level 4.
- Enchant Item above level 2.
- Advanced Magic skills.
- Miracles above level 4.
- Religious Ceremony and Inscribe Religious Circle above level 2.
- Create Holy Symbol above level 4.
- Consecrate Item above level 2.
- Advanced Religious skills.

Barbarian Warriors have access to

- Weapon skills above Mastery.
- Advanced Weapon skills Knockback, Favoured Weapon and Chosen Weapon.
- Armour skills above Mastery.

Barbarian Witch Doctors with a Fetch gain access to

- Magic Rituals and Inscribe Magic Circle above level 2.
- Create Talisman above level 4.
- Enchant Item above level 2.
- Advanced Magic skills.

Barbarian Shaman with a Spirit Guide gain access to

- Miracles to level 8.
- Religious Ceremony and Inscribe Religious Circle above level 2.
- Create Holy Symbol above level 4.
- Consecrate Item above level 2.
- Advanced Religious skills.

### **Amazons**

Amazons have their own society, with different limitations. Amazon characters do not have access to

- Weapon skills above Mastery.
- Armour skills above Mastery.
- All Magic skills.
- Path based Miracles.
- Druidic Miracles above level 4.
- Druidic Ceremony and Inscribe Druidic Circle above level 2.
- Create Holy Symbol above level 4.
- Consecrate Item above level 2.
- Advanced Religious skills.
- Throat Slit.
- Backstab and Sniping skills above Proficiency.

Amazon Warriors have access to

- Weapon skills above Mastery.
- Advanced Weapon skills.
- Armour skills above Mastery.

Amazon Druids have access to

- Druidic Miracles above level 4.
- Druidic Ceremony and Inscribe Druidic Circle above level 2.
- Create Holy Symbol above level 4.

- Consecrate Item above level 2.
- Advanced Religious skills.

Amazon Scouts have access to

- Weapon skills to Advanced Mastery.
- Armour skills to Advanced Mastery.
- Throat Slit.
- Backstab and Sniping skills above Proficiency.

## Druids

Druids are a loose organisation, with different limitations. Druids do not have access to

- Weapon skills above Mastery.
- Advanced Weapon skills.
- Armour skills above Mastery.
- All Magic skills.
- Path based Miracles.
- Druidic Miracles above level 4.
- Druidic Ceremony and Inscribe Druidic Circle above level 2.
- Create Holy Symbol above level 4.
- Consecrate Item above level 2.
- Advanced Religious skills.
- Throat Slit.
- Backstab and Sniping skills above Proficiency.

When an Acolyte becomes a full Druid, he gains access to

- Druidic Miracles above level 4 for his Sect.
- Druidic Ceremony and Inscribe Druidic Circle above level 2 for his Sect.
- Create Holy Symbol above level 4.
- Consecrate Item above level 2 for his Sect.
- Advanced Religious skills.

A Lay-Druid Warrior has access to

- Weapon skills to Advanced Mastery.
- Armour skills to Advanced Mastery.

A Lay-Druid Scout has access to

- Throat Slit.
- Backstab and Sniping skills to Mastery.

A Lay-Druid Mage has access to

- Spells for his Primary School to level 8.
- Magic Ritual and Inscribe Magic Circle to level 8.

- Spells for other Schools to level 4.
- Magic Ritual and Inscribe Magic Circle for other Schools to level 4.
- Create Talisman above level 4.
- Enchant Item for his Primary School to level 8.
- Enchant Item for other Schools to level 4.
- Advanced Magic skills.

### 15.5.3 Joining a Guild

When a character is created he can be a member of any one Guild for which he meets the requirements. After that, the character can only join another Guild in game. Each Guild has its own policy, but generally speaking they require the character to leave his old Guild before applying to join the new one. The character retains any of the skills he learnt while a member of the old Guild, but can gain no new ones. Note that some Guilds do not give their members the freedom to leave and pursue those who do with extreme prejudice.

After making an application, the character must demonstrate his devotion to the beliefs of the new Guild before being fully accepted. Some Guilds, usually those dedicated to a cause, will require the character to follow all the restrictions of the Guild without gaining any of the benefits for a time to prove he is truly dedicated. Only after the character has proved his worth will he be invited to join as a full member.

*Exactly how long it takes to be fully accepted in a new Guild depends on the Campaign being run and the character involved. As a guideline it is suggested characters must demonstrate their loyalty for an average of 5 levels before being accepted.*

Once a character has joined a new Guild, he has an effective Rank of 1 for calculating any bonuses the Guild gives him.

**Example** *When Yriana, a Priest of Life began her career she joined the Paladins of the North. As she progressed she realised that what she truly wanted was not to defend the weak in a general way, but to destroy Necromancers and their Undead minions who cause so much suffering.*

*At Rank 12 she decided to leave the Paladins and apply to join the Humacti. The Paladins of the North understood her wishes and gave her permission to leave them. At this point, she has the Paladin abilities of*

- +1 Normal and Power protection,
- Immunity to fear,
- “Lay on Hands” to cure 6 points of Life and Body Point damage.

*and she will retain these abilities though they will not improve.*

*The Humacti received her application and accepted her as a probationary member. Over the next few adventures she follows stringently the requirements of the Humacti, smiting Undead by the score and killing a powerful Necromancer. and at Rank 16 she is accepted as a full member of the Humacti. Initially, she gains*

- *the Humacti ability to exactly identify Undead. She had already learnt Recognise Undead 1, but any further Recognise Undead levels she learns will be at half cost. She does gain the +10 Rank bonus to the skill and also the ability to exactly identify Undead.*
- *Destroy Undead at half character cost. She already has up to Destroy Undead 2, so this will only effect higher level versions learnt.*

*The Humacti ability of immunity to fear inducing effects caused by Undead is overridden by her Paladin’s more general immunity to fear.*

*Every 10 ranks after level 16 (ie: 26, 36, etc), she’ll gain additional Normal and Power protection against Undead attacks which is added to her Paladin’s protection. At the same levels, she will also gain the bonuses to Willpower and Toughness bonus to resist Paralysis.*

### 15.5.4 Knights of the Kingdom

Membership of the Knights is by appointment by the Council only, from proposals by the Prince or Archdukes (in practice, very rarely is the proposal refused). To become a member, a character must have shown exceptional bravery and duty to the Kingdom. A character can be a Knight of the Kingdom and remain in his other guild, if any, with no penalty.

**Guildmaster** Lord Knight Kastr.

**Bonuses** A member of the Knights of the Kingdom gains the following bonuses.

- He may use the title Knight in addition to any other title (ie: Knight Pathfinder Lieutenant).
- A vote on the Council.

Note that some of the Guildmasters below have the Knight prefix in front of their guild title to show they are also members of the Knights of the Kingdom.

### 15.5.5 Defenders of the Kingdom

The Defenders of the Kingdom are formed into 4 branches, the Guards, the Pathfinders, the Archers and the Wardens. Each branch provides different skills and abilities and are trained to work closely with the other branches. Each Baron within the Kingdom acts as the local commander for his area and, if necessary, given the honorary rank of Guard Lieutenant-Major. Most lords, however, are usually serving members of the one of these Guilds and have a higher rank than this.

Characters can join the Defenders immediately and are inducted into the branch appropriate to their class. The Kingdom's armed forces are always looking for new recruits.

All Defenders have the following Requirements and Bonuses, in addition to any imposed by their branch.

**Requirements** A member of the Defenders must

- defend all subjects of the Kingdom,
- never flee battle if it places or leaves a subject of the Kingdom in danger.

These two requirements can be overridden by a higher ranking Defender.

**Bonuses** A member of the Defenders gains the following bonuses.

- He gains one Armour Proficiency skill of his choice.
- He does not have to pay a tithe to Defenders. In fact, as the standing armed forces of the Kingdom, Defenders are paid by the Kingdom for their services. Normal pay is usually taken up with normal living expenses. However, hazard pay is awarded for difficult missions, usually at the rate of 1 Groat/day (or part thereof).

**The Character and Monster Ref have the final say on how much hazard pay is awarded for a particular mission.**

Defenders gain titles as they progress in Rank, adding their branch name to the beginning. Thus a Rank 25 member of the Guards has the title Guard Corporal.

Around Rank 45, Defenders may be given the choice of becoming an Officer, provided their superiors believe that they are of the correct material. Most Defenders do not become officers, and remain in the ranks for their entire careers.

As well as earning a commission the hard way, by gaining experience and showing officer potential, it is also possible to purchase an officer rank. The amount of Groats required is at least equal to the difference between the character's real Rank and the Rank required for the next title. The minimum amount of Groats required is equal to the base Rank required for the title.

However, once a character pays for a title, his superiors no longer believe he is worthy of earning a title the hard way, and all future promotions will have to be purchased.

**Example** *Sebastian is a Rank 2 Defender, who's rich parents don't want him fighting amongst the common plebians so they buy him a Lieutenant's Commission by spending 45 Groats.*

*He will stay a Lieutenant no matter how much experience he gains, unless he spends additional Groats. At Rank 80 he tires of being just a Lieutenant and decides to buy a Captain's Commission by spending 75 Groats (equal to the minimum Rank to become a Captain).*

### Non Commissioned Officer Ranks

Non commissioned officers form the back bone of the Kingdom's army. NCO's are generally less well equipped than their Officers, but make up for this by knowing the ins and outs of fighting. When the character reaches Corporal, and for every title above that, he gains bonus Character Points that can be used on any skill. Any points not spent are lost. These Character Points do not count against his overall level.

**Example** *At Rank 45, Marduk reaches the Rank of Sergeant, and is awarded 10 bonus Character Points which he spends on various skills. However, he is still counted as being Rank 45.*

These Character Points are awarded only once for a particular title, and if a character is demoted then promoted again, he does not gain more bonus Character Points.

**Example** *After a particular event in which several Kingdom citizens die, Marduk is demoted to Corporal. After a few more heroic adventures, he is once more promoted to Sergeant. However, this time he does not gain the 10 bonus Character Points.*

In addition, when the character reaches Corporal he gains the ability to Rally other Defenders, or himself. This requires the NCO to make a loud, rallying call and can be used to remove fear and other mental effects on Defenders. If the character ever leaves the Defenders, he loses this ability.

**Example** *Marduk is leading two other Defenders, a Guard and a Warden, when they are attacked by a Priest of Death and the Undead he has controlled. During the fight the Priest casts Fear 1 on the Guard. As he turns to run, Marduk shouts "Where are you going you cowardly mummy's boy. Get your ass back in the fight or I'll kill you myself. Remove Fear." The Guard has the Fear effect removed and returns to the fight.*

*Realising that Marduk is the real threat, the Priest casts Freeze with Fear 2 on him. Marduk immediately shouts "You ain't stopping me you gutless sheep shagger. Remove Fear", using his Rally ability to free himself.*

**Lance Corporal** - Usually gained at Rank 10.

**Corporal** - Usually gained at Rank 20.

- Bonus 5 Character Points.
- Remove Fear(R) on one Defender - 1/day.

**Sergeant** - Usually gained at Rank 45.

- Bonus 10 Character Points.
- Remove Fear(R) on up to two Defenders - 2/day.

**Lead Sergeant** - Usually gained at Rank 75.

- Bonus 15 Character Points.
- Remove Fear(R) on up to three Defenders - 3/day.
- Clear Mind(T) on one Defender - 1/day.

**Master Sergeant** - Usually gained at Rank 100.

- Bonus 20 Character Points.
- Remove Fear(R) on up to three Defenders - 3/day.
- Clear Mind(R) on up to two Defenders - 2/day.

**Sergeant Major** - Usually gained at Rank 125.

- Bonus 25 Character Points.
- Remove Fear(R) on up to three Defenders - 3/day.
- Clear Mind(R) on up to two Defenders - 2/day.

**Division Sergeant Major** - Each branch of the Defenders has one Division Sergeant Major, with a minimum Rank of 150.

- Bonus 35 Character Points.
- Remove Fear(R) on up to three Defenders - 3/day.
- Clear Mind(R) on up to three Defenders - 3/day.

**Defender Sergeant Major** - There is only one Defender Sergeant Major, who is selected from one of the Division Sergeant Majors, with a minimum Rank of 200 and usually much higher.

- Bonus 50 Character Points.
- Remove Fear(R) on up to five Defenders - 3/day.
- Clear Mind(R) on up to five Defenders - 3/day.

## Commissioned Officer Ranks

Commissioned Officers command the rank and file of the Kingdom's armed forces, leading them to heroic victories. Some officers lead from the front, whereas others stand behind the line and issue commands from a good position. (Others cower at the back and come out after the fighting is over, but they are seldom mentioned in the saga's and stories, unless they have a good publicist.)

Officers are usually better equipped than the Defenders they command, but their training usually suffers due to having to handle the administration of their command. When a character reaches a new Commissioned rank, he is supplied with a piece of superior equipment. If a character is demoted, this equipment is usually confiscated, though it will be returned if the character is once again promoted. If the equipment is lost or damaged, it will usually be replaced.

In addition, Officers can choose to either learn how to inspire their troops or to protect their own hides. The type of commander the Officer wants to be determines which skill is chosen. If the character ever leaves the Defenders, he loses the chosen ability.

**Inspire** When using Inspire, the Officer gives a speech to the assembled troops that must be at least 1 minute long. The speech can only be done when the Defenders are not under attack, though enemies can be nearby. If the speech is sufficiently rousing (decided by the Player Ref and general consensus) a bonus is granted to all Defenders who heard the it from the beginning. The Officer and other Officers of at least the same title do not gain the benefits.

**Example** *Captain Fireheart gives a speech to Inspire the three Defenders, including a Lieutenant under his command. This is a rousing speech concerning the need to destroy the foul nest of Necromancers threatening their beloved Kingdom, and all three Defenders gain the effects of Enhance Will 1.*

*Captain Fierceheart does not gain this benefit, and neither does the Overcaptain who just briefed the Captain and who was present during the speech.*

**Self Preservation** Some leaders are particularly good at escaping harm even though their entire command is virtually wiped out. Other commanders are glory hunters who charge into battle, trying to take all the credit. Neither type really cares for the cannon fodder under their command and use Self Preservation to selfishly keep themselves alive.

An Officer can change which benefit he gains, usually due to some formative experience. For example, an inspirational leader having his entire command killed and left alone in the wilderness for weeks may become more interested in Self Preservation. Or a cowardly leader may turn over a new leaf due to the example of a brave Defender under his command.

When an Officer changes his ability, the character loses all the benefits of the previous ability and starts with the ability granted to Lieutenants. The new ability improves at every title increase as normal. If the Officer changes his ability a second time, he starts again at Lieutenant and the new ability improves at every other title increase.

**Lieutenant** - The first commissioned officer rank. Usually gained around Rank 45, if the local Lieutenant-Commander believes that the character would make a good officer.

- The character gains a Superior weapon or a piece of Superior armour to cover one location.
- **Inspire** - Enhance Will 1 - 1/day
- **Self Preservation** - Dexterity 1 - 1/day.

**Captain** - Granted by the local Lieutenant-Commander when he believes the character is ready. Minimum Rank 75.

- The character gains a Superior weapon or a piece of Superior armour to cover one location.
- **Inspire** - Enhance Will 1 - 2/day
- **Self Preservation** - Dexterity 1 - 1/day; Toughness 1 - 1/day

**Overcaptain** - Granted by the local Lieutenant-Commander when he believes the character is ready. Minimum Rank 100.

- The character gains a Master weapon, Superior armour to cover two locations or Master armour to cover one location.
- **Inspire** - Enhance Will 1 - 2/day; Toughness 1 - 1/day.
- **Self Preservation** - Dexterity 1 - 1/day; Toughness 1 - 1/day; Enhance Will 1 - 1/day.

**Lieutenant-Major** - Granted by the local Lieutenant-Commander when he believes the character is ready and a position is available. Minimum Rank 125.

- The character gains a Master weapon, Superior armour to cover two locations or Master armour to cover one location.
- **Inspire** - Enhance Will 1 - 3/day; Toughness 1 - 2/day; Dexterity 1 - 1/day.
- **Self Preservation** - Dexterity 2 - 2/day; Toughness 1 - 1/day; Enhance Will 1 - 1/day.

**Major** - Granted by the local Lieutenant-Commander when he believes the character is ready and a position is available. Minimum Rank 150.

- The character gains a Master weapon, Superior armour to cover two locations or Master armour to cover one location.
- **Inspire** - Enhance Will 2 - 3/day; Toughness 1 - 3/day; Dexterity 1 - 2/day.
- **Self Preservation** - Dexterity 2 - 2/day; Toughness 2 - 2/day; Enhance Will 1 - 1/day.

**Lieutenant-Commander** - Granted by the Commander when he believes the character is ready and a position becomes available. Minimum Rank 200.

- The character gains a Legendary weapon, Master armour to cover two locations or Legendary armour to cover one location.
- **Inspire** - Enhance Will 2 - 3/day; Toughness 2 - 3/day; Dexterity 1 - 3/day.
- **Self Preservation** - Dexterity 2 - 2/day; Toughness 2 - 2/day; Enhance Will 2 - 2/day.

**Commander** - There is only one Commander, appointed by the King usually from the Lieutenant-Commanders.

- The character gains a Legendary weapon, Master armour to cover four locations or Legendary armour to cover two locations.
- **Inspire** - Enhance Will 2 - 3/day; Toughness 2 - 3/day; Dexterity 2 - 3/day.
- **Self Preservation** - Dexterity 3 - 3/day; Toughness 2 - 2/day; Enhance Will 2 - 2/day.

Guards, Pathfinders, Archers and Wardens are in the same chain of command. When two commanders of the same rank are in the same force, the precedence of order is

1. The commander of the mission. If a Defender has been given overall command of the mission by a higher ranking Defender, then all Guards, Pathfinders, Archers and Wardens should obey his commands.
2. The commander in the same branch, so Pathfinders obey Pathfinder leaders above Guard, Archer or Warden leaders.

Thus Guards within a group should obey the orders of a Rank 15 Guard Sergeant above those of a Rank 18 Pathfinder Sergeant, but would follow the orders of a Rank 21 Archer Captain.

3. The longest serving commander (ie: highest Rank).

Thus Guards within a group would obey the orders of a Rank 48 Guard Sergeant above those of a Rank 45 Guard Sergeant.

Whether non-Defender members of a group obey the orders of the highest ranking Defender depends on a variety of conditions. If the group is performing a Defender based mission (ie: it has been instigated by the local Lieutenant-Commander), then only those willing to obey the orders of the mission leader are allowed to join the group. If the group is performing a mission on behalf of another organisation, such as a Temple for example, Defenders are usually sent along to help, but other members of the group are not subject to the orders of the ranking Defender. In this case, the ranking Defender will usually defer to the mission leader.

Changing Defender branches is allowed and usually happens immediately. The character keeps his Guild Title when he does so, though gaining other Rank based abilities follows the rules outlined above in "Joining a Guild".

**Example** *Jack, a Rank 22 Guard Corporal, changes class to Scout and joins the Pathfinders. His title becomes Pathfinder Corporal and he immediately gains the +10 bonus to Recognise Creature and Recognise Smell. At Rank 32, and every 10 Ranks afterwards, he will gain the Pathfinder's chosen enemy ability.*



## The Guards

The Guards provide the light and heavy infantry of the Defenders. Guards are used to protect the borders of the Kingdom.

**Guildmaster** Knight Guard Commander Ignaceous (Iggy), the Sword of the Kingdom.

**Requirements** A member of the Guards must

- be a full or multiclassed Warrior,

**Advanced Training** A member of the Guards has access to

- Melee Weapon skills above Mastery, including Advanced Weapon skills.
- Missile Weapon skills to Advanced Mastery, provided by the Archers.
- Armour skills above Mastery.
- Spells and Miracles up to level 5, provided by the Wardens.
- Recognise Creature/Undead/Smell up to level 3, provided by the Pathfinders.

**Bonuses** A member of the Guards gains the following bonuses.

- He gains one Armour Proficiency of his choice (in addition to the one gained by all Defenders).
- He can learn Armour skills (including Combination) and Shield skills at half Character Point cost.
- He can learn Toughness skills at three-quarter Character Point cost.

## The Pathfinders

The Pathfinders provide the scouts and outriders for the Defenders. Pathfinders perform regular patrols just outside the borders.

**Guildmaster** Knight Pathfinder Commander Drift

**Requirements** A member of the Pathfinders must

- be a full or multiclassed Scout,
- never wear metal armour,
- never use any shield other than a small shield,

**Advanced Training** A member of the Pathfinders has access to

- Melee Weapon skills to Advanced Mastery, provided by the Defenders.
- Missile Weapon skills to Advanced Mastery, provided by the Archers.
- Armour skills to Advanced Mastery, provided by the Defenders.
- Spells and Miracles up to level 5, provided by the Wardens.
- Recognise Creature/Undead/Smell to any level.
- Throat Slit.
- Backstab and Sniping skills up to Advanced Mastery.

**Bonuses** A member of the Pathfinders gains the following bonuses.

- He gains either Leather or Studded Leather Proficiency (in addition to the one gained by all Defenders).
- He may learn one of One Handed Weapon or Throwing at half cost. Only one particular weapon and only basic weapon skills (Proficiency, Specialisation, etc) can be learnt at half cost. Specialist skills (Disarm, Knockback, etc) are learnt at normal cost.
- He may learn Recognise Creature and Recognise Smell at half cost. He also gains a bonus of +10 Ranks when using these skills. (eg: a Pathfinder who has learnt Recognise Creature twice calls "Recognise Creature Rank 30", instead of "Recognise Creature Rank 20".)
- Pathfinders learn about the enemies of the Kingdom during their scouting missions, which teaches them how to fight more effectively against them. For each 10 Ranks the Pathfinder can choose a particular enemy. When fighting this enemy, the Pathfinder gains +1 to Normal Damage and +1 Dodge bonus to defense. A particular enemy can be selected multiple times (to a maximum of 5) with the bonus increasing each time.

If the Pathfinder can apply more than one Chosen Enemy bonus, then the best one is taken.

**Example** *Iilson has Chosen Enemy (Orc) +2 and Chosen Enemy (Necromancer) +1. When fighting an Orc Necromancer he takes the best bonus, which is +2.*

Usual enemies include

- A type of creature, for example
  - Goblins.
  - Orcs.
  - Trolls.
  - Skeletons.
- A group or class, for example
  - The Dark Blades.
  - Necromancers.
  - Jackal Hassani.

When selecting an enemy, the Character Ref should be consulted to confirm the choice.

## The Wardens

The Wardens is one of the new Guilds created by the schism of the College. Arch Wizard Sarith realised that there was no organised magical arm to defend the Kingdom, with the armed forces relying on volunteers from the College and the Temples. To remedy this situation, he petitioned the Prince and Barons to alleviate this problem and created the Wardens.

The Wardens comprise of the spell casting class, Mages and Priests, with the numbers divided roughly equally. All Schools of magic are welcome, though Priests must be from the Paths of Might, Order, Justice, Balance, Life or Freedom. Priests of Freedom are rare, however, due to the hierarchical nature of the armed forces. The Wardens primary role in combat is provide support to the Guards in whatever way is appropriate for their School or Path.

**Campaign Note:** *Mages from the School of Darkness and Spellswords are never expected to join the Wardens. If they wished, Spellswords would be welcomed. However, Mages from the School of Darkness would be tested and watched to ensure that they are truly dedicated to the goals of the Defenders.*

**Guildmaster** Knight Arch Wizard Sarith, Air Elementalist and the Mind of the Kingdom.

**Requirements** A member of the Wardens must

- be a full or multiclassed Mage or Priest,

**Advanced Training** A member of the Wardens has access to

- Melee Weapon skills to Advanced Mastery, provided by the Defenders.
- Missile Weapon skills to Advanced Mastery, provided by the Archers.
- Armour skills to Advanced Mastery, provided by the Defenders.
- A Mage Warden has access to Spells, Magic Rituals and Inscribe Magic Circle in his own School to any level.
- Create Talisman above level 4.
- Enchant Item to level 6 in his own School.
- A Mage Warden has access to Advanced Magic skills.
- A Priest Warden has access to Miracles, Religious Ceremony, Inscribe Religious Circle and Create Holy Symbol above level 4. He also has access to Consecrate Item to level 6.
- A Priest Warden has access to Advanced Religious skills.
- Recognise Creature/Undead/Smell up to level 3, provided by the Pathfinders.

A Warden can learn spells from the following Schools

- General
- Light
- Fire

- Earth
- Water
- Air

**Bonuses** A member of the Wardens gains the following bonuses.

- He may learn one weapon skill at half cost. Only one particular weapon and only basic weapon skills (Proficiency, Specialisation, etc) can be learnt at half cost. Specialist skills (Disarm, Knockback, etc) can be learnt at normal cost.
- Priests may either learn healing miracles or defensive miracles as if they were one level lower. (Level 0 miracles are at half cost.) The choice is made when the character first joins the Wardens and cannot be changed afterwards. Multiclass Mage/Priests can choose either this bonus or the Mage bonus below.
- Mages may either learn weapon enhancing spells or defensive spells as if they were one level lower. (Level 0 spells are at half cost.) The choice is made when the character first joins the Wardens and cannot be changed afterwards. Multiclass Mage/Priests can choose either this bonus or the Priest bonus above.

### The Archers

Archers were originally unique to the Elves and formed their main armed force, dedicated to guarding the borders and repelling invaders. With the rise of The Kingdom and the inclusion of the Elven Races within it, the Archers became part of the Kingdom's army and over the years have taught their skills to the other races within it. Thus, there are no proscriptions on the races, though most are Elves, Half-Elves and Humans. Following the ancient traditions, there are also no proscriptions on the class of the Archer and though most Archers are Scouts and Warriors, there are a few Mages and Priests who also belong to the Guild.

**Guildmaster** Knight Archer Commander Greenwood

**Requirements** A member of the Archers must

- never wear metal armour,
- never use any shield other than a small shield,

**Advanced Training** A member of the Archers has access to

- Melee Weapon skills to Advanced Mastery, provided by the Defenders.
- Missile Weapon skills above Mastery, including Advanced Weapon skills.
- Armour skills to Advanced Mastery, provided by the Defenders.
- Hunter miracles and Religious Ceremonies.
- Recognise Creature/Undead/Smell up to level 3, provided by the Pathfinders.

**Bonuses** A member of the Archers gains the following bonuses.

- He can learn one of Longbow or Crossbow skills at half Character Point cost, including specialist skills (Swift Strike, etc).
- He can learn the "Sniping" skill at half cost.

### 15.5.6 Bladesingers

The Bladesingers are a Guild unique to the Elves. They are dedicated to protecting other Elves, sacrificing their own lives if necessary. Its members are the only ones to have access the Spellsword School of Magic within the Kingdom.

Character's must prove their worth before joining the Bladesingers, usually by acting as an assistant to a full member of the Guild. Only after proving their devotion are they inducted as full members.

**Guildmaster** Bladesinger Stormwalker

**Requirements** A member of the Bladesingers must

- be an Elf,

- be a full or multi-classed Mage,
- defend all those of Elven descent with their lives if necessary (this does not apply to Drow),
- kill all Drow,
- not teach or give access to Spellword spells (via magic items, for example) to any person who is not a Bladesinger.

**Advanced Training** A member of the Bladesingers has access to

- Melee Weapon skills above Mastery, including access to Advanced Weapon skills.
- Armour skills above Mastery.
- Spellword Spells, Magic Rituals and Inscribe Magic Circle to any level.
- Enchant Spellword Items to any level.
- General Spells, Magic Rituals and Inscribe Magic Circle to level 6.
- Enchant General Items to level 6.
- Create Talisman above level 4.

A Bladesinger can learn spells from the following Schools

- Spellword
- General

**Bonuses** A member of the Bladesingers gains the following bonuses.

- He may use the title Bladesinger.
- He gains access to the Spellword spell list.
- He has the choice of either one handed or two handed weapon skills at half cost, including specialist skills (Disarm, Knockback, etc).
- He gains the ability to cast higher levels spells with only 1 hand as long as he has a weapon in his other hand. Basically, the weapon becomes part of the spell casting gestures. The Rank at which the Bladesinger can cast with one hand is

Rank	Spell Level
10	1
30	2
60	3
100	4

- He gains Enhance Life at half cost.
- He gains the Self Healing ability once per day. This ability takes a minute during which the Bladesinger cannot be disturbed and restores a number of Life Points equal to the Bladesinger's Rank, healing the normal fraction of Body Points. Thus a Rank 10 Bladesinger can restore 10 Life Points which in turn restores 6 Body Points to his Chest and 3 Body Points on every other location.
- He gains the Bestow Life ability, which allows him to transfer Life Points and Body Points from himself to another Elf. For every minute the recipient is touched, the Bladesinger can bestow up to Rank/3 Life Points (rounded up) and Rank Body Points. The Bladesinger can choose whether to bestow Life Points, Body Points or both. Body Points are taken from the Bladesinger's healthiest locations and given to the recipient's most damaged locations.

There is no limit to the number of times that Bestow Life can be used beyond the limits imposed by the Bladesingers Life and Body Points. Bestow Life can be used to give Life Points until the Bladesinger reaches the negative of his Death Threshold and Body Points until all locations reach 0.

- He gains the Noble Sacrifice ability, which is usually used as a last resort to defend the Elves in his care. When Noble Sacrifice is used, the Bladesinger gains the following benefits
  - Double Strength.
  - 2 extra points of Dexterity (which can be enhanced using spells in the normal way).
  - 1 extra point of Toughness (which can be enhanced using spells in the normal way).
  - An additional 18 Life Points.
  - An effective Death Threshold of 10

- The ability to remain active even if his Life Points drop below 0. The Bladesinger still dies if he reaches his Life Points fall below -10.
- The ability to keep using a location even if its Body Points drop below 0. The limb does stop working when it loses more than twice its maximum Body Points.  
For example, a Bladesinger with 45 Life Points, increased to 63 by the additional 18 Life Points, has 21 Body Points on his arms. If he sustains more than 42 Body Points on an arm, reducing it below -21 Body Points, it becomes unusable.

The Noble Sacrifice ability lasts for 15 minutes. Once it ends, the Bladesinger dies.

- At Rank 20, the Noble Sacrifice ability improves to Heroic Sacrifice. When this ability is used, the Bladesinger gains the benefits below. These are in addition to those gained by Noble Sacrifice, except for the benefits that supercede the ones above.
  - Triple Strength.
  - 4 extra points of Dexterity (which can be enhanced using spells in the normal way).
  - 2 extra points of Toughness (which can be enhanced using spells in the normal way).
  - An additional 36 Life Points.
  - An effective Death Threshold of 15
  - The ability to remain active even if his Life Points drop below 0. The Bladesinger still dies if he reaches his Life Points fall below -15.
  - Every attack he makes can be either a Swift or Piercing Strike (chosen when the attack is made).

The Heroic Sacrifice ability lasts for 15 minutes. Once it ends, the Bladesinger dies. The Bladesinger can also use his Heroic Sacrifice ability as a Noble Sacrifice lasting for 1 hour.

- At Rank 50, the Heroic Sacrifice ability improves to Supreme Sacrifice. When this ability is used, the Bladesinger gains the benefits below. These are in addition to those gained by Heroic Sacrifice, except for the benefits that supercede the ones above.
  - Quadruple Strength.
  - An additional 72 Life Points.
  - 8 extra points of Dexterity (which can be enhanced using spells in the normal way).
  - 4 extra points of Toughness (which can be enhanced using spells in the normal way).
  - An effective Death Threshold of 20.
  - The ability to remain active even if his Life Points drop below 0. The Bladesinger still dies if he reaches his Life Points fall below -20.
  - Every attack he makes can be either an Undodgeable or Through Strike (chosen when the attack is made).

The Supreme Sacrifice ability lasts for 15 minutes. Once it ends, the Bladesinger dies. The Bladesinger can also use his Supreme Sacrifice ability as a Heroic Sacrifice lasting for 1 hour or as a Noble Sacrifice lasting for 4 hours.

### 15.5.7 Paladins of the North

Becoming a Paladin is a calling from the Powers, not an ability bestowed by mere mortals. Any character who receives the calling immediately becomes a Paladin and is welcomed into the Guild.

**Guildmaster** Knight High Paladin Avalon.

**Requirements** A member of the Paladins of the North must

- be a multiclassed Warrior/Priest of Order, Justice, Life or Freedom,
- defend members of the same Path, giving his life if necessary,
- extend his protection to allies of his Path,
- protect the weak from the strong,
- act chivalrously at all times.

The interpretation of the restrictions based on protecting "allies" and the "weak" is deliberately left to the Paladin. For example, defending weaker characters who are opposed to his Path is a grey area. However, the Paladin may be called upon to justify his actions to his peers and, in exceptional circumstances, to his Path. If a Paladin breaks one of his restrictions, he will lose all his special abilities until he atones, usually by performing a difficult and dangerous quest.

**Advanced Training** A member of the Paladins of the North has access to

- Melee Weapon skills above Mastery, including access to Advanced Weapon skills.
- Armour skills above Mastery.
- Miracles, Religious Ceremony and Inscribe Religious Circle above level 4.
- Create Holy Symbol to any level.

**Bonuses** A member of the Paladins of the North gains the following bonuses.

- He may use the title Paladin.
- He may learn Improve Standing at Priest base cost for his race.
- He gains Power and Normal protection equal to his Rank/10 (rounded down), which is added to all other protections.
- He is immune to all fear inducing spells, miracles and effects.
- He can “Lay on Hands”. This cures a number of Life Points and Body Points equal to his Rank on each location by touching the person to be cured, which can include himself. This curing can be spread over a number of uses. Thus a 10th Rank Paladin can heal a total of 10 Life Points and 10 Body Points on all locations. This power is recovered after the Paladin has slept for at least 2 hours.
- Cure Disease. At Rank 5, the Paladin gains Cure Disease 0, which increases by 1 for every 5 Ranks. This curing can be divided across multiple uses. Thus a 10th Rank Paladin can either use one Cure Disease 1 or two Cure Disease 0 in a day. This power is recovered after the Paladin has slept for at least 2 hours.
- At 15th Rank, the Paladin gains an Aura of Courage 1. All friendly characters within 10’ gain the effects of a Courage 1 miracle (ie: their Willpower is effectively 1 higher when resisting Fear inducing attacks). The power of the Aura increases by 1 for every 10 Ranks.
- At 20th Rank, the Paladin gains the ability to boost the bravery of his companions once per day. To use this ability the Paladin must make a speech and if sufficiently rousing (decided by the Player Ref and general consensus) all friendly character’s within 10’ can automatically resist the next Fear inducing attack (even if they move outside the Paladin’s Aura of Courage. Extra uses of this ability are gained every 10 Ranks.
- At 10th level, the Paladin’s main weapon is Dedicated by his Path. The weapon chosen for this Dedication will be normal (ie: not enchanted or consecrated) and will become a Superior Weapon, if it is not already Superior (ie: +1 base damage) and gain a permanent miraculous effect based on the Paladin’s Path.

**Paladins of Order** Strengthen

**Paladins of Life and Freedom** Bless

**Paladins of Justice** Either Strengthen or Bless, based on the Paladin’s actions and attitudes in the past. *The Character Ref should be consulted as to which blessing has been received.*

The level of the blessing starts at level 0 (Strengthen 0 or Bless 1 at Rank 10) and increases by 1 every 5 Ranks to a maximum of level 10 (Strengthen 10 or Bless 11 at Rank 60). In addition, at Rank 50 the weapon is improved to a Master Weapon and at Rank 100 the weapon is further improved to a Legendary Weapon.

In an exception to the normal rule, additional miracles can still be cast on the weapon. For example, a Sword blessed with a Bless 1 can still have a Strengthen 2 cast on it. However, it can never have an enhancing miracle of the opposite Principle cast on it. For example, the Sword above can never have an Unholy Blade miracle cast on it.

In addition, if the same miracle is cast on the weapon, it stacks with the blessing. For example, casting a Strengthen 0 on a Sword blessed with a Strengthen 0 has the effect of a Strengthen 1.

Note that the Paladin will only receive this benefit once. If he proves himself unworthy by losing his Dedicated weapon, he will not gain another without performing some extremely difficult task as atonement.

### 15.5.8 Humacti

Humacti follow in the tradition set by the great Priest of Life, Humact. During his life his goal was to rid the world of all Undead and those who created them. The Humacti are loosely affiliated to the Temple of Life, though they have their own leaders and command structure.

*Though the Spirit Guides of Barbarian Witch Doctor's register as Undead, the Kingdom's position is that this does not violate the laws against Necromancy as they appear to be self willed, voluntary manifestations. The Humacti publically accept this interpretation, though individual Humacti are free to make up their own mind, and on the occasions where a Humacti has "accidentally" destroyed a Spirit Guide have always backed the Guild member.*

Character's must prove their worth before joining the Humacti. The usual test is for the character to defeat an Undead of higher Rank, or by destroying many Undead with total Ranks exceeding twice the character's Rank. Only after proving their devotion are they inducted as full members of the Humacti.

**Guildmaster** Grand Humact Buffy.

**Requirements** A member of the Humacti must

- hunt down and destroy all Undead,
- hunt down and destroy all Necromancers and Priests of Death known to raise Undead.

**Advanced Training** A member of the Humacti has access to

- Miracles, Religious Ceremony and Inscribe Religious Circle above level 4.
- Create Holy Symbol to any level.
- Consecrate Item to any level.
- Advanced Religious skills.
- Recognise Undead to any level.

**Bonuses** A member of the Humacti gains the following bonuses.

- He can use the title Humacti.
- Learn Recognise Undead at half Character Point cost. In addition he gains a bonus of +10 Ranks when using the skill and can also identify the exact rank of Undead if it is above base level. (The call is "Humact Recognise Undead".)
- He can learn Turn Undead miracles at half Character Point cost.
- He gains a bonus of Rank/10 to the amount of Willpower added to Turn Undead miracles
- He is immune to Fear inducing effects caused by Undead, Necromancers and Priests of Death.
- He gains Normal and Power protection equal to his Rank/10 effective only against Undead attacks (melee, ranged and magical). Spells and Miracles which give protection have their effects *added* to this value.
- He gains a bonus to Willpower equals to his Rank divided 10 when resisting effects from Undead or Necromancers.
- He gains a bonus to Toughness equal to his Rank divided 10 when resisting Paralysis effects from Undead or Necromancers.

### 15.5.9 The Gladiators

Character's can become Gladiators immediately. The more bloodthirsty citizens of the Kingdom are always looking for new blood.

**Guildmaster** Grand Champion Slash.

**Requirements** A member of the Gladiators must

- be a full Warrior,
- never refuse a challenge to combat,
- never learn any magic, religious or subterfuge skills,
- never allow spells or miracles which enhance their natural fighting abilities to be cast on them. (A Mage/Priest who casts such a spell/miracle must be killed.)

**Advanced Training** A member of the Gladiators has access to

- Melee Weapon skills above Mastery, including Advanced Weapon skills.
- Armour skills above Mastery.

**Bonuses** A member of the Gladiators gains the following bonuses.

- May use the title Gladiator up to Rank 15, Champion above Rank 15.
- Learn all hand weapon skills at half Character Point cost, including specialist skills (Disarm, Knock-back, etc).
- Throughout his career, the Gladiator develops his physical and mental skills to such a degree that he is able to perform amazing feats, outlined below. Each feat requires a certain amount of Gladiator points to perform, with the total number of points based on the Gladiators level and race as follows.

Human	: 1/3 levels
Half Orc	: 1/4 levels
Half Elf	: 1/5 levels
Elf	: 1/6 levels
Half Ogre	: 1/7 levels

The points are rounded down, thus a Human Gladiator has 1 point at 3rd, two at 6th, etc. Points are recovered after the Gladiator has slept for at least 2 hours.

Gladiator's can use their points in the following ways.

**Power damage** For 1 point the Gladiator can cause 1 point of Power damage with any weapon. This will last for 15 minutes and can be stacked (ie: 2 points can be expended to do 2 points of Power damage).

**Power Armour** For 1 point the Gladiator can have 1 point of Power Protection. This will last for 15 minutes and, as with Power damage, can be stacked.

**Strength Boost** For 3 points the Gladiator can boost his Strength by one level for 15 minutes. This use cannot be stacked. Thus a Gladiator with Triple Strength can use 3 points to gain Quadruple Strength for 15 minutes.

**Double Strength Boost** For 9 points the Gladiator can boost his Strength by two levels for 15 minutes. This use cannot be stacked. Thus a Gladiator with Triple Strength can use 9 points to gain Quintuple Strength for 15 minutes.

**Boost Damage** For 1 point the Gladiator can boost his base Normal damage by 1 with any weapon. This lasts for 15 minutes and can be stacked.

**Boost Toughness** For 4 points the Gladiator can boost his Toughness by 1 level. This lasts for 15 minutes and can be stacked.

**Unstoppable** For 3 points the Gladiator is able to push his body beyond its normal limits for 15 minutes. He can remain active even if his Life Points drop below 0, though he will still die when his Death Threshold is reached. He can also continue using a location even if its Body Points drop below 0, though any location that drops to -10 is still severed or crushed.

**Determination** For 2 points the Gladiator can boost his Willpower by 1 level to resist the effects of a single spell or miracle. The Gladiator must use this ability within 3 seconds of the attacking spell or miracle. The player must give some indication that he is performing the "Determination" action (loud shout, saying "No!" loudly, ...). This use can be stacked.

**Example** *Cyrus has a Willpower of 2 and is targeted by a Fear 4. He immediately uses 4 Gladiator Points to boost his Willpower by 2, shaking off the effects.*

**Iron Mind** For 6 points the Gladiator can boost his Willpower by 1 level for 15 minutes. This ability cannot be stacked, but can be used immediately after the Gladiator is first targeted by such a spell or miracle (within 3 seconds, as for Determination).

**Steel Mind** For 18 points the Gladiator can boost his Willpower by 2 levels for 15 minutes. This ability cannot be stacked, but can be used immediately after the Gladiator is first targeted by such a spell or miracle (within 3 seconds, as for Determination)..

**Weapon Adept Over Use** The Gladiator can use Gladiator points to over use a known Weapon Adept ability. The Gladiator points required is equal to twice the level of the Weapon Adept ability.

**Example** *Cyrus has learnt the level 1 Weapon Adept (Swift Attack) ability, which gives him one daily use. He can also make additional Swift attacks by spending 2 Gladiator points each time.*



### 15.5.10 The Towers

The Towers is one of the new Guilds created by the schism of the College, named after the Eight Towers that form its new headquarters. Two of the Towers, that of Darkness and Spellswords, stand empty as no one has stepped forward to teach these Schools. The Towers of Earth, Air, Fire, Water, General and Light are occupied, with organised curriculums to teach those who wish to learn.

**Campaign Note:** *The Tower of Darkness and Tower of the Spellswords are never expected to be filled. That the Towers Guild has made provision for these Schools to join them is more of an indication of their world view. Members of the Towers believe that the study of magic is the most important goal that anyone can have, and secondary considerations (such as the Shadow Master goal of seeking to take over the world and the Spellswords dedication to protecting Elves) are completely unimportant.*

Members of the Towers believe that only through concentrating on one aspect of magic can a Mage truly learn its deepest secrets. Each member focuses his efforts on mastering one School, largely ignoring the others. However, each member also acknowledges that the magic of the other Schools is equally as important to the whole.

Members of the Towers and members of the Circle both agree that all Schools of magic are equal, but they disagree on the method of pursuing the study of the deeper mysteries.

Characters can join the Towers immediately. Membership is open to all who qualify and who wish to learn about magic.

**Guildmaster** Arch Wizard Theo, High Wizard of Earth. The Guildmaster is elected from the Masters of the Towers every 5 years.

**Requirements** A member of the Towers must

- be a full or multiclassed Mage,
- always help another member of the Towers if he is in trouble,
- concentrate on learning spells and ritual magic from his base School.

**Restrictions** • A Tower Mage only has automatic access to spells from his own School. In order to learn spells from a different School, he must petition both the Master of his own Tower and the Master of the Tower for the different School. Only if both agree will he be taught the spell.

*The Player must ask the Character Ref whether his character can learn the spell, giving details of all his current spells.*

- The total spell levels for a Tower Mage's School must be at least three times the total spell levels of all the other Schools combined. When calculating the total spell levels in a School, the amount added to the sum for each spell is equal to its level + 1.

For example, a Tower Fire Mage who has

- 4 Level 0 Fire spells
- 2 Level 1 Fire spells
- 2 Level 2 Fire spells
- 1 Level 3 Fire spell
- 1 Level 4 Fire spell

has a total spell level of

$$(4 \times 1) + (2 \times 2) + (2 \times 3) + (1 \times 4) + (1 \times 5) = 23$$

Thus he can have a maximum total of 7 spell levels in all the other Schools he can cast from.

**Advanced Training** A member of the Towers has access to

- Spells, Magic Rituals and Inscribe Magic Circle in his own School to any level.
- Create Talisman above level 4.
- Enchant Item in his own School to any level.
- Advanced Magic skills.

A Tower Mage can learn spells from the following Schools

- General
- Fire

- Earth
- Water
- Air
- Light

**Bonuses** A member of the Towers gains the following bonuses.

- He may use the title Wizard up to Rank 20, High Wizard up to rank 50 and Arch Wizard above rank 50.
- He can learn spells from his own School as if they were one level less. Level 0 spells are at half cost.
- He may learn Magic Ritual Level 0 for his own School at half cost.
- He may learn spells above level 4 from his own School, provided the Master of his Tower agrees that he should be taught.
- At Rank 20, the Tower Mage can choose to specialise in a particular spell chain, provided that he knows all the spells in the chain up to Level 4. Due to his improved knowledge, he can optionally cast the spell as if it was one level higher. Thus, a Fire Mage who has specialised in Flame Blade can cast a Flame Blade 0 as a Flame Blade 1.

This ability can take the spell effect above the Level 10 boundary, so a specialised Flame Blade 10 would act as a Flame Blade 11, even though such a spell is normally not possible without a ritual.

When specialising in a spell chain that is not continuous, such as the Earth spell Strength, the extra level will not have any real effect.

- At Rank 50, the Tower Mage can master his specialised spell chain, provided that he knows all the spells in the chain to level 8. Due to his superior knowledge, he can optionally cast the spell as if it was two levels higher. Thus, a Fire Mage who has mastered Flame Blade can cast a Flame Blade 0 as a Flame Blade 2.

This ability can take the spell effect above the Level 10 boundary, so a mastered Flame Blade 10 would act as a Flame Blade 12, even though such a spell is normally not possible without a ritual.

When mastering a spell chain that is not continuous, the extra two levels may not have any real effect. However, if the gaps are only one level, such as for the Earth spell Strength, the mastered spell will be cast at the next highest effect.

- All members of the Towers are considered to already have Join Cabal 0 when forming Ritual Groups containing only other members of their Tower. For example, a Tower Fire Mage is considered to have Join Cabal 0 when forming a Cabal with another Tower Fire Mage, but not with a Tower Air Mage.

### 15.5.11 The Circle

The Circle is one of the new Guilds created by the schism of the College. Members of the Circle belong to the Schools of Earth, Air, Fire, Water, General and Light. The Circle would also admit the School of Darkness and Spellwords, if they were to request entry.

**Campaign Note:** *Mages from the School of Darkness and Spellwords are never expected to join the Circle. That the Circle Guild has made provision for these Schools to join is more of an indication of their world view. Members of the Circle believe that the study of magic is the most important goal that anyone can have and secondary considerations (such as the Shadow Master goal of seeking to take over the world and the Spellword dedication to protecting Elves) are completely unimportant.*

Members of the Circle believe that the true way to discover the deepest secrets of magic is to learn as much about all the Schools as possible. Though each Mage is restricted by the rules of magic to only a few Schools, members work within this restriction to learn as broad a knowledge as possible. Some members also take the view that this ideal of a broad knowledge should be extended beyond just magic, though the Circle does not require this.

Members of the Circle and members of the Towers both agree that all Schools of magic are equal, but they disagree on the method of pursuing the study of the deeper mysteries.

Characters can join the Circle immediately. Membership is open to all who qualify and who wish to learn about magic.

**Guildmaster** Arch Wizard Madrigor, High Wizard of General magic. The Circle is run by the Council, and Arch Wizard Magridor is its current Leader.

**Requirements** A member of the Circle must

- be a full or multiclassed Mage,
- always help another member of the Circle if he is in trouble,
- keep a balance of spells from the all the Schools he can learn.

**Restrictions** • The total spell levels for any of a Circle Mage's Schools can never exceed twice the total spell levels of all the other available Schools combined. When calculating the total spell levels in a School, the amount added to the sum for each spell is equal to its level + 1.

For example, a Circle Fire Mage who has

- 4 Level 0 Fire spells
- 2 Level 1 Fire spells
- 2 Level 2 Fire spells
- 1 Level 3 Fire spell
- 1 Level 4 Fire spell

has a total spell level of

$$(4 \times 1) + (2 \times 2) + (2 \times 3) + (1 \times 4) + (1 \times 5) = 23$$

Thus he must have at least a total of 12 spell levels in all the other Schools he can cast from.

- A Circle Mage must also learn Magic Ritual skills such that his skill with one School cannot exceed twice that of all the other School's combined.

For example, a Circle Fire Mage with a Magic Ritual (Fire) skill of 4 must have at least a total of 2 skill levels in Magic Ritual skills for the other Schools.

**Advanced Training** A member of the Circle has access to

- Spells, Magic Rituals and Inscribe Magic Circle in all Schools to any level.
- Create Talisman above level 4.
- Enchant Item to level 8.
- Advanced Magic skills.

A Circle Mage can learn spells from the following Schools

- General
- Fire
- Earth
- Water
- Air
- Light

**Bonuses** A member of the Circle gains the following bonuses.

- He may use the title Wizard up to rank 20, High Wizard up to rank 50 and Arch Wizard above rank 50.
- He gains additional Mana equal to his Rank.
- Due to his deeper knowledge of opposing Schools of magic, he can dispel spells from one School by using a spell from the opposing School. The spell used to dispel the target spell must be at least two levels higher.

For example, a Circle Fire Mage can use any level 2 Earth spell to dispel a level 0 Air spell.

**Example** *Cerchio, a Circle Fire Mage, is targeted by a Weaken Will 1 and can see the enemy Water Mage casting a follow up spell. He quickly casts a Fire Dart 6, using the vocals for the spell as normal, but ending with "Dispel 1" instead of "Fire Dart 6".*

- Every 15 Ranks, he can reduce the level increase for learning spells from a School by 1 (to a minimum of 0). The Mage can only choose a School from which he has learnt spells and the reduction only applies to any new spells learnt.

**Example** As a Fire Mage, Cerchio has the following Schools by default

School	Level Adj.
Fire	+0
Earth	+1
Air	+1

He's also learnt the General spell "Spell Immunity", which makes the General School his fourth School.

School	Level Adj.
Fire	+0
Earth	+1
Air	+1
General	+2

At Rank 15, Cerchio decides to reduce his General spells by one level. Any new General spell he learns will be treated as only one level higher. At Rank 30, Cerchio decides to reduce his General spells by one level again and at Rank 45 he applies the bonus to the School of Light (as he's learnt "Blur" from that School). This makes his Schools and levels

School	Level Adjustment	Initial Level Adjustment
Fire	+0	+0
Earth	+1	+1
Air	+1	+1
General	+0	+2
Light	+2	+3

- From Rank 50 he can learn spells, Magic Ritual and all other similar skills for the opposing Elemental School. Spells from the new spell list can be learnt as if they were one level higher, as the standard rules.

**Example** At Rank 50, Cerchio gains the ability to learn spells from the School of Water, which makes his Schools and levels

School	Level Adjustment	Initial Level Adjustment
Fire	+0	+0
Earth	+1	+1
Air	+1	+1
General	+0	+2
Light	+2	+3
Water	+4	+4

- All members of the Circle are considered to already have Join Cabal 0 when forming Ritual Groups containing only other members of the Circle.

### 15.5.12 The Illuminati

The Illuminati were the original keepers of the School of Light, though in the upheaval caused by the break up of the College, several high ranking members left to join the newly formed Guilds of the Wardens, the Towers and the Circle.

The remaining Illuminati have not taken too kindly to this, seeing it as a betrayal of their ancient task of fighting the Drow and the practitioners of the School of Darkness. Most are willing to accept that those who have become Wardens are at least following worthwhile principles. However, those Mages who have given up fighting evil and instead have focused on the mere study of magic are beyond contempt.

Where one of the Illuminati Guild bonuses requires natural sunlight, the Monster Ref must be consulted to determine whether this bonus applies. Even if its sunny in the real world, the scenario may dictate that its not sunny in the game world, that the character is underground, etc.

Character's must prove their worth before joining the Illuminati, usually by acting as an assistant to a full member of the Guild. Only after proving their devotion are they inducted as full members.

**Guildmaster** Grand Illuminati Dawnstrider.

**Requirements** A member of the Illuminati must

- oppose all Shadow Masters and their plans,
- oppose all Drow and their plans,
- help any other member of the Illuminati to the best of their ability,

- not teach or give access to Light spells (via magic items, for example) to any person who is not an Illuminati.

**Advanced Training** A member of the Illuminati has access to

- Weapon skills to Advanced Mastery.
- Armour skills to Advanced Mastery.
- Spells, Magic Rituals and Inscribe Magic Circle in the School of Light to any level.
- Enchant Light Item to any level.
- General Spells, Magic Rituals and Inscribe Magic Circle to level 6.
- Enchant General Items to level 6.
- Create Talisman above level 4.
- Advanced Magic skills.

An Illuminati can learn spells from the following Schools

- General
- Light
- Fire
- Earth
- Water
- Air

**Bonuses** A member of the Illuminati gains the following bonuses.

- Ability to negate or reduce the effect of Dark spells.
  - For every 10 Ranks (rounded down), the Illuminati gains a +1 dexterity bonus to avoiding Dark Dart spells. T
  - the Illuminati gains a bonus to Willpower of Rank/10 when resisting the Dark spell “Fear”.
  - At Rank 30, the Illuminati reduces the effect of Dark “Weakness” spells by one level. Thus “Weakness” has no effect, “Double Weakness” effects as “Weakness”, etc.
  - Dispel Dark spells using a Light spell at least one level higher. If the character is in daylight, a Light spell of at least the same level can be used. For example, an Illuminati can use any Level 1 Light spell to dispel a level 0 Dark spell when in darkness, or any level 0 Light spell to dispel a Level 0 Dark spell in daylight.

**Example** *Majix Lux is targeted by Blindness 1 so casts a Dazzle 3 to dispel it. He uses the same vocals for the Dazzle 3 as normal, but ending with “Dispel Darkness 0” instead of “Dazzle 3”.*

- Improved Mana recovery in natural light. The Illuminati recovers Rank/15 (rounded down) extra Mana while resting in bright sunlight. Note this ability is not usable in cloudy or overcast skies and the Illuminati must be resting in the sunlight to gain the extra Mana.
- Ability to learn some Fire spells, which he can cast whilst in sunlight. The “Fire” designator in the spell name is replaced with “Sun”, though the damage called is still “Fire”. The available spells and the Illuminati spell names are

Fire Dart	Sun Dart
Glowing Mark	Suns Halo
Flame Blade	Sun Blade

**Example** *As a member of the Illuminati, Majix Lux can learn Fire Dart 2 as “Sun Dart 2”. He can only cast this version in sunlight and still calls “Fire Dart 2”.*

- Dark casting ability.

When casting a “Light” spell, an Illuminati can store additional Mana into the spell which he can then use to cast a “Sun” spell (above) he has learnt. Doing so requires extra Mana to be placed into the “Light” spell, the normal Mana for casting the spell and extinguishes the “Light” spell.

**Example** *Majix Lux, a Rank 20 Illuminati, is underground and wants to cast Suns Halo 2 on an opponent. First he casts "Light", storing an additional 2 points of Mana (for a total of 3 Mana). He then casts Suns Halo 2 as usual, using 2 Mana. The light from the enhanced "Light" spell enables this spell to work, but is extinguished in the process.*

*On completing the spell, the player calls "Glowing Mark 2" on the selected target.*

- Healing Sunlight ability. When in natural sunlight, the Illuminati can exchange Mana for Life Points by simply concentrating. For each minute, the Illuminati can exchange 2 Mana for 1 Life Point, healing the normal fraction of Body Points. Thus an Illuminati who concentrates for 10 minutes can use 20 Mana to gain 10 Life Points, 6 Body Points on the Chest and 3 Body Points on all other locations.

While concentrating, the Illuminati is oblivious to his surroundings and can only be awoken by being damaged.

### 15.5.13 The Shadow Masters

The Shadow Masters are all Drow, and their long term goal is simply to bring darkness to the world so that their race can return to the surface. They also pursue the lesser goal of causing strife on the surface world, to hinder the civilizations there. Its rumoured that it was the Drow, led by the Shadow Masters, who caused the old civilization to fall apart.

Character's must prove their worth before joining the Shadow Masters, usually by acting as an assistant to a full member of the Guild. Only after proving their devotion are they inducted as full members.

**Guildmaster** Dark Mistress Dre'Kali.

**Requirements** A member of the Shadow Master must

- be a full or multiclassed Dark Mage,
- obey their superiors,
- defend all Drow who are not traitors,
- advance the Drow goal of returning to the surface,
- not teach or give access to Dark spells (via magic items, for example) to any person who is not a member of the Shadow Masters.

**Advanced Training** A member of the Shadow Masters has access to

- Spells, Magic Rituals and Inscribe Magic Circle in the School of Dark to any level.
- Enchant Dark Item to any level.
- Create Talisman above level 4.
- Advanced Magic skills.

**Bonuses** A member of the Shadow Masters gains the following bonuses.

- Improved Mana recovery in natural darkness. The Shadow Master recovers Rank/15 (rounded down) extra Mana while resting in darkness, either at night or underground.
- Healing Darkness ability. When in natural darkness, the Shadow Master can exchange Mana for Life Points by simply concentrating. For each minute, the Shadow Master can exchange 2 Mana for 1 Life Point, healing the normal fraction of Body Points. Thus a Shadow Master who concentrates for 10 minutes can use 20 Mana to gain 10 Life Points, 6 Body Points on the Chest and 3 Body Points on all other locations.

While concentrating, the Shadow Master is oblivious to his surroundings and can only be awoken by being damaged. Most Shadow Masters thus use Dark Healing for 1 minute, check their surroundings, and then use it again.

- They receive an Amulet of Darkness. This can be used to store one Level 0 Darkness spell, which must be cast in darkness, to be used later. Every 5 Ranks, the Amulet of Darkness can be improved to either allow an additional Level 0 Darkness spell, or to improve one slot to hold a spell one level higher.

Thus a Shadow Mage at Rank 5 can either improve his Amulet of Darkness to hold 2 Level 0 Darkness spells, or to hold one Level 1 spell.

- When casting Dark Dart in darkness (natural or otherwise), the spell is treated as Swift. The Shadow Master calls “Swift Dark Dart”. For every 10 Ranks (rounded down) the Shadow Master can upgrade a casting of Dark Dart to Undodgeable each night. For example, a Rank 20 Shadow Master can cast two Undodgeable Dark Darts in a single night.
- At Rank 20, the Shadow Master gains mastery over one spell chain so that he can cast the spell in light once per day. Doing so causes the Shadow Master Life Point damage equal to the Level of the spell plus one.

For every 10 Ranks, the Shadow Master can cast the spell one extra time per day.

### 15.5.14 The Artificers

The Guild of Artificers comprises people dedicated to creating magical items. Individual members craft items for many different reasons, but the Guild as a whole is mostly apolitical, which has greatly contributed to its success. Members are expected to put aside their differences and work together for the common good.

**Guildmaster** Artificer Smith.

**Requirements** A member of the Artificers must

- never impede another Artificer’s work,
- contribute at least one day in five to the Guild,
- contribute 20% of all Mana gained to the Guild,
- contribute 20% of all Standing gained to the Guild.

**Advanced Training** A member of the Artificers has access to

- Enchant Item to any level.
- Consecrate Item to any level.

**Bonuses** A member of the Artificers gains the following bonuses.

- He may use the title Artificer.
- He can learn Enchant Item and Consecrate Item at two-thirds cost.
- He can learn Consecrate Item for adjacent Paths, not just his own Path. The Paths available are as follows
 

Justice	Justice, Order, Life
Order	Order, Justice, Might, Balance
Might	Might, Death, Order
Life	Life, Justice, Freedom
Balance	Balance, Order, Life, Chaos, Death
Death	Death, Might, Anarchy, Balance
Freedom	Freedom, Life, Chaos
Chaos	Chaos, Freedom, Anarchy, Balance
Anarchy	Anarchy, Chaos, Death
- For every 5 levels that he gains in Enchant Item and Consecrate Item, he can improve his expertise with one type of item (Potion, Scroll, etc). This allows him to increase the maximum level that he can embed into an item based on its quality by one.

**Example** *Normally the Quality of a Potion limits the level of effect that can be embedded are:*

<i>Standard</i>	<i>0 - 4</i>
<i>Superior</i>	<i>5 - 9</i>
<i>Masterwork</i>	<i>10 - 14</i>
<i>Legendary</i>	<i>15+</i>

*When Artificer Ylevn learns*

<i>Enchant Item(Earth)</i>	<i>1</i>
<i>Enchant Item(Fire)</i>	<i>0</i>
<i>Consecrate Item(Freedom)</i>	<i>1</i>

*she chooses to improve her expertise in Potions. This means that, for her, the limits on the level of effect are:*

<i>Standard</i>	0 - 5
<i>Superior</i>	6 - 10
<i>Masterwork</i>	11 - 15
<i>Legendary</i>	16+
<i>After improving her skills to</i>	
<i>Enchant Item(Earth)</i>	2
<i>Enchant Item(Fire)</i>	1
<i>Enchant Item(General)</i>	1
<i>Consecrate Item(Freedom)</i>	1
<i>Consecrate Item(Life)</i>	0

*she can choose to further improve her skill with Potions, or choose a different magic item type.*

- Every 5 Ranks, he can call on his fellow Guild members to help him create an item. One extra Artificer will join him in this endeavour, which will reduce the time taken for preparing and embedding the item. In addition, he is given 2 Mana or Standing that can be used to offset any loss incurred from creating the item.

An Artificer can wait before taking this option, basically saving up the help from his Guild. Thus an Artificer who waited until he was Rank 15 before calling on his Guild would have 3 people helping him and 6 Mana or Standing to offset any loss incurred creating the item.

Once used, he cannot call on his Guild's help until he has once again increased his Rank by at least 5.

### 15.5.15 The 9 Temples

There are 9 Temples, one for each of the Paths, with each one containing places of worship for any of the deities of the Path. A Priest is not required to be a member of a Temple, but can follow his own calling.

Characters can join the Temple appropriate to their Path immediately. It is also quite common for non-Priests to be lay members of a Temple.

All Temple members gain the following

**Advanced Training** A member of a Temple has access to

- Miracles, Religious Ceremony and Inscribe Religious Circle for their Path to any level
- Consecrate Item for their Path to any level.
- Create Holy Symbol above level 4.
- Advanced Religious skills.

*Justice:*

**Guildmaster** Knight High Marshal Justen.

**Requirements** A member of the Temple of Justice must

- be a full or multiclass Priest of Justice,
- never refuse a request to mediate a dispute,
- be fair and honest in all his dealings with others,
- bring all members of the Temple of Anarchy to justice,
- help and support any other member of the Temple.

**Advanced Training** A member of the Temple of Justice has access to

- Weapon skills above Mastery for a single weapon, chosen by the Marshal.
- Armour skills to Advanced Mastery.

**Bonuses** A member of the Temple of Justice gains the following bonuses.

- He may use the title Marshal.
- He may learn Order miracles as if they were one level lower (this cancels out the effective level increase).
- He can learn Detect Lie and Truthful Aura Justice Miracles at half cost. In addition, these miracles have the Willpower required to resist them increased by 1. For example, a Detect Lie 1 cast by a Marshal is equivalent to a Detect Lie 2.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.



*Order:*

**Guildmaster** High Judge Grayson.

**Requirements** A member of the Temple of Order must

- be a full or multiclassed Priest of Order,
- never knowingly tell a lie,
- never cause damage or destruction as this aids the forces of entropy and decay, thus increasing the power of Chaos\*,
- rule on all disputes of law,
- see that the laws of the Kingdom are always upheld,
- obey the orders of his superiors, unless they contradict the laws of the Kingdom.

**Advanced Training** A member of the Temple of Order has access to

- Spells from any School that mend or repair to any level.

**Bonuses** A member of the Temple of Order gains the following bonuses.

- He may use the title Judge.
- He can learn Medical skills at half Character Point cost.
- He can learn spells which repair or mend at half Character Point cost.
- He gains a measure of protection as his internal order strengthens. For every 5 levels, the Priest acquires 1 point of Normal and Power protection, starting at 1 point at levels 0-4, 2 points at levels 5-9, etc. This protection will remain if the character leaves the Temple, unless the character leaves the Path of Order.
- He gains additional Standing equal to his Rank. This additional Standing will remain if the character leaves the Temple, unless the character leaves the Path of Order.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

\* If a Judge causes damage, be it on a person or object, there is a backlash from the forces of Order to which he is strongly allied. He takes Body Point damage on all locations equal to his Rank and his Death Threshold is lowered by 1 for the next 24 hours.

*Might:*

**Guildmaster** Knight Grand High Master Maul.

**Requirements** A member of the Temple of Might must

- be a full or multiclassed Priest of Might,
- always obey a superior,
- always take responsibility for his inferiors,
- never aid another unless it improves his own position,
- never call on the aid of another.

**Advanced Training** A member of the Temple of Might has access to

- Weapon skills above Mastery, including Advanced Weapon skills.

**Bonuses** A member of the Temple of Might gains the following bonuses.

- He may use the title Master up to Rank 15, High Master above Rank 15, Great Master above Rank 45 and Grand Master above Rank 90.
- He gains two Armour Proficiency skills of his choice.
- He can learn Toughness at two-thirds cost.
- He can gain basic weapon skills (Proficiency, Specialisation, ...) and the Knockback skill at two thirds Character Point cost. All other specialist skills (Disarm, Undodgeble Strike, ...) are learnt at normal cost.
- He can learn Death miracles as if they were one level lower (this cancels out the effective level increase).
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

*Life:*

**Guildmaster** Master Healer Francis.

**Requirements** A member of the Temple of Life must

- be a full Priest or multiclassed Scout/Priest or Mage/Priest (Fighter/Priests of Life cannot be members of the Temple of Life),
- never cause the death of any living creature (they are also vegetarians),
- never refuse healing to an innocent (ie: one who has not caused the death of another).

**Advanced Training** A member of the Temple of Life gains access to no further skills beyond that provided by all Temples.

**Bonuses** A member of the Temple of Life gains the following bonuses.

- He may use the title Healer.
- He can learn Medical skills at half Character Point cost.
- He gains additional Standing equal to his Rank.
- He gains Power and Normal protection equal to his Rank/10 (rounded down). This protection will remain if the character leaves the Temple, unless the character leaves the Path of Life.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

*Balance:*

**Guildmaster** High Guardian Fabian.

**Requirements** A member of the Temple of Balance must

- be a full or multiclassed Priest of Balance,
- maintain the balance of power between all the Paths within the Kingdom,
- never take anything without giving the price,
- never give anything without taking the price.

**Advanced Training** A member of the Temple of Balance gains access to no further skills beyond that provided by all Temples.

**Bonuses** A member of the Temple of Balance gains the following bonuses.

- He may use the title Guardian.
- He gains additional Standing equal to his Rank. This additional Standing will remain if the character leaves the Temple, unless the character leaves the Path of Balance.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

*Death:*

Proscribed Temple.

**Guildmaster** Dark Father Lucien, Vampire.

**Requirements** A member of the Temple of Death must

- be a full or multiclassed Priest of Death,
- never learn any Medical skills,
- refuse healing of any sort (natural, miraculous or magical),
- kill a sentient creature at least once per month (preferably one of the members own race).

**Advanced Training** A member of the Temple of Death has access to

- Recognise Undead to any level.

- Backstab to Mastery.

**Bonuses** A member of the Temple of Death gains the following bonuses.

- He may use the title Dark Brother.
- He can learn Fear and Freeze with Fear miracles at half cost.
- All Fear miracles gain a bonus of Rank/15 (rounded down) to their effect. (ie: a level 20 Dark Brother casts the miracle Fear 2 as Fear 3, Freeze with Fear 1 as Freeze with Fear 2, etc.)
- He gains additional Standing equal to his Rank.
- When he dies he may return as an Undead. If the character was of Rank 20 or more, then he will return as an Undead with 1 level for every 5 Ranks he had. The type of Undead may be chosen from Vampire, Ghost, Death Knight or Lich, as long as the minimum level is reached. He will remember all skills and continue to gain Character Points, which he can spend on Undead abilities as well as normal skills.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

*Freedom:*

Members of the Temple of Freedom are more loosely organised than most of the other temples. Their leaders do not actually order the other members, but instead offer advice and suggestions, leaving each individual to make up his own decision. Votes are held on all major decisions, with each member having an equal say.

The Temple of Freedom contains the largest library in the Kingdom, and it is open to all. Knowledge, the freedom to think and the freedom of speech are all closely linked.

**Guildmaster** Knight Loremaster Tomas.

**Requirements** A member of the Temple of Freedom must

- be a full or multiclassed Priest of Freedom,
- preserve knowledge above all other considerations,
- actively search for new knowledge,
- must fight physical and mental oppression wherever they find it.

**Advanced Training** A member of the Temple of Freedom has access to

- Weapon skills to Advanced Mastery.
- Armour skills to Advanced Mastery.
- Spells, Magic Ritual and Inscribe Magic Circle to level 6 for any of the Elemental Schools of Magic.
- Spells, Magic Ritual and Inscribe Magic Circle to level 8 for the General School of Magic.
- Recognise Creature/Undead/Smell to any level.

**Bonuses** A member of the Temple of Freedom gains the following bonuses.

- He may use the title Seeker.
- He automatically gains Read/Write Freedom Temple Runes, and can learn Read/Write Temple runes for other Paths.
- He can learn Read/Write Runes at half Character Point Cost.
- If he knows the correct Temple Runes, he can cast Life and Chaos miracles from Scrolls consecrated to Justice, Life, Chaos, Anarchy and Balance.
- He may learn one skill chosen from Medical, Magic and Manufacture at half the normal cost (not including the ones given above) for every 10 Ranks.

If using this ability to learn spells, the half cost can either be taken in one spell (eg: Fire Dart) or in one level (eg: level 0 Fire spells). If using the ability to reduce the cost of all spells of a particular level, the Seeker must start at level 0 and reduce the cost for each level in turn. The normal restrictions on learning spells also apply (so if the Seeker learns any Fire spells, he cannot learn any Water spells).

The Seeker must have access to the skill, so this ability could be used to learn up to Level 6 in Fire Dart, but not above Level 6.

- Within the many libraries maintained by the Temple of Freedom is contained all the knowledge in the world, or so it is claimed. Though much of this knowledge is scattered throughout various tomes and written in languages that have long fallen into disuse, with time and dedication a Seeker can use it to learn any skill.

With the permission of his Guild Master to access the libraries, a Seeker can learn skills beyond the normal limitations by spending double the usual Character Points required. *The player must request the skill from the Character Ref.* The time taken is at least twice the number of Character Points required to learn the skill. The character must also follow any other rules associated with learning the skill, such as already knowing any pre-requisite skill(s).

**Example** *Dornel has been given permission to access the Temple libraries to learn the Advanced Weapon skill, 1H Sword - Swift Strike. To learn this skill requires Mastery in the weapon and would normally cost Dornel 24 Character Points.*

*After spending 48 days researching through several libraries, Dornel can spend 48 Character Points to learn the skill.*

This ability does allow a character to learn spells from additional Schools of Magic beyond those initially chosen. For every extra School, the level for spells is treated as one level higher for learning purposes. This ability does *not* allow a character to learn spells from opposing Schools.

**Example** *After convincing both the Temple hierarchy and the local Lieutenant-Commander of the Defenders that he desperately needed the level 0 Necromantic spell, Interrogate the Dead, in order to hunt down some information of grave importance, Dornel is once again given access to the Temple libraries.*

*Dornel chose Fire as his Primary School, with the usual General School as his Secondary. Thus he can learn Fire spells at their usual level and General, Air and Earth spells as if they were one level higher. Thus, for learning purposes, Interrogate the Dead is treated as two levels higher and thus would usually require 18 Character Points to learn.*

*After spending 36 days researching through various libraries, Dornel can spend 36 Character Points learning the spell.*

For skills that only particular Guilds or other groups can access, the time taken may be much longer. In addition, there may be other consequences such as the character becoming a target for assassination.

**Example** *Dornel has been given permission to research in the library for information on Shadow Walk 0, a spell from the School of Darkness. This is his fourth School of Magic and thus this spell is treated as three levels higher, usually requiring 27 Character Points to learn.*

*After spending 54 days researching, including a trip to an outlying Temple of Freedom through Goblin infested lands, plus an archeological trip to an Hassani ruin, Dornel can spend 54 Character Points to learn the skill.*

*However, the Shadow Masters soon become aware that he has gained this knowledge, and target Dornel for assassination.*

- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

### *Chaos:*

#### Proscribed Temple.

The Temple of Chaos does not actually have any leaders as such. Instead any member may devise a project to spread chaos and call for volunteers. Each member may then join, ignore or actively oppose the project. A member's influence in the Temple is then judged by how successful his projects are. The individual recognised as the Guildmaster can change at any time, and there can be several recognised as such at any one time.

**Requirements** A member of the Temple of Chaos must

- be a full or multiclassed Priest of Chaos,
- never learn any manufacture skills of any sort,
- never learn any spell which repairs or mends,
- oppose any plans that will spread order.

**Advanced Training** A member of the Temple of Chaos has access to

- Spells from any of the Elemental Schools that destroy or cause damage directly to level 8.

**Bonuses** A member of the Temple of Chaos gains the following bonuses.

- He gains additional Standing equal to his Rank. This additional Standing will remain if the character leaves the Temple, unless the character leaves the Path of Chaos.
- He can learn spells which destroy objects or cause damage directly (such as Fire Dart) at half Character Point cost.
- He can temporarily learn a skill by spending one half of the Character Point cost. The number of skills that can be learnt in this way is equal to character's Rank/10 (rounded down), and the knowledge will last for up to a month. The character must find someone who is willing and able to teach him the skill.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

*Anarchy:*

Proscribed Temple.

The Temple of Anarchy has no leaders, and runs its affairs along similar lines as the Temple of Chaos. The major difference between the two is that the members of the Temple of Anarchy involve themselves with random violence and death, rather than the destruction of order.

**Requirements** A member of the Temple of Anarchy must

- be a full or multiclassed Priest of Anarchy,
- never learn any manufacture skills except those that involve death (such as Manufacture Poison),
- never learn any spells which repair or mend,
- never learn any Medical skills.

**Advanced Training** A member of the Temple of Anarchy has access to

- Spells from any of the Elemental Schools that destroy or cause damage directly to level 8.
- Throat Slit.
- Backstab to Mastery.

**Bonuses** A member of the Temple of Anarchy gains the following bonuses.

- He can learn Throat Slit and the Backstab skills at half Character Cost.
- He can learn spells which cause damage directly (such as Fire Dart, but not Fire Blade) at half Character Point cost.
- All members of the Temple are considered to already have Join Conclave 0 when forming Ceremonial Groups containing only other members of the Temple.

### 15.5.16 The Brethren

Proscribed guild.

This guild is made up exclusively of Scouts who use their skills and talents within The Kingdom to steal from its citizens. Once a character joins the Brethren, he cannot leave. All infringements are punishable by death.

Character's must prove their worth before joining the Brethren, usually by stealing money equal to ten times their Rank. Once they have done so, they are fully inducted into the Guild. Failing to do so within a reasonable time scale usually results in death.

**Guildmaster** The Upright Man (identity unknown).

**Requirements** A member of the Brethren must

- be a full Scout,
- never betray another member of the Brethren,
- give 20 % of any gain to the Brethren (rather than the normal 10 %),
- always be available to help in projects devised by a higher Rank member.

**Advanced Training** A member of the Brethren has access to

- Melee Weapon skills to Advanced Mastery.
- Missile Weapon skills to Advanced Mastery.
- Armour skills to Advanced Mastery.
- Throat Slit.
- Backstab and Sniping to any level.

**Bonuses** A member of the Brethren gains the following bonuses.

- Learn Subterfuge skills at half Character Point cost.

### 15.5.17 Dark Blades

Proscribed guild.

This guild exists to kill people for money. No target is too big, though sometimes the price might be. Once a character joins the guild, he cannot leave. All infringements are punishable by death.

Character's must prove their worth before joining the Dark Blades. They are given the task of assassinating a character of higher Rank and only if they succeed are they inducted as full members of the Guild. Failing to carry out the task within a reasonable time scale usually results in death.

**Guildmaster** Shadow Wolf (identity unknown).

**Requirements** A member of the Dark Blades must

- not be a follower of Order, Justice, Life or Freedom,
- never betray another member of the Dark Blades,
- always complete an assassination or die trying.

**Advanced Training** A member of the Dark Blades has access to

- Melee Weapon skills above Mastery, including Advanced Weapon skills.
- Armour skills to Advanced Mastery.
- Throat Slit.
- Backstab and Sniping to any level.

**Bonuses** A member of the Dark Blades gains the following bonuses.

- Learn all one handed weapon skills at half Character Point cost.
- Learn Throat Slit and Backstab skills at half Character Point cost.

# Chapter 16

## Creatures

### 16.1 Introduction

For each creature description, the standard range of levels is given though particular **one off** specimens may be more powerful. (A Goblin King for example.) There should never be more than two of any such specimens in a particular tribe or other large grouping.

The base Life Points, Mana and Standing are also given and these can be increased by spending points on the associated skill in the normal way. The value in parentheses is the Threshold values.

#### 16.1.1 Abilities

Some creatures have free abilities, such as Strength, which can be enhanced as normal and do not count when determining the Character Point cost. For example, Ogres as a race are innately strong. An Ogre can learn the Strength skill and increase his overall strength to Double Strength.

#### 16.1.2 Intrinsic Abilities

Intrinsic Abilities (aka Innate Abilities) are usually based on spells and miracles. Having such an ability means that the Creature does not need to use vocals to cause the effect, does not lose any Life Points and needs no Mana or Standing to power the effect.

### 16.2 Goblins

Goblins are not very powerful monsters which come in a variety of shapes and sub-species. On their own, a goblin isn't very dangerous, but they normally travel in groups of 3 or more. Goblins are generally weaker than humans and hence their weapons do slightly less damage.

Rank	: 1 - 5
Skill Table	: Small Humanoid (All Physical skill costs are doubled)
Life Points	: 24 (36)
Mana	: 0 (20)
Standing	: 4 (160)
Damage	: as weapon - 1 or 1 (claws)
Abilities	: 1 in 10 Goblins are Witch Doctors and Shamans and can learn Magic and Religious skills (resp) at half cost : Strength costs double : Toughness costs double : Dexterity costs two-thirds : Willpower costs double
Description	: Green skin, high squeaky voices. Goblins can never buy skills from the Warrior column.

#### 16.2.1 Goblin Witch Doctors/Shamans

Goblin Witch Doctors can cast either Fire spells or Earth spells (though not a combination of both).

Goblin Shamans follow the Paths of Chaos, Anarchy or Death.

### 16.2.2 Goblin Sub-species

Some Goblins have become (or always have been?) linked to specific parts of the environment. The following sub-species are known.

**Tree Goblins** Tree Goblins are only found near trees, and derive their powers and abilities from them. A Tree Goblin who doesn't come into contact with a tree within a day will die. Their origin is unknown, but it is suspected they are a cross between Wood Sprites and Goblins.

Tree Goblin Witch Doctors can only cast spells from the element of Water. There are no Tree Goblin Shamans, though Tree Goblin Druids do exist.

Rank	: 2 - 6
Skill Table	: Small Humanoid (All Physical skill costs are doubled)
Life Points	: 33 (50)
Mana	: 4 (160)
Standing	: 2 (80)
Damage	: as weapon - 1 or 1 claws
Abilities	: Heal all damage by touching a tree for 30 seconds; 3 times per day : Teleport from one tree to another*; 3 times per day * The goblin must emerge from the trunk of the tree : Willpower costs double
Description	: Green skin with green markings, high squeaky voices

**Fire Goblins** Fire Goblins have an affinity for fire, and this makes up part of their bodies. All Fire Goblins radiate heat.

Fire Goblin Witch Doctors can only cast spells from the element of Fire. Fire Goblin Shamans can choose from the Paths of Death, Anarchy and Chaos.

Rank	: 2 - 6
Skill Table	: Small Humanoid (All Physical skill costs are doubled)
Life Points	: 39 (60)
Mana	: 5 (200)
Standing	: 0 (20)
Damage	: as weapon - 1 or 2 (claws)
Abilities	: Cast Fire Dart equal to their Rank/2 (rounded down); 3 times per day : Immune to fire damage : Strength costs double : Toughness costs double : Dexterity costs two-thirds : Willpower costs double
Description	: Green skin with red markings, high squeaky voices

**Rock Goblin** Rock Goblins are the hardiest goblins of all, and are only found near rocky formations or underground. A Rock Goblin who doesn't come into contact with a rock or stone at least equal to his size with a day will die. Note that all a Rock Goblin's abilities can only be gained when touching a rock of at least the goblin's size.

Rock Goblin Witch Doctors can only cast spells from the element of Earth. Earth Goblin Shamans can only choose from the Path of Order.



Rank	: 3 - 6
Skill Table	: Small Humanoid
Life Points	: 45 (68)
Mana	: 4 (160)
Standing	: 1 (40)
Damage	: as weapon or 2 (claws)
Abilities	: Improve Strength by one category by touching a rock* for 30 seconds; 3 times per day.
	: Improve Strength by two categories by touching a rock* for 30 seconds; 1 time per day
	: Heal all damage by touching a rock* for 30 seconds; 3 times per day
	: Teleport from one rock* to another; 3 times per day
	: Strength costs half
	: Toughness costs half
	: Willpower costs double
Description	: Green skin with brown and/or grey markings, high squeaky voices

\* The rock must be at least equal to the Goblin's size.

## 16.3 Hobgoblins

Hobgoblins are larger, more fearsome goblins. Their origin is unknown, but it is speculated that they are either simply mutated goblins or a union of goblin and ogre.

They usually form tribes of their own kind, though weaker ones are sometimes found leading tribes of goblins.

Rank	: 4-10
Skill Table	: Small Humanoid
Life Points	: 45 (68)
Mana	: 1 (40)
Standing	: 1 (40)
Damage	: as weapon or 2 (claws)
Abilities	: 1 in 20 Hobgoblins are Witch Doctors and Shamans and can learn Magic and Religious skills (resp) at half cost
	: Willpower 1
Description	: Greenish-Yellow skin

### 16.3.1 Hobgoblin Witch Doctors/Shamans

Hobgoblin Witch Doctors can cast either Fire spells or Earth spells (though not a combination of both). They cannot cast General Spells.

Hobgoblin Shamans follow the Paths of Chaos, Anarchy or Death.

## 16.4 Orcs

Orcs are the product of experimentation by dark, departed gods. They are fairly well organised, banding together into tribes, each with its own marking or symbol. Each tribe is independent of all the others and they have a tendency to fight and feud with each other. Relations between Orc tribes and other races change from one tribe to another. The tribes known to be friendly to the civilised races are The Iron Hand and The Smoking Eye.

Each tribe is led by an Orc Chieftain, who has the highest Rank and Life Points. He is advised by two Orc Champions and one Priest. The two Champions have higher Ranks and Life Points than the rest of the tribe. To become a Champion, an Orc must first defeat a current Champion. To become a Chieftain, an Orc must become a Champion and must then defeat the current Chieftain.

The Champions and the Priest advisor is 1 to 3 ranks higher than the normal tribe members (with a maximum rank of 19) and the Chieftain is 1 to 3 ranks higher than the Champions with a maximum rank of 20.

Rank	: 2+
Skill Table	: Small Humanoid
Life Points	: 39 (60)
Mana	: 0 (20)
Standing	: 5 (200)
Damage	: as weapon or 2 (claws)
Abilities	: 1 in 10 Orcs are Priests and can learn religious skills at half cost.
	: Toughness 1
Description	: Brown skin, ranging from light to very dark, deep rough voices

### 16.4.1 Orc Priests

Orc Priests follow the Paths of Death, Might or Order, and wear markings on their faces dependent on their faith. Death: black rings around the eyes and mouth, Might: red lines radiating from the eyes, Order: black circle across the forehead and around the face.

## 16.5 Ogres

Ogres are fearsome brutes who appear to be stronger versions of Orcs. Fortunately they are normally found on their own, or in small groups of no more than five members.

There are no Ogre Witch Doctors or Shamans.

Rank	: 5+
Skill Table	: Large Humanoid
Life Points	: 60+ (90)
Damage	: as weapon + 2 or 4 (claws)
Abilities	: Strength
	: Toughness 3
Description	: Light skin, normally wear furs or poor armour, some have tusks.

## 16.6 Trolls

Trolls come in a variety of shapes, sizes and colours. The most common are green and nearly all of them have long pointed noses. The one feature that they all have in common is the ability to regenerate. Every minute, the Troll recovers Life Points and Body Points equal to its Rank, except if the damage was caused by Fire. A troll set on fire after dying will not be able to regenerate before burning up. A side effect of regeneration is that Trolls are immune to bruising damage and Throat Slit as the injuries heal up almost immediately.

There are no Troll Witch Doctors or Shamans.

Rank	: 8+
Skill Table	: Large Humanoid (Warrior only)
Life Points	: 70+ (105)
Damage	: as weapon + 4 or 7 (claws)
Abilities	: Regeneration
	: Double Strength
	: Toughness 4

### 16.6.1 Troll Sub-species

**Night Troll** The Night Troll only comes out at night as it dies immediately if subjected to sunlight.

Rank	: 10+
Skill Table	: Large Humanoid
Life Points	: 75+ (110)
Damage	: as weapon + 4 or 7 (claws)
Abilities	: Regeneration*
	: Double Strength
	: Toughness 4
Description	: Black skin

\* A Night Troll can regenerate Fire damage, but not Light damage (such as that caused by the School of Light). Dark damage (such as that caused by spells from the School of Darkness) heals a Night Troll for the same amount.

**Fire Troll** Fire Trolls are a particularly dangerous type of troll, which have an affinity for fire.

Rank : 8+  
 Skill Table : Large Humanoid  
 Life Points : 60+ (90)  
 Damage : as weapon + 2 or 5 (claws)  
 Ability : Regeneration\*  
           : Fire Dart ¡Rank¿; 3 times per day  
           : Double Strength  
           : Toughness 4  
 Description : Red skin

\* Fire damage heals a Fire Troll for the same amount. However, Fire Trolls cannot regenerate Ice damage.

## 16.7 Sprites

Sprites are nature spirits, closely related to Elves. They are normally harmless, unless their element is threatened, though they do have a “unique” sense of humour.

### 16.7.1 Wood Sprites

Rank : 4+  
 Skill Table : Elf Mage  
 Life Points : 21+ (21)  
 Mana : 10 (400)  
 Damage : 1 (claws)  
 Abilities : Heal all wounds by touching a tree\* for 30 seconds;  
           3 times per day  
           : Teleport from one tree\* to another, 6 times per day  
           : Sap Dart ¡Rank¿; 3 times per day  
           : Merge with a tree\*; 3 times per day.  
 Description : Green skin, high squeaky voices

\* The trunk of the tree must be at least equal to the Sprite’s size.

Wood Sprites are only found near trees and normally only in heavy woods. They can learn and cast Druidic miracles as if they were spells. (ie: they use Learn Spell to gain them and cast them using Mana.)

### 16.7.2 Water Sprites

Rank : 2+  
 Skill Table : Elf Mage  
 Life Points : 21+ (21)  
 Mana : 10 (400)  
 Damage : 2 (fists)  
 Abilities : Ice Dart ¡Rank¿; 3 times per day  
           : Freeze (T); 3 times per day  
           : Willpower 2  
 Description : Green skin, high squeaky voices

Water Sprites are only found near large bodies of water, though they sometimes go travelling during a heavy rainstorm. They can only learn spells from the Water and General lists.

### 16.7.3 Earth Sprites

Rank : 2+  
 Skill Table : Human Mage  
 Life Points : 30+ (30)  
 Mana : 5 (200)  
 Damage : 4 (fists)  
 Abilities : Iron Skin ¡Rank¿  
           : Warp (T); 3 times per day  
           : Mend (T); 3 times per day  
           : Strength  
 Description : Brown or black skin, high squeaky voices

Earth Sprites are usually found in hilly, rocky terrain, though they can travel anywhere. They can only learn spells from the Earth and General lists.

### 16.7.4 Fire Sprites

Rank : 2+  
 Skill Table : Elf Mage  
 Life Points : 21+ (21)  
 Mana : 10 (400)  
 Damage : Fire 2 (hands)  
 Abilities : Fire Dart ;Rank; 3 times per day  
           : Destroy (T); 3 times per day  
           : Reform (T); 3 times per day  
           : Flash (T); 3 times per day  
           : Teleport from one fire to another\*; 3 times per day  
 Description : Brown skin, high squeaky voices

\* The fire must be at least equal to the Sprite's size (ie: a medium sized camp fire).

Fire Sprites are found near volcanic activity or large fires. They can only learn spells from the Fire and General lists.

### 16.7.5 Air Sprites

Rank : 2+  
 Skill Table : Elf Mage  
 Life Points : 21+ (21)  
 Mana : 10 (400)  
 Damage : Lightning 2 (hands)  
 Abilities : Air Blast ;Rank; 3 times per day  
           : Shocking Grasp ;Rank; 3 times per day  
           : Blink 4; 6 times per day  
 Description : blue or yellow skin, high squeaky voices

Air Sprites are the most common form of sprites and can be found almost anywhere, though they favour plains. They can only learn spells from the Air and General lists.

### 16.7.6 Iron Sprites

Rank : 5+  
 Skill Table : Human Mage  
 Life Points : 45+ (45)  
 Mana : 3 (120)  
 Damage : 6 (fists)  
 Abilities : Strength  
           : Iron Skin ;rank;  
           : Warp (T); 3 times per day  
           : Mend (T); 3 times per day

Description : Brown or black skin, high squeaky voices

Iron Sprites are closely related to Earth Sprites and are found in roughly the same places, though only where there are large deposits of metal. They can only learn spells from the Earth and General lists.

## 16.8 The Undead

### 16.8.1 Undead Powers

Both intelligent and unintelligent Undead have Character Points based on their rank which they can spend on their particular Skill Table. However, In addition they may also use the points to gain powers from the following list.

#### **Intrinsic Death Miracle** (“Learn Miracle” Skill Cost x 5)

The Undead gains the ability to use the Death Miracle at will (ie: the miracle can be “cast” without the need for vocals or Standing, and no Life Points are lost). The relevant “Learn Miracle” Skill Cost is that of

a Priest of the Undead's original race. So an Undead created from a Human would use the Human Priest cost, an Undead created from an Ogre would use the Large Humanoid Priest cost, etc.

As with the usual method of learning miracles, lower level ones must be learnt before higher level ones.

Note that some of the miracles are equivalent to other Undead powers (and the latter are normally cheaper).

Some examples for a Human Undead...

- Drain Life 8: 10 (Drain Life 4) + 20 (Drain Life 8) = 30 Points.
- Cause Disease 0: 30 Points.

### **Intrinsic Necromantic Spell** (“Learn Spell” Skill Cost x 5)

The Undead gains the ability to use the Necromantic Spell at will (ie: the miracle can be “cast” without the need for vocals or Mana, and no Life Points are lost). The relevant “Learn Spell Skill Cost is that of a Mage of the Undead's original race. So an Undead created from a Human would use the Human Mage cost, an Undead created from an Ogre would use the Large Humanoid Mage cost, etc.

As with the usual method of learning spells, lower level ones must be learnt before higher level ones.

Note that some of the spells are equivalent to other Undead powers (and the latter are normally cheaper).

Some examples for a Human Undead...

- Animate Dead 4: 15 (Animate Dead 2) + 30 (Animate Dead 4) = 45 Points.
- Flesh Rot: 15 Points.
- Paralysis 2: 15 (Paralysis 1) + 45 (Paralysis 2) = 60 Points

### **Regeneration** 15 points

One minute after the Undead is killed, it will rise up again with full “Life” points. Each regenerate ability works only once, thus to create a skeleton which regenerates twice requires the regenerate ability to be chosen twice (ie: at least an Animate Dead 2).

There are two methods by which an Undead can gain Regeneration. The first is in a similar way to the Necromantic spell, Bind the Soul. Thus a victim must be sacrificed when the Undead is created, and the “Life” Points regained is equal to the Life Points of the victim.

The second method is more common in Undead which have not been created by a Necromancer. These are usually powerful souls which either refuse to leave their home plane or which have been deliberately sent back by the Lords of Death to cause more trouble.

### **Incorporeal** (40 points)

The Undead has no solid form and cannot do Normal damage, though in turn it cannot be harmed by Normal damage. An Incorporeal Undead can make itself Invisible at will, only being detectable by Detect Undead. The Incorporeal Undead can attack and remain invisible.

### **Immunity to Normal Damage** (40 points)

This is the same as the Intrinsic Necromantic Spell bought using the same rules above except at a base cost of  $1x(\text{level} + 1)$  instead of their original race's base cost.

### **Drain Life** <n> var points

This is the same as the Drain Life Death Miracle and bought using the same rules above for Intrinsic Death Miracles, except at a base cost of  $1x(\text{level} + 1)$  instead of their original race's base cost.

So, Drain Life 4 costs 5, Drain Life 8 costs 10, Drain Life 14 costs 15, etc.

### **Unholy Strike** <n> var points

This is the same as the Unholy Strike Death Miracle and bought using the same rules above for Intrinsic Death Miracles, except at a base cost of  $1x(\text{level} + 1)$  instead of their original race's base cost.

So, Unholy Strike 0 costs 5, Unholy Strike 1 costs 10, Unholy Strike 2 costs 15, etc. The Undead can only deal this damage with his hands. To be able to cause Unholy damage through any weapon, Unholy Strike must be bought as an Intrinsic Death Miracle using the rules above.

**Fear** <n> var points

This is the same as the Fear Death Miracle and bought using the same rules above for Intrinsic Death Miracles, except at a base cost of  $1 \times (\text{level} + 1)$  instead of their original race's base cost.

So, Fear 1 costs 10, Fear 2 costs 20, etc.

**No Normal Damage** -2/point of Normal damage.

The Undead does no normal damage. This effectively lowers the points spent on the Undead by the above amount, which can be used on another power or skill.

For example, an Ogre Zombie is created which usually does 4 points of Normal damage (Ogre's have intrinsic Strength, so Ogre Zombies have intrinsic Double Strength). If "No Normal Damage" is bought, 8 points are regained.

**Power Armour** 10xlevel points

The Undead gains 1 point of Power Armour each time this skill is bought.

**Resistance** Half Willpower Character Point cost (rounded down)

Levels of Resistance are added to the Undead's Willpower when resisting Turn Undead miracles or effects.

For example, a Human Skeleton uses the Human Warrior Skill Table and can learn Willpower 1 for 9 Character Points and Resistance 1 for 4 Character Points. Against all mental effects it has a Willpower of 1, but against Turn Undead it has an effective Willpower of 2.

## 16.8.2 Unintelligent Undead

Unintelligent Undead are based on the descriptions below and have no maximum rank.

	Skeleton	Zombie
Rank	1+	1+
Skill Table	as when alive (Warrior) <sup>1</sup>	as when alive (Warrior) <sup>1</sup>
Base "Life" Points	30 (60)	60 (-) <sup>2</sup>
Abilities	Immune to Sharp Weapons <sup>3</sup>	Slow Strength
Damage	Weapon Specialisation or Claw Specialisation (3)	Fist Proficiency (4)
Standing	0 (20)	0 (20)
Mana	0 (20)	0 (20)

<sup>1</sup> For example, a Skeleton created from a Human Scout would use the Human Warrior points costs.

<sup>2</sup> Zombies can learn Enhance Life at half cost. If the base cost for Enhance Life is 1, then the Zombie gains 2 Life Points for each time the skill is learnt. Note that Zombies and do not have a Life Point Threshold and the cost for Life never increases.

<sup>3</sup> All Normal damage from Sharp weapons is reduced by 20, with the reduction occurring **after** all other defenses are taken into consideration.

Skeletons above Rank 10 can learn miracles from the Principle of Death, and such miracles are at half cost, but can never learn any Magical skills.

Zombies cannot learn Religious or Magical skills, but do learn all Strength skills at half cost.

Points can also be spent on the special skills above.

When raising a creature as a Skeleton or Zombie, certain racial skills are retained. These skills still count towards the points cost for the Undead, and hence its rank will be higher. This in turn means that a higher rank Animate Dead will be required.

- Strength. A Zombie has one additional (free) rank in Strength when created.
- Toughness (Zombies only).
- Enhanced Life.
- Dexterity (Skeletons only).

**Example** A Necromancer kills a Troll and then decides to animate it as a Zombie Skeleton. Trolls have Strength as a racial skill and an additional 39 Life Points above a base Skeleton. As Trolls use the Large Humanoid table, the created Skeleton will also use this table, using the Warrior points costs.

Strength on this table costs 6 points and the 39 extra Life Points costs 39 points, making 45 in all. Thus the minimum rank that the Zombie Skeleton can be is 5 which in turn requires an Animate Undead 8.

When raising a Troll as a Zombie, the only additional cost is the extra 9 Life Points. So an Animate Undead 2 will suffice. In addition, the Zombie Troll will have Double Strength at no cost.

### 16.8.3 Intelligent Undead

The base statistics for an Intelligent Undead is the same as for when the character died. They can earn additional points and use these to buy skills on the same table as when they were alive or on the Undead skills described above.

Some Undead creatures gain additional skills when they become Undead (ie: Ghouls gain Paralysis) and thus automatically gain any additional points necessary. Any other statistics can be treated as guidelines or minimums.

Note that the Rank given is the **minimum** that the Undead can be and is based on the Character Point costs for its base abilities. An Undead of a particular type **cannot** be lower than this Rank.

#### Shadow

Shadows are semi-intelligent, incorporeal Undead comprised entirely of shadows and darkness. They are formed from those who die from lack of food or water while underground. They cannot stand direct sunlight and usually stay underground, though they occasionally come out during the night.

Rank	: 10 <sup>+</sup>
Skill Table	: as when alive
Life Points	: base for their race (base for their race)
Damage	: Unholy Strike 2
Abilities	: Incorporeal
	: Weakness*
Standing	: base for their race (base for their race)
Mana	: base for their race (base for their race)

\* Shadows can buy Weakness by spending the points below. Note that the totals are **not** cumulative, so to buy Double Weakness first requires that Weakness has been bought for 15 Character Points.

Weakness	15
Double Weakness	25
Triple Weakness	35
Quadruple Weakness	45
...	...

A Shadows touch causes the target to lose a category of Strength if damage is caused. Note that multiple attacks do not cause cumulative Strength loss. Additional Weakness levels can be bought for 20 points each.

#### Ghouls

Ghouls are stupid, but cunning Undead who just barely qualify for the “Intelligent Undead” section. They are created when humans, half-orcs and half-ogres resort to eating other dead humans, half-orcs or half-ogres. A few do this by choice but most are created by the Gods of Death who curse individuals or groups with such a craving, either as a punishment or a reward.

Ghouls may not learn any Weapon, Magic or Religious skills and cannot use those they had when they were alive. However, they gain the Necromantic Paralysis skill at a base cost of 5x(level + 1).

	Rank	: 5
	Skill Table	: as when alive
	Life Points	: 30 (45)
<b>Basic Ghoul</b>	Damage	: 2+ (claws)
	Abilities	: Paralysis 3
	Mana	: 0 (20)
	Standing	: 0 (20)

<b>Unholy Powered Ghoul</b>	Rank	: 10+
	Skill Table	: as when alive
	Life Points	: 30 (45)
	Damage	: “Unholy” Strike 2
	Abilities	: Paralysis 4
		: No Normal Damage
	Mana	: 0 (20)
	Standing	: 0 (20)

## Vampire

Vampires are highly intelligent beings who are created when another Vampire decides to do so. A new Vampire must obey the one who created him, though not always willingly.

Vampires can be held at bay by Priests of Justice, Life or Freedom by boldly presenting their Holy Symbol and exercising their Willpower. If the Vampire’s Willpower is less than the character’s, he cannot approach with 10’. The Holy Symbol must be clearly visible, so there cannot be any obstructions (walls, other characters, etc) between the character and the Vampire. (The Vampire cannot simply close his eyes to avoid this effect.) If the Vampire has levels of Resistance, it can add them to its Willpower to resist this effect.

Vampires take double damage from School of Light spells.

Vampires have a number of specific abilities...

- Buy Strength at the Warrior cost for their original race.
- Buy Intrinsic Steal Life at a base cost of 1x(level + 1) instead of their original race’s base cost.
- Buy the Water spells Command, Suggestion and Charm as Intrinsic abilities at a base of 1x(level + 1).
- Buy Willpower at the Mage cost for their original race.

Rank	: 22+
Skill Table	: as when alive
Life Points	: 30 (45)
Damage	: 4+ (claws), Unholy 2+
Abilities	: Command 1
	: Fear 1
	: Steal Life 4
	: Drain Life 14
	: Regeneration
	: Unholy Strike 2
	: Immunity to Normal Damage
	: Strength
Mana	: as when alive (as when alive)
Standing	: as when alive (as when alive)

## Ghost

Ghosts are restless spirits who have been refused entry into their next phase of existence. This may be because they have unfinished business in this world and chose to remain, or they have been barred from the Halls of Judgement by the Gods.

Some Ghosts are helpful but most seek to hurt those still alive.

Rank	: 16+
Skill Table	: as when alive
Life Points	: 30 (45)
Damage	: Unholy 4+
Abilities	: Incorporeal
	: Unholy Strike 4
	: Fear 1
	: Regeneration
Mana	: 0 (20)
Standing	: 0 (20)



## Death Knight

Death Knight are based on the Skeleton unintelligent Undead, and hence are skeletal in appearance. They are created when the skeleton of a high ranking Human Warrior (20th rank +) who followed Might, Death or Anarchy is animated, either by accident or design. They remember all the skills they had when they were alive.

Rank	: (original Rank + 16)+
Skill Table	: as when alive
Life Points	: as when alive (as when alive)
Damage	: as weapon + Unholy Strike 2*
Abilities	: Immune to sharp weapons Regeneration 3 Immunity to Normal Damage Intrinsic Unholy Strike 3 Fear 1
Mana	: as when alive (as when alive)
Standing	: as when alive (as when alive)

\* Base Death Knights do Unholy Strike 3 with their hands and any weapon they pick up.

## Warrior Ghost

A Warrior Ghost is the Undead spirit of a character who fell in battle. Such an Undead cannot be seen by normal means, though Magic Sight or the skill Discern Spiritual Influence will reveal the Unholy spirit. A Warrior Ghost cannot affect the normal world except by using its ability to possess dead bodies. The Warrior Ghost can leave the body it is currently inhabiting at any time. It can then travel up to 20 feet away from it in spirit form and possess another dead body. A Warrior Ghost cannot possess a body that has been Blessed and hence is driven out of a body if a Bless is cast on it.

While possessing a body, a Warrior Ghost retains all of its abilities. In particular, a Warrior Ghost is immune to normal damage while in spirit form and hence the body it currently is residing in is also immune to normal damage.

Any damage a Warrior Ghost takes while possessing a body is retained when it leaves.

Rank	: (original Rank + 10)+
Skill Table	: as when alive
Damage	: as weapon + Unholy Strike 3
Life Points	: as when alive (as when alive)
Abilities	: Incorporeal Intrinsic Unholy Strike 2
Mana	: as when alive (as when alive)
Standing	: as when alive (as when alive)

## Guardian Spirit

A Guardian Spirit is similar to, but more powerful than, a Warrior Ghost. They are usually bound to a particular place and are compelled to defend against intrusion. Initially, they are ethereal, though they can be seen, and in this form they can only be harmed by Life Miracles. Their mode of attack is to possess a living target and then use it to attack someone else, or cause it to kill itself or flee.

The base cost for Possess 1, which allows the Guardian Spirit to possess a character with less than Willpower 1, is 40. Each additional level increases the cost by 10 points (50 Points for Possess 2, 60 Points for Possess 3, ...).

A Guardian Spirit can only cause a target to kill itself if the Possess ability is more than two levels higher than the character's Willpower. (ie: Possess 3 can be used against a character with no Willpower to force them to kill themselves.)

Casting Bless increases the target's effective Willpower against the Guardian Spirit, though this may not be sufficient to defend against it.

Rank	: (original Rank + 11)+
Skill Table	: as when alive
Damage	: as weapon + Unholy Strike 2
Life Points	: as when alive (as when alive)
Abilities	: Incorporeal Possess 0 Intrinsic Unholy Strike 2
Mana	: as when alive (as when alive)
Standing	: as when alive (as when alive)

## Lich

A Lich comes into being when a high ranking and *very* devout Priest of Might, Death or Anarchy is granted the power by the Gods of Death or when a Necromancer performs the ritual of transformation.

Rank	: (original Rank* + 19)+
Skill Table	: as when alive
Life Points	: as when alive (as when alive)
Damage	: as weapon + Unholy 4
Abilities	: Power Damage 4 Fear 2 Regeneration 1
Mana	: as when alive (as when alive)
Standing	: as when alive (as when alive)

\* The minimum original Rank for a Lich is 30. The Gods of Death will only grant lichdom to powerful characters who have served them well and the Necromantic ritual of transformation is extremely high level, requiring many years of study and experience to cast.

## 16.9 Demons

Rank	: 2
Skill Table	: Demon
Damage	: 2 (claws)
Life Points	: 45 (70)
Mana	: 5 (200)
Standing	: 10 (400) Chaos

A Demon's body cannot be repaired whilst away from its home plane, though its "Life" Points can be healed by "Chaos Lace" Miracles. "Order Lace" Miracles, on the other hand, cause the equivalent "Life" Point damage.

Demons must also keep back Mana equal to their level or they will instantly return to wherever they came from.

### 16.9.1 Demonic Powers

All Demons have Character Points based on their rank which can be spent on Skills from the relevant table or on powers from the following list.

#### Intrinsic Chaos Miracle 5x(level + 1)

The Demon gains the ability to use the Chaos Miracle at will.

As with the usual method of learning miracles, lower level ones must be learnt before higher level ones.

Some examples

- Harm 8: 5 (Harm 4) + 10 (Harm 8) = 15 Points.
- Chaos Blade 4: 5 (Chaos Blade 1) + 10 (Chaos Blade 2) + 15 (Chaos Blade 3) + 20 (Chaos Blade 4) = 50 Points.

This will allow the Demon to cause Chaos 2 damage with his hands and any weapon he picks up, though every 15 minutes the weapon is held it will be damaged until it breaks.

#### Intrinsic Spell 10x(level + 1)

Demons can choose one School of Magic from which to cast spells and can also spend Character Points to cast these intrinsically.

For example, Fire Demons can cast Fire Spells, Shadow Demons can cast Dark Spells, Angels are Demons which cast Light Spells and are generally opposed to other types of Demons.

**Power Armour** 10xlevel points

The Demon gains 1 point of Power Armour each time this skill is bought.

**Regeneration** 30 points

One minute after the demon is killed, it will rise up again with full Life and Body points. Each regenerate ability works only once, thus a Demon which regenerates twice requires the regenerate ability to be chosen twice.

**Disruptive Touch** <n> var points

This is the same as the Chaos Blade Chaos Miracle and bought using the same rules above for Intrinsic Chaos Miracles, except at a base cost of  $1 \times (\text{level} + 1)$  (multiplied by 5 as the effect is Intrinsic).

So Disruptive Touch 1 costs 10, Disruptive Touch 2 costs 30, Disruptive Strike 3 costs 60, etc. The Demon can only deal this damage with his hands. To be able to cause Chaos damage through any weapon, Disruptive Touch must be bought as an Intrinsic Chaos Miracle using the rules above.

## 16.10 The Hassani

The Hassani group themselves in Companies, with a General as the leader of each one. They are the descendants of the Hassani armies which fought each other in the great civil war. An Hassani Company is well organised and its members are highly trained. Most companies will kill each other on sight, but occasionally alliances are made. None of them can remember why the civil war broke out and they still fight because that's all they know.

In the early years, Hassani tribes regularly attacked the fledgling Kingdom, but as the defenders became more organised, such attacks have become less frequent. Wanderers outside the Kingdom should still be wary, however.

Treat the Hassani as standard characters in the each has a Class and Rank. In addition, all members of a Company effectively belong to the same guild, meeting the requirements and gaining the bonuses. For example, members of the 8th Fox Scouts are treated as if they belonged to a guild equivalent to the Pathfinders, while members of the 7th Heavy Infantry are treated as if they belonged to a guild equivalent to the Guards.

Each Hassani has a title based on his Rank as follows

Rank	Title
1-10	Private
11-15	Corporal
16-30	Sergeant
31-50	Lieutenant
51-100	Captain
101-150	Major
151+	Colonel
201+	General

There is only one General in a Company. The method for choosing a General ranges from trial by combat once a year amongst the Company Colonels, to being passed from father to son.

## 16.11 Elementals

Elementals are fairly simple minded, magical creatures bound to the world. They usually remain hidden in their element, but can be summoned using ritual magic. However, summoned Elementals are usually extremely angry and will instantly attempt to destroy their summoners unless they are controlled.

Elementals have an innate understanding of their element and can learn how to cast spells using it as naturally as other creatures learn how to walk. This means that they can learn spells beyond the normal instant cast limit of level 10. For example, a Fire Elemental can learn Fire Dart 30. However, they cannot grasp the more intellectual magical skills such as Magic Runes or Magic Ritual.

### 16.11.1 Earth Elemental

Rank : 1+  
 Skill Table : Large Humanoid Mage<sup>1</sup>  
 Life Points : 90+ (120)  
 Damage : 4+ (fists)  
 Abilities : One Strength per 10 Ranks (ie: Strength to Rank 9,  
 Double Strength to Rank 19, ...).  
 : Toughness 4  
 : Strength at half cost  
 : Toughness at half cost  
 Mana : 10 (400)

<sup>1</sup> Enhance Mana is 1. Learn Spell is  $2x(1 + 1)$ . Only Earth spells may be bought.

### 16.11.2 Air Elemental

Rank : 1+  
 Skill Table : Elf Mage<sup>1</sup>  
 Life Points : 45+ (45)  
 Damage : Lightening  $\lfloor \text{Rank}_i / 10 \rfloor$  (Storm Hand)  
 Abilities : Float 0  
 : Storm Hand  $\lfloor \text{Rank}_i / 10 \rfloor$   
 Mana : 15 (600)

<sup>1</sup> Only Air spells may be bought.

### 16.11.3 Fire Elemental

Rank : 1+  
 Skill Table : Elf Mage<sup>1</sup>  
 Life Points : 45+ (45)  
 Damage : Fire  $\lfloor \text{Rank}_i / 10 \rfloor$  (Fire Blade)  
 Abilities : Destroy (T)  
 : Fire Blade  $\lfloor \text{Rank}_i / 10 \rfloor$   
 Mana : 12 (480)

<sup>1</sup> Only Fire spells may be bought.

### 16.11.4 Water Elemental

Rank : 1+  
 Skill Table : Large Humanoid Mage<sup>1</sup>  
 Life Points : 60+ (90)  
 Damage : Ice  $\lfloor \text{Rank}_i / 10 \rfloor$  (Ice Blade)  
 Abilities : Rust (T)  
 : Ice Blade  $\lfloor \text{Rank}_i / 10 \rfloor$   
 Mana : 10 (400)

<sup>1</sup> Enhance Mana is 1. Learn Spell is  $2x(1 + 1)$ . Only Water spells may be bought.

## 16.12 Treants

Treants are animated, intelligent trees. There are various theories why this happens. Some suggest that it is due to the will of Nature, some say it is a natural evolution, and all trees have this potential and others say it is due to a higher level of magic within a region.

Treants generally avoid contact with other races. However, if plants, and to some extent creatures, within the Treant's range are being devastated, they become enraged and start attacking all those they believe to be perpetrating this crime against Nature. When this happens, they don't tend to be too discriminating and attack all "squishies", though Druids (except Dark Druids) and Elves are usually recognized by all Treants as friends.

Rank	: 30+
Skill Table	: Large Humanoid Druid(Tree)
Base Life Points	: 90 (120)
Mana	: 0 (20)
Standing	: 5 (200)
Damage	: Base 4 + Strength
Abilities	: One Strength per 10 Ranks (ie: Strength to Rank 9, Double Strength to Rank 19, ...). Barkskin $\lfloor \text{Rank}_i / 10 \rfloor$ (as if cast by a Tree Druid)
Description	: Looks like a tree

Treants can learn to cast Druidic Tree Miracles at a cost of  $2x(l+1)$  Character Points, and can learn these miracles intrinsically at a cost of  $10x(l+1)$ . To improve the creatures Barkskin requires  $5x(\text{new level} - 4)$ , so Barkskin 5 requires 5 Character Points, Barkskin 6 requires 15 Character Points, etc.

## 16.13 Drow

Drow are Elves cursed and banished underground for a great wrong they perpetrated millenia ago. Information is scarce, but it is believed that they attempted to enslave all the other Elven races.

Rank	: 2+
Skill Table	: Elf
Life Points	: 27 (27)
Mana	: 7 (280)
Standing	: 1 (40)
Damage	: as weapon
Description	: Black skinned elves with white hair.

Drow are treated as standard characters in that each has a Class and Rank. In addition, Drow society also has the equivalent of the Kingdom Guilds though these are limited due to its more ordered and restricted nature.

**Warriors** All Drow Warriors belong to an equivalent Guild as the Kingdom Guards. Their restrictions are modified to defending Drow Mages and Priests (in that order) as opposed to all Drow.

**Scouts** All Drow Scouts belong to an equivalent Guild as the Kingdom Dark Blades.

**Priests** Drow Priests all follow the Path of Might and belong to a Temple equivalent to the Kingdom's Temple of Might.

**Mages** Drow Mages are the leaders of their society and all receive superior training. Drow Mages are usually either Shadow Masters, Necromancers, Spellswords, Earth Elementalists or Wizards (in that order). Drow Mages can belong to the equivalent of any Guild that they qualify for, so a Drow Mage of the School of Darkness can belong to any of The Shadow Masters, the Drow equivalent of the Towers, the Drow equivalent of the Circle or the Drow equivalent of the Wardens. In the latter case, as with Warriors, the restrictions are modified to defending all Drow Mages and Priests (in that order).

Drow are allowed to be multi-classed. Multi-classed Mages always belong to a Mage Guild. All other multi-classes can choose to which of the Guilds they belong.

## 16.14 Small Humanoid Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	2	4	4	6
1H Weapon Specialisation	4	8	8	12
1H Weapon Expertise	10	20	20	30
1H Weapon Mastery	25	50	50	75
1H Weapon Advanced Mastery	75	150	150	225
1H Weapon Legendary Mastery	225	450	450	675
2H Weapon Proficiency	4	8	8	12
2H Weapon Specialisation	8	16	16	24
2H Weapon Expertise	20	40	40	60
2H Weapon Mastery	50	100	100	150
2H Weapon Advanced Mastery	150	300	300	450
2H Weapon Legendary Mastery	450	900	900	1350
Fist Proficiency	1	2	1	3
Fist Specialisation	2	4	2	6
Dagger Proficiency	1	2	1	3
Dagger Specialisation	2	4	2	6
Dagger Expertise	5	10	5	15
Dagger Mastery	13	25	13	38
Dagger Advanced Mastery	38	75	38	113
Dagger Legendary Mastery	113	225	113	338
Staff Proficiency	4	8	8	6
Staff Specialisation	8	16	16	12
Staff Expertise	20	40	40	30
Staff Mastery	50	100	100	75
Staff Advanced Mastery	150	300	300	150
Staff Legendary Mastery	450	900	900	675
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	2	4	4	6
Throwing Specialisation	4	8	8	12
Throwing Expertise	10	20	20	30
Throwing Mastery	25	50	50	75
Throwing Advanced Mastery	75	150	150	225
Throwing Legendary Mastery	225	450	450	675
Longbow Proficiency	6	12	6	18
Longbow Specialisation	18	36	18	54
Longbow Expertise	54	108	54	162
Longbow Mastery	162	324	162	486
Crossbow Proficiency	9	18	9	27
Crossbow Specialisation	27	54	27	81
Crossbow Expertise	81	162	81	243
Crossbow Mastery	243	486	243	729
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept	<i>15xlevel</i>	<i>30xlevel</i>	<i>30xlevel</i>	<i>45xlevel</i>
Small Shield Proficiency	4	8	8	12
Small Shield Specialisation	8	16	16	24
Small Shield Expertise	20	40	40	60
Small Shield Mastery	50	100	100	150

## Small Humanoid Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	8	16	24	24
Medium Shield Specialisation	16	32	48	48
Medium Shield Expertise	40	80	120	120
Medium Shield Mastery	100	200	300	300
Large Shield Proficiency	12	24	48	48
Large Shield Specialisation	24	48	72	72
Large Shield Expertise	60	120	120	120
Large Shield Mastery	150	300	300	450
Furs/Skins/Leather Proficiency	2	4	2	6
Furs/Skins/Leather Specialisation	4	8	4	12
Furs/Skins/Leather Expertise	8	16	8	24
Furs/Skins/Leather Mastery	16	32	16	48
Studded Leather Proficiency	3	6	3	9
Studded Leather Specialisation	6	12	6	18
Studded Leather Expertise	12	24	12	36
Studded Leather Mastery	24	48	24	72
Chain Proficiency	4	8	8	12
Chain Specialisation	8	16	16	24
Chain Expertise	16	32	32	48
Chain Mastery	32	64	64	96
Banded Proficiency	5	10	15	15
Banded Specialisation	10	20	30	30
Banded Expertise	20	40	60	60
Banded Mastery	40	80	120	120
Plate Proficiency	6	12	24	30
Plate Specialisation	12	24	48	48
Plate Expertise	24	48	96	96
Plate Mastery	48	96	192	192
Combination	5	10	15	15
Enhanced Combination	20	40	60	60
<b>Physical / Mental</b>				
Enhance Life	1	1	1	2
Ambidexterity	15	22	15	30
Strength	10	15	20	20
Double Strength	20	30	40	40
Triple Strength	40	60	80	80
Quadruple Strength	80	120	160	160
Quintuple Strength	160	240	320	320
Dexterity (per level)	<i>15xlevel</i>	<i>20xlevel</i>	<i>10xlevel</i>	<i>20xlevel</i>
Maneuver in Armour (per level)	<i>1xlevel</i>	<i>2xlevel</i>	<i>4xlevel</i>	<i>8xlevel</i>
All Round Sight (per level)	<i>15xlevel</i>	<i>20xlevel</i>	<i>10xlevel</i>	<i>20xlevel</i>
Toughness (per level)	<i>6xlevel</i>	<i>9xlevel</i>	<i>12xlevel</i>	<i>12xlevel</i>
Willpower (per level)	<i>15xlevel</i>	<i>15xlevel</i>	<i>20xlevel</i>	<i>10xlevel</i>
<b>Medical</b>				
Bind Wounds	21	7	14	14
Set Broken Bone	21	7	14	14
Discern Wounds	21	7	14	14
Discern Disease	21	7	14	14
Discern Spiritual Influence	21	7	14	7
Discern Poisoning	21	7	7	14
Discern Paralysis	21	7	14	14

## Small Humanoid Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Magic</b>				
Recognise Magic	15	15	10	5
Read/Write Runes	15	15	10	5
Enhance Mana	9	9	6	3
Meditate	30	30	20	10
Learn Spell	$15x(l+1)$	$15x(l+1)$	$10x(l+1)$	$5x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$45xlevel$	$45xlevel$	$30xlevel$	$15xlevel$
Create Talisman	$15+l$	$15+l$	$10+l$	$5+l$
<i>l = level</i>				
Transcend Armour	$12+l$	$12+l$	$8+l$	$4+l$
<i>l = level</i>				
Enchant Item	$60+l$	$60+l$	$40+l$	$20+l$
<i>l = level</i>				
Magic Ritual	$60+l$	$60+l$	$40+l$	$20+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$30+l$	$30+l$	$20+l$	$10+l$
<i>l = circle level</i>				
Work with Cabal	$60+l$	$60+l$	$40+l$	$20+l$
<i>l = ritual level</i>				
Join Cabal	$30x(l+1)$	$30x(l+1)$	$20x(l+1)$	$10x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	9	3	6	9
Read/Write Temple Runes	9	3	6	9
Improve Standing	6	2	4	6
Prayer	36	12	24	36
Learn Miracle	$16x(l+1)$	$4x(l+1)$	$8x(l+1)$	$16x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$12+l$	$4+l$	$8+l$	$12+l$
<i>l = level</i>				
Consecrate Item	$px(48+l)$	$px(16+l)$	$px(32+l)$	$px(48+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(48+l)$	$px(16+l)$	$px(32+l)$	$px(48+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$24+l$	$8+l$	$16+l$	$24+l$
<i>l = circle level</i>				
Work with Conclave	$32+l$	$16+l$	$32+l$	$48+l$
<i>l = ceremony level</i>				
Join Conclave	$24x(l+1)$	$8x(l+1)$	$16x(l+1)$	$24x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	12	18	6	12
Recognise Undead	12	6	6	12
Recognise Smell	12	18	6	12
Evaluate	18	27	9	18
Throat Slit	10	15	5	15
Backstab Proficiency	10	15	5	15
Backstab Specialisation	20	30	10	30
Backstab Expertise	40	60	20	60
Backstab Mastery	80	120	40	120
Backstab Advanced Mastery	160	240	80	240
Backstab Legendary Mastery	320	480	160	480



**Small Humanoid Skills Costs (continued)**

<b>Skill</b>	<b>Warrior</b>	<b>Priest</b>	<b>Scout</b>	<b>Mage</b>
Sniping Proficiency	40	60	20	60
Sniping Specialisation	80	120	40	120
Sniping Expertise	160	240	80	240
Sniping Mastery	320	480	160	480
Sniping Advanced Mastery	640	960	320	960
Sniping Legendary Mastery	1280	1920	640	1920
<b><u>Manufacture</u></b>				
Skinning	20	30	10	30
Make Leather Armour	20	40	20	60
Make Superior Leather Armour	60	120	60	180
Make Metal Armour	40	80	120	120
Make Superior Metal Armour	120	240	360	360
Make Weapon	40	80	120	120
Make Superior Weapon	120	240	360	360

## 16.15 Large Humanoid Skills Costs

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour</b>				
1H Weapon Proficiency	3	6	6	9
1H Weapon Specialisation	6	12	12	18
1H Weapon Expertise	15	30	30	45
1H Weapon Mastery	38	75	75	113
1H Weapon Advanced Mastery	113	225	225	338
1H Weapon Legendary Mastery	338	675	675	1013
2H Weapon Proficiency	3	6	6	9
2H Weapon Specialisation	6	12	12	18
2H Weapon Expertise	15	30	30	45
2H Weapon Mastery	38	75	75	113
2H Weapon Advanced Mastery	113	225	225	338
2H Weapon Legendary Mastery	338	675	675	1013
Fist Proficiency	1	2	1	3
Fist Specialisation	2	4	2	6
Dagger Proficiency	3	6	6	9
Dagger Specialisation	6	12	12	18
Dagger Expertise	15	30	30	45
Dagger Mastery	38	75	75	113
Dagger Advanced Mastery	113	225	225	338
Dagger Legendary Mastery	338	675	675	1013
Staff Proficiency	4	8	8	6
Staff Specialisation	8	16	16	12
Staff Expertise	20	40	40	30
Staff Mastery	50	100	100	75
Staff Advanced Mastery	150	300	300	150
Staff Legendary Mastery	450	900	900	675
Subdue <skill>		<i>as weapon &lt;skill&gt;</i>		
Throwing Proficiency	5	10	5	15
Throwing Specialisation	10	20	10	30
Throwing Expertise	25	50	25	75
Throwing Mastery	63	125	63	188
Throwing Advanced Mastery	188	375	188	563
Throwing Legendary Mastery	563	1125	563	1688
Longbow Proficiency	10	20	10	30
Longbow Specialisation	20	40	20	60
Longbow Expertise	50	100	50	150
Longbow Mastery	125	250	125	375
Longbow Advanced Mastery	375	750	375	1125
Longbow Legendary Mastery	1125	2250	1125	3375
Crossbow Proficiency	10	20	10	30
Crossbow Specialisation	20	40	20	60
Crossbow Expertise	50	100	50	150
Crossbow Mastery	125	250	125	375
Crossbow Advanced Mastery	375	750	375	1125
Crossbow Legendary Mastery	1125	2250	1125	3375
Favoured Weapon		<i>as Weapon Expertise</i>		
Chosen Weapon		<i>as Advanced Weapon Mastery</i>		
Weapon Adept	<i>10xlevel</i>	<i>20xlevel</i>	<i>20xlevel</i>	<i>30xlevel</i>
Small Shield Proficiency	5	10	20	20
Small Shield Specialisation	10	20	40	40
Small Shield Expertise	30	60	120	120
Small Shield Mastery	90	180	360	360

## Large Humanoid Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Weapons, Shield and Armour (continued)</b>				
Medium Shield Proficiency	10	20	40	40
Medium Shield Specialisation	20	40	80	80
Medium Shield Expertise	60	120	240	240
Medium Shield Mastery	180	360	720	720
Large Shield Proficiency	15	30	60	60
Large Shield Specialisation	30	60	120	120
Large Shield Expertise	90	180	360	360
Large Shield Mastery	270	540	1080	1080
Furs/Skins/Leather Proficiency	3	6	3	9
Furs/Skins/Leather Specialisation	6	12	6	18
Furs/Skins/Leather Expertise	12	24	12	36
Furs/Skins/Leather Mastery	24	48	24	72
Studded Leather Proficiency	4	8	4	12
Studded Leather Specialisation	8	16	8	24
Studded Leather Expertise	16	32	16	48
Studded Leather Mastery	32	64	32	96
Chain Proficiency	5	10	10	15
Chain Specialisation	10	20	20	30
Chain Expertise	20	40	40	60
Chain Mastery	40	80	80	120
Banded Proficiency	6	12	18	18
Banded Specialisation	12	24	36	36
Banded Expertise	24	48	72	72
Banded Mastery	48	96	144	144
Plate Proficiency	7	14	21	21
Plate Specialisation	14	28	42	42
Plate Expertise	28	56	84	84
Plate Mastery	56	112	168	168
Combination	6	12	18	18
Enhanced Combination	24	48	72	72
<b>Physical / Mental</b>				
Enhance Life	1	1	1	1
Ambidexterity	30	45	30	60
Strength	6	9	12	12
Double Strength	12	18	24	24
Triple Strength	24	36	48	48
Quadruple Strength	48	72	96	96
Triple Strength	96	144	192	192
Dexterity (per level)	<i>20xlevel</i>	<i>30xlevel</i>	<i>15xlevel</i>	<i>30xlevel</i>
Maneuver in Armour (per level)	<i>1xlevel</i>	<i>2xlevel</i>	<i>4xlevel</i>	<i>8xlevel</i>
All Round Sight (per level)	<i>22xlevel</i>	<i>30xlevel</i>	<i>15xlevel</i>	<i>30xlevel</i>
Toughness (per level)	<i>3xlevel</i>	<i>4xlevel</i>	<i>6xlevel</i>	<i>6xlevel</i>
Willpower (per level)	<i>18xlevel</i>	<i>18xlevel</i>	<i>24xlevel</i>	<i>12xlevel</i>
<b>Medical</b>				
Bind Wounds	24	8	16	16
Set Broken Bone	24	8	16	16
Discern Wounds	24	8	16	16
Discern Disease	24	8	16	16
Discern Spiritual Influence	24	8	16	8
Discern Poisoning	24	8	8	16
Discern Paralysis	24	8	16	16

## Large Humanoid Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b>Magic</b>				
Recognise Magic	18	18	12	6
Read/Write Runes	18	18	12	6
Enhance Mana	9	9	6	3
Meditate	36	36	24	12
Learn Spell	$18x(l+1)$	$18x(l+1)$	$12x(l+1)$	$6x(l+1)$
<i>l = spell level</i>				
Multicast		<i>variable</i>		
Magic Adept (per level)	$45xlevel$	$45xlevel$	$30xlevel$	$15xlevel$
Create Talisman	$18+l$	$18+l$	$12+l$	$6+l$
<i>l = level</i>				
Transcend Armour	$15+l$	$15+l$	$10+l$	$5+l$
<i>l = level</i>				
Enchant Item	$72+l$	$72+l$	$48+l$	$24+l$
<i>l = level</i>				
Magic Ritual	$72+l$	$72+l$	$48+l$	$24+l$
<i>l = ritual level</i>				
Inscribe Magic Circle	$36+l$	$36+l$	$24+l$	$12+l$
<i>l = circle level</i>				
Work with Cabal	$72+l$	$72+l$	$48+l$	$24+l$
<i>l = ritual level</i>				
Join Cabal	$36x(l+1)$	$36x(l+1)$	$24x(l+1)$	$12x(l+1)$
<i>l = level</i>				
<b>Religious</b>				
Recognise Miracle	15	5	10	15
Read/Write Temple Runes	15	5	10	15
Improve Standing	9	3	6	9
Prayer	30	10	20	30
Learn Miracle	$20x(l+1)$	$5x(l+1)$	$10x(l+1)$	$20x(l+1)$
<i>l = miracle level</i>				
Combined Prayer		<i>variable</i>		
Create Holy Symbol	$15+l$	$5+l$	$10+l$	$15+l$
<i>l = level</i>				
Consecrate Item	$px(60+l)$	$px(20+l)$	$px(40+l)$	$px(60+l)$
<i>l = level, p = principles</i>				
Religious Ceremony	$px(60+l)$	$px(20+l)$	$px(40+l)$	$px(60+l)$
<i>l = ceremony level, p = principles</i>				
Inscribe Ceremonial Circle	$30+l$	$10+l$	$20+l$	$30+l$
<i>l = circle level</i>				
Work with Conclave	$60+l$	$20+l$	$40+l$	$60+l$
<i>l = ceremony level</i>				
Join Conclave	$30x(l+1)$	$10x(l+1)$	$20x(l+1)$	$30x(l+1)$
<i>l = level</i>				
<b>Subterfuge</b>				
Recognise Creature	12	18	6	12
Recognise Undead	12	6	6	12
Recognise Smell	12	18	6	12
Evaluate	18	27	9	18
Throat Slit	40	60	20	60
Backstab Proficiency	40	60	20	60
Backstab Specialisation	80	120	40	120
Backstab Expertise	160	240	80	240
Backstab Mastery	320	480	160	480
Backstab Advanced Mastery	640	960	320	960
Backstab Legendary Mastery	1280	1920	640	1920

## Large Humanoid Skills Costs (continued)

Skill	Warrior	Priest	Scout	Mage
<b><u>Subterfuge (continued)</u></b>				
Sniping Proficiency	80	120	40	120
Sniping Specialisation	160	240	80	240
Sniping Expertise	320	480	160	480
Sniping Mastery	640	960	320	960
Sniping Advanced Mastery	1280	1920	640	1920
Sniping Mastery	2560	3840	1280	3840
<b><u>Manufacture</u></b>				
Skinning	40	60	20	60
Make Leather Armour	30	60	30	90
Make Superior Leather Armour	60	120	60	180
Make Metal Armour	60	120	180	180
Make Superior Metal Armour	120	240	360	360
Make Weapon	60	120	180	180
Make Superior Weapon	120	240	360	360

## 16.16 Demon Skill Costs

### 16.16.1 Notes

1. They automatically have Claw Proficiency.
2. Demons are closely linked to the Path of Chaos and can only learn Chaos miracles. When casting Chaos Miracles they take no damage, hence they do not need the Create Holy Symbol skill.
3. Demons can only consecrate objects for use with Chaos miracles.

<b>Skill</b>	<b>Demon</b>
<b><u>Weapons, Shield and Armour</u></b>	
Claw Proficiency	-
Claw Specialisation	3
Claw Expertise	6
Claw Mastery	12
Claw Advanced Mastery	24
Claw Legendary Mastery	48
1H Weapon Proficiency	5
1H Weapon Specialisation	10
1H Weapon Expertise	20
1H Weapon Mastery	40
1H Weapon Advanced Mastery	80
1H Weapon Legendary Mastery	160
2H Weapon Proficiency	10
2H Weapon Specialisation	20
2H Weapon Expertise	40
2H Weapon Mastery	80
2H Weapon Advanced Mastery	160
2H Weapon Legendary Mastery	320
Dagger Proficiency	4
Dagger Specialisation	8
Dagger Expertise	16
Dagger Mastery	32
Dagger Advanced Mastery	64
Dagger Legendary Mastery	128
Staff Proficiency	10
Staff Specialisation	20
Staff Expertise	40
Staff Mastery	80
Staff Advanced Mastery	160
Staff Legendary Mastery	320
Subdue <skill>	<i>as weapon &lt;skill&gt;</i>
Throwing Proficiency	3
Throwing Specialisation	6
Throwing Expertise	12
Throwing Mastery	24
Longbow Proficiency	6
Longbow Specialisation	12
Longbow Expertise	24
Longbow Mastery	48
Crossbow Proficiency	9
Crossbow Specialisation	18
Crossbow Expertise	36
Crossbow Mastery	72
Weapon Adept	<i>10xlevel</i>
Small Shield Proficiency	5
Small Shield Specialisation	10
Small Shield Expertise	20
Small Shield Mastery	40
Medium Shield Proficiency	10
Medium Shield Specialisation	20
Medium Shield Expertise	40
Medium Shield Mastery	80
Large Shield Proficiency	20
Large Shield Specialisation	40
Large Shield Expertise	80
Large Shield Mastery	160
Furs/Skins/Leather Proficiency	3
Furs/Skins/Leather Specialisation	6
Furs/Skins/Leather Expertise	12
Furs/Skins/Leather Mastery	24
Studded Leather Proficiency	4
Studded Leather Specialisation	8

## Demon Skills Costs (continued)

Skill	Demon
Banded Proficiency	6
Banded Specialisation	12
Banded Expertise	24
Banded Mastery	48
Plate Proficiency	7
Plate Specialisation	14
Plate Expertise	28
Plate Mastery	56
Combination	6
Enhanced Combination	24
<b><u>Physical / Mental</u></b>	
Enhance Life	1
Ambidexterity	5
Strength	15
Double Strength	30
Triple Strength	60
Dexterity (per level)	$5xlevel$
Maneuver in Armour (per level)	$5xlevel$
All Round Sight (per level)	$5xlevel$
Toughness (per level)	$3xlevel$
Willpower (per level)	$3xlevel$
<b><u>Medical</u></b>	
Bind Wounds	18
Set Broken Bone	18
Discern Wounds	9
Discern Disease	18
Discern Spiritual Influence	3
Discern Poisoning	12
Discern Paralysis	18
<b><u>Magic</u></b>	
Recognise Magic	1
Read/Write Runes	12
Enhance Mana	1
Meditate	4
Learn Spell	$2x(l + 1)$
<i>l = spell level</i>	
Multicast	<i>variable</i>
Create Talisman	$2 + l$
<i>l = level</i>	
Enchant Item	$8 + l$
<i>l = level</i>	
Transcend Armour	$5 + l$
<i>l = level</i>	
Magic Ritual	$8 + l$
<i>l = ritual level</i>	
Inscribe Magic Circle	$4 + l$
<i>l = circle level</i>	
Work with Cabal	$8 + l$
<i>l = ritual level</i>	
Join Cabal	$16x(l + 1)$
<i>l = level</i>	

## Demon Skills Costs (continued)

Skill	Demon
<b>Religious</b>	
Recognise Miracle	1
Read/Write Temple Runes	10
Improve Standing	1
Prayer	4
Learn Miracle	$2x(l + 1)$
<i>l = miracle level</i>	
Combined Prayer	<i>variable</i>
Create Holy Symbol	$2 + l$
<i>l = level</i>	
Consecrate Item	$px(8 + l)$
<i>l = level, p = principles</i>	
Religious Ceremony	$px(8 + l)$
<i>l = ceremony level, p = principles</i>	
Inscribe Ceremonial Circle	$4 + l$
<i>l = circle level</i>	
Work with Conclave	$8 + l$
<i>l = ceremony level</i>	
Join Conclave	$4x(l + 1)$
<i>l = level</i>	
<b>Subterfuge</b>	
Recognise Creature	18
Recognise Undead	6
Recognise Smell	18
Evaluate	18
Throat Slit	10
Backstab Proficiency	10
Backstab Specialisation	20
Backstab Expertise	40
Backstab Mastery	80
Sniping Proficiency	20
Sniping Specialisation	40
Sniping Expertise	80
Sniping Mastery	160
<b>Manufacture</b>	
Skinning	30
Make Leather Armour	40
Make Superior Leather Armour	80
Make Metal Armour	80
Make Superior Metal Armour	160
Make Weapon	80
Make Superior Weapon	160



# Index

*9 Temples, The* 247

## **Acknowledgements** 6

*Additional Effects* 13

*Adventurer Experience* 17

*Air Elemental* 267

*Air Sprites* 259

Amazon Skills Costs 202

Amazon Tribeswoman 201

## **Amazons** 201

*Anarchy Miracles* 143

*Animal Druid Miracles* 167

*Animal Druids* 159

*Armour* 16

Armoured/Unarmoured Dexterity and Spells/Miracles 189

*Artificers, The* 246

Aspect Spells 187

*Balance Miracles* 143

*Barbarian Shamans* 194

Barbarian Skills Costs 197

Barbarian Warriors 191

*Barbarian Witch Doctors* 192

Barbarian Witch Doctors and Shamans 192

## **Barbarians** 191

*Bladesingers* 234

Boosting Normal Weapon Damage and Strength 187

Breaking Objects 186

*Brethren, The* 252

Campaign Magic Rules 222

Campaign Religious Rules 223

Cancelling Spells/Miracles 186

Casting Miracles 116

Casting Requirements 185

Casting Spells 59

Casting a Ritual 218

*Changing Classes* 20

*Chaos Miracles* 128

*Character Death* 11

*Character Skill Limitations* 223

## **Characters** 19

*Circle, The* 241

Classes 20

*Create or Acquire the Base Items* 206

Creating Magic Items 206

Creating Rituals 216

## **Creatures** 254

*Dark Blades* 253

*Dark Druid Miracles* 178

Dark Druids 177

*Death Miracles* 134

*Defenders of the Kingdom* 228

Defensive “Dodge” Spells/Miracles 187

Demon Skill Costs 276

*Demonic Powers* 265

Demonologist School 111

Demonology Spells 113

Demons 265

Destroying Magic Items 214

Dispelling Spells/Miracles 186

Dodging Power Damage 190

Drow 268

Druidic Miracles 163

Druidic Sects 158

Druidic Skills Costs 160

## **Druids** 158

During Play 10

*Earth Elemental* 267

*Earth Sprites* 258

*Elemental Druid Miracles* 169

*Elemental Druids* 159

*Elemental School* 222

Elementals 266

Elf Skills Costs 43

*Elven Lay-Druid Skill Costs* 162

*Embed the Spell or Miracle* 209

*Extra Large Weapons* 13

*Fire Elemental* 267

*Fire Sprites* 259

*Forming a Cabal* 215

*Forming a Conclave* 216

Four Principles, The 115

*Freedom Miracles* 143

Gaining Experience 17

*General Druid Miracles* 164

General Spells 63

*Gladiators, The* 238

*Goblin Sub-species* 255

*Goblin Witch Doctors/Shamans* 254

Goblins 254

Guidelines 7

Guilds of the Kingdom 223

Half Ogre Skills Costs 55

Half Orc Skills Costs 51

Half-Elf Skills Costs 47

*Half-Elven Lay-Druid Skill Costs* 163

Hassani, The 266

- Higher Air Spells 88
- Higher Anarchy Miracles 156
- Higher Animal Druid Miracles* 175
- Higher Balance Miracles 156
- Higher Chaos Miracles 149
- Higher Dark Druid Spells 181
- Higher Dark Spells 104
- Higher Death Miracles 153
- Higher Demonology Spells 114
- Higher Druid Spells 173
- Higher Earth Spells 76
- Higher Elemental Druid Miracles* 176
- Higher Fire Spells 71
- Higher Freedom Miracles 156
- Higher General Druid Miracles* 173
- Higher General Spells 67
- Higher Hunter Miracles 183
- Higher Justice Miracles 155
- Higher Level Miracles** 146
- Higher Life Miracles 147
- Higher Light Spells 94
- Higher Might Miracles 156
- Higher Necromantic Spells 110
- Higher Order Miracles 146
- Higher Spellsword Spells 99
- Higher Tree Druid Miracles* 173
- Higher Water Spells 83
- Higher Weather Druid Miracles* 176
- Hobgoblin Witch Doctors/Shamans* 256
- Hobgoblins 256
- How to Break the Rules 8
- Humacti* 238
- Human Lay-Druid Skill Costs* 162
- Human Skills Costs 39
- Hunter Miracles* 182
- Hunters* 223
  
- Identifying Magic Items 212
- Illuminati, The* 243
- Increasing the Duration of Spells/Miracles 189
- Intelligent Undead* 262
- Iron Sprites* 259
  
- Joining a Guild* 227
- Justice Miracles* 142
  
- Kingdom of Exiles 221
- Knights of the Kingdom* 227
  
- Large Humanoid Skills Costs 273
- Learning Miracles 116
- Learning Spells 59
- Life Miracles* 122
- Life Points, Body Points and Damage 10
  
- Magic Items** 206
- Magic Skills 30
- Magic and Mages, Of** 59
- Magic and Metal Armour* 60
- Maintaining a Ritual 219
- Manufacture Skills 38
  
- Mass Spells/Miracles 186
- Medical Skills 30
- Might Miracles* 143
- Miracles, The 117
- Modifying Rituals* 217
- Monster Experience* 17
- Multi-Classes* 20
- Multiple Dexterity, Toughness and Willpower Spells/Miracles 189
  
- Necromantic Rituals 110
- Necromantic School 105
- Necromantic Spells 106
- Nine Paths, The* 115
- Normal Damage* 11
- Notes For Games Masters** 7
- Notes on Casting 185
- Notes on Spells and Miracles** 185
  
- Of Magic and Mages** 59
- Of Religion and Priests** 115
- Ogres 257
- Options 213
- Orc Priests* 257
- Orcs 256
- Order Miracles* 117
- Other Calls* 15
- Outside the Kingdom 221
  
- Paladins of the North* 236
- Physical Skills 27
- Player Created Miracles 116
- Player Created Spells 60
- Power Damage* 12
- Prepare the Item* 208
- Proscribed Paths* 223
- Proscribed Schools* 222
  
- Races 19
- Raise Dead and Resurrection 190
- Rank 20
- Releasing Touch Spells/Miracles 185
- Religion and Priests, Of** 115
- Religious Ceremony* 164
- Religious Skills 34
- Restricted Paths* 223
- Restricted Schools* 223
- Ritual Examples 219
- Ritualists and Ritual Groups 215
- Rituals** 215
- Ruling the Kingdom* 221
  
- School of Air, The 85
- School of Darkness 101
- School of Earth 73
- School of Fire 67
- School of Light 90
- School of Water 79
- Schools of Magic 60
- Shadow Masters, The* 245
- Skills** 21

Small Humanoid Skills Costs 269  
 Spell Details 61  
 Spellsword 95  
 Sprites 258  
 Stacking Defensive Spells/Miracles 188  
 Stacking Weapon Spells/Miracles 186  
*Subdue Damage* 13  
 Subterfuge Skills 36  
 Summary 8  
*Summoning a Demon* 111  
**System, The** 10  
  
*The 9 Temples* 247  
*The Artificers* 246  
*The Brethren* 252  
*The Circle* 241  
 The Four Principles 115  
*The Gladiators* 238  
 The Hassani 266  
*The Illuminati* 243  
 The Miracles 117  
*The Nine Paths* 115  
 The School of Air 85  
*The Shadow Masters* 245  
**The System** 10  
*The Towers* 240  
 The Undead 259  
**The World** 221  
*Towers, The* 240  
 Treants 267  
*Tree Druid Miracles* 165  
*Tree Druids* 158  
*Troll Sub-species* 257  
 Trolls 257  
  
*Undead Powers* 259  
 Undead, The 259  
*Unintelligent Undead* 261  
 Upgrading Magic Items 214  
 Using Magic Items 211  
 Using Strength to Break Free of Effects 189  
  
*Water Elemental* 267  
*Water Sprites* 258  
 Weapons, Shield and Armour Skills 21  
*Weather Druid Miracles* 170  
*Weather Druids* 159  
 Willpower Spells/Miracles 188  
*Wood Sprites* 258  
**World, The** 221  
*“Gripping” Spell Effects and Exceptional Strength* 189

# Index

- 1H Expertise (*Spellsword*) 95  
1H Proficiency (*Spellsword*) 95  
1H Specialisation (*Spellsword*) 95
- 2H Proficiency (*Spellsword*) 95  
2H Specialisation (*Spellsword*) 95
- Air Blast <n> (*Air*) 86  
Air Bomb <n> (*Air*) 89  
Air Form (*Air*) 90  
Animal Empathy (*Animal Druidic*) 169  
Animal Leap <n> (*Animal Druidic*) 168  
Animate Dead <n> (*Necromantic*) 109  
Anti Magic Shell <n> (*General*) 67  
Aspect of Nature (*Light*) 94  
Aspect of the Paths (*Light*) 94  
Aspect of the Principles (*Earth*) 77  
Aspect of the Schools (*Earth*) 76
- Barkskin <n> (*Tree Druidic*) 167  
Befriend Animal <n> (*Animal Druidic*) 168  
Bind Demon <n> (*Demonology*) 113, 114  
Bind the Soul <n> (*Necromantic*) 108, 111  
Blade Sharp <n> (*Earth*) 74  
Bless <n> (*Life*) 126  
Blindness <n> (*Dark*) 101  
Blink 0 (*Air*) 87  
Blink 4 (*Air*) 87  
Blink 6 (*Air*) 89  
Blink Other (*Air*) 87  
Bludgeon <n> (*Earth*) 74  
Bolster Undead <n> (*Death*) 140
- Camouflage (*Animal Druidic*) 175  
Cause Disease <n> (*Death, Dark Druidic*) 136, 178  
Cause Wound <n> (*Necromantic*) 107  
Challenge (*Might*) 143  
Chaos Blade <n> (*Chaos*) 131  
Chaos Gift <n> (*Chaos*) 132  
Chaos Lace <n> (*Chaos*) 133  
Chaos Resistance <n> (*Order*) 121  
Charm <n> (*Water*) 83  
Claw Hand <n> (*Animal Druidic*) 167  
Clear Mind (T)/(R) (*Water*) 80  
Cloud Form (*Weather Druidic*) 171  
Coma <n> (*Water*) 81  
Combust <n> (*Fire*) 68  
Command <n> (*Water*) 80  
Commune with the Dead (*Death*) 154  
Cone of Cold <n> (*Water*) 84  
Consecrate Dead (*Life*) 148  
Control Demon <n> (*Demonology*) 114  
Control Undead <n> (*Necromantic, Death*) 109, 142  
Converse with the Dead (*Death*) 155  
Courage <n> (*Life*) 124  
Cure Disease <n> (*Life*) 124  
Curse <n> (*Chaos*) 129
- Dark Bless <n> (*Anarchy*) 144  
Dark Dart <n> (*Dark*) 102  
Dark Entangle (*Dark*) 103  
Dark Skin <n> (*Dark*) 103  
Dark Triple Entangle (*Dark*) 104  
Darksight (*Dark*) 102  
Dazzle <n> (*Light*) 91  
Death Curse <n> (*Death*) 135  
Death Gift <n> (*Death*) 139  
Death Lace <n> (*Death*) 139  
Death Resistance <n> (*Life*) 126  
Deceptive Strike <n> (*Light*) 93  
Deflection <n> (*Anarchy*) 157  
Demoralise <n> (*Death, Dark Druidic*) 136, 180  
Destroy (T)/(R) (*Fire, Chaos*) 69, 129  
Detect Lie <n> (*Justice Miracles*) 142  
Detect Magic (*General*) 63  
Detect Undead (*Necromantic, Life, Death*) 106, 123, 135  
Dexterity <n> (*Spellsword, Chaos*) 97, 133  
Discern Chaos (*Order*) 118  
Discern Death (*Life*) 123  
Discern Druidism (*General Druidic*) 164  
Discern Life (*Death*) 134  
Discern Nature of Undead (*Necromantic, Life, Death*) 106, 124, 135  
Discern Order (*Chaos*) 128  
Discern Path (*Order, Life, Chaos, Death, General Druidic*) 118, 123, 128, 134, 164  
Discern Sect (*General Druidic*) 164  
Discern Spiritual Strength (*Necromantic, Life*) 106, 128  
Disguise <n> (*Light*) 92  
Disintegrate (T)/(R) (*Fire, Chaos*) 69, 129  
Dismiss Demon <n> (*Demonology*) 114  
Dispel <n> (*Chaos*) 132  
Dispel Chaos (*Order*) 118  
Dispel Death (*Life*) 123  
Dispel Life (*Death*) 135  
Dispel Light <n> (*Dark*) 101  
Dispel Magic <n> (*General*) 63  
Displacement <n> (*Light*) 91  
Disruption <n> (*Chaos*) 129  
Disruptive Aura <n> (*Chaos*) 132  
Double Dark Entangle (*Dark*) 103

- Double Grip (T)/(R) (*Earth, Elemental Druidic*) 75, 170
- Double Plant Strength (*Tree Druidic*) 166
- Drain Life <n> (*Death, Dark Druidic*) 135, 178
- Drain Mana <n> (*General*) 65
- Earth Merge Others (*Earth*) 77
- Earth Merge Self/Other (*Earth*) 75
- Earthquake (*Earth*) 78
- Elemental Arrow <n> (*Fire*) 182
- Elemental Protection <n> (*Elemental Druidic*) 170
- Embed <n> (*Fire*) 183
- Endurance <n> (*Earth, Spellsword*) 73, 96
- Enervate (T/R) (*Death*) 153
- Enhance Undead <n> (*Necromantic*) 109
- Enhance Will <n> (*Water*) 80
- Enhanced Smell (*Animal Druidic*) 168
- Entangle (T)/(R) (*Water, Tree Druidic*) 81, 165
- Extend <n> (*Order*) 121
- Extension <n> (*General*) 64
- Extinguish (*Air, Dark*) 85, 101
- Eye of the Storm <n> (*Weather Druidic*) 171
- Fear <n> (*Dark, Necromantic, Death, Dark Druidic*) 103, 107, 139, 180
- Fire Ball <n> (*Fire*) 71
- Fire Dart <n> (*Fire*) 68
- Fire Form (*Fire*) 72
- Fire Skin <n> (*Fire*) 69
- Flame Blade <n> (*Fire*) 70
- Flaming Hands <n> (*Fire*) 68
- Flash <n> (*Fire, Light, Weather Druidic*) 70, 90, 171
- Flesh Rot (*Necromantic*) 108
- Float (var) (*Air*) 88
- Fracture (*Chaos*) 151
- Freedom 1/4 (*Chaos*) 133
- Freedom 7/10 (*Chaos*) 151
- Freeze (T)/(R) (*Water, Elemental Druidic*) 79, 170
- Freeze with Fear <n> (*Necromantic, Death, Dark Druidic*) 108, 140, 181
- Fur Skin <n> (*Animal Druidic*) 167
- Gather and Mend (*Order, Elemental Druidic*) 119, 169
- Glowing Mark <n> (*Fire*) 69
- Grip (T)/(R) (*Earth, Elemental Druidic*) 74, 169
- Group Disguise <n> (*Light*) 93
- Gust of Wind/Gale (*Air, Weather Druidic*) 85, 171
- Halt <n> (*Order*) 122
- Harden <n> (*Order*) 120
- Harm <n> (*Chaos*) 129
- Heal Life <n> (*Life*) 124
- Heal Wounds <n> (*Order*) 118
- Heat Metal (T)/(R) (*Fire*) 69
- Heavy Arrow <n> (*Fire*) 182
- Hide Path (*Anarchy*) 143
- Holy Word <n> (*Life*) 126
- Hurricane (*Air, Weather Druidic*) 89, 176
- Ice Blade <n> (*Water*) 82
- Ice Dart <n> (*Water*) 79
- Ignite (*Fire*) 68
- Immolate (self/T) (*Fire*) 72
- Immunity to Normal Damage (*Necromantic*) 110
- Improved Camouflage (*Animal Druidic*) 175
- Instant Tree Drain <n> (*Dark Druidic*) 178
- Interrogate the Dead (*Necromantic, Death*) 106, 138
- Invisibility (*Light*) 91
- Iron Skin <n> (*Earth*) 75
- Knit Wounds <n> (*Spellsword*) 98
- Life Gift <n> (*Life*) 126
- Life Lace <n> (*Life*) 126
- Life Resistance <n> (*Death*) 139
- Life Shield <n> (*Life*) 125
- Life Ward <n> (*Death*) 140
- Light (*Fire, Light*) 68, 90
- Light Arrow <n> (*Fire*) 183
- Lightning Dart <n> (*Weather Druidic*) 170
- Living Arrow <n> (*Fire*) 182
- Magic Divination (*General*) 63
- Magic Pool <n> (*General*) 65
- Magic Sight (*General*) 63
- Mana Gift <n> (*General*) 64
- Mass Befriend Animal <n> (*Animal Druidic*) 168
- Mass Blindness <n> (*Dark*) 102
- Mass Blink 0 (*Air*) 89
- Mass Blink 4 (*Air*) 89
- Mass Cause Wound <n> (*Necromantic*) 107
- Mass Clear Mind (*Water*) 83
- Mass Coma <n> (*Water*) 81
- Mass Command <n> (*Water*) 80
- Mass Control Undead <n> (*Necromantic, Death*) 110, 142
- Mass Courage <n> (*Life*) 148
- Mass Dark Double Entangle (*Dark*) 104
- Mass Dark Entangle (*Dark*) 104
- Mass Dazzle <n> (*Light*) 91
- Mass Death Curse <n> (*Death*) 135
- Mass Destroy (*Fire, Chaos*) 71, 150
- Mass Detect Lie <n> (*Justice Miracles*) 142
- Mass Disguise <n> (*Light*) 94
- Mass Disintegrate (*Fire, Chaos*) 72, 151
- Mass Drain Life <n> (*Death, Dark Druidic*) 135, 178
- Mass Earth Merge (*Earth*) 77
- Mass Enhance Will <n> (*Water*) 83
- Mass Entangle (*Water, Tree Druidic*) 84, 173
- Mass Fear <n> (*Dark, Necromantic, Death, Dark Druidic*) 104, 107, 140, 181
- Mass Flash <n> (*Fire, Light*) 72, 94
- Mass Flesh Rot (*Necromantic*) 109
- Mass Glowing Mark <n> (*Fire*) 69
- Mass Halt <n> (*Order*) 122, 146
- Mass Harm <n> (*Chaos*) 129
- Mass Heal Life <n> (*Life*) 124
- Mass Heal Wounds <n> (*Order*) 119
- Mass Remove Fear (*Life*) 148
- Mass Remove Paralysis (*Chaos*) 152
- Mass Remove Slow (*Chaos*) 152
- Mass Sleep <n> (*Air*) 88

- Mass Steal Life <n> (*Necromantic*) 107  
 Mass Stone Merge (*Earth*) 77  
 Mass Suppress Spirit <n> (*Death*) 154  
 Mass Trip (*Water, Tree Druidic*) 84, 173  
 Mass Trip 'n' Entangle (*Water, Tree Druidic*) 84, 173  
 Mass Turn Undead <n> (*Life*) 128, 148  
 Mass Weaken Will <n> (*Water*) 83  
 Mass Will to Live <n> (*Life*) 125  
 Medium Shield (*Spellsword*) 96  
 Mend (T)/(R) (*Earth, Order, Elemental Druidic*) 75, 119, 169  
 Metal Immunity (*Earth*) 78  
 Mighty Blow (*Might*) 143  
 Miracle Gift <n> (*Order, Life, Chaos, Death, General Druidic*) 121, 126, 132, 139, 164  
 Mirror Image <n> (*Light*) 92  
 Mislead Path (*Anarchy*) 144  
 Mystic Banded (*Spellsword*) 99  
 Mystic Blade <n> (*Spellsword*) 97  
 Mystic Chain (*Spellsword*) 97  
 Mystic Leather (*Spellsword*) 97  
 Mystic Plate (*Spellsword*) 99  
 Mystic Studded Leather (*Spellsword*) 97  
 Mystic Superior Plate (*Spellsword*) 100  
  
 Neutralise Poison <n> (*Order*) 120  
  
 Order Gift <n> (*Order*) 121  
 Order Lace <n> (*Order*) 122  
 Order Resistance <n> (*Chaos*) 132  
  
 Paralysis <n> (*Necromantic*) 108  
 Permanent Enervate (*Death*) 154  
 Permanent Shrivell (*Chaos*) 150  
 Piercing Strike (*Spellsword*) 100  
 Plant Strength (*Water, Tree Druidic*) 82, 166  
 Plant Walk Self/Other (*Tree Druidic*) 166  
 Poison Touch <n> (*Chaos*) 130  
 Power Sight (*Order, Life, Chaos, Death*) 118, 123, 128, 134  
 Protection (R) (*Order*) 119  
  
 Quadruple Grip (T)/(R) (*Earth*) 78  
 Quintuple Grip (T)/(R) (*Earth*) 78  
  
 Radiate (var) (*Fire*) 70  
 Raise Dead (*Life*) 148  
 Recall <n> (*Air*) 87  
 Recognise Smell (*Animal Druidic*) 167  
 Reflection <n> (*Anarchy*) 145  
 Reform (T)/(R) (*Fire*) 69  
 Regrow <n> (*Balance*) 156  
 Remove Fear (T/R) (*Life*) 124  
 Remove Paralysis (T) (*Chaos*) 133  
 Remove Petrification (T) (*Chaos*) 152  
 Remove Slow (T)/(R) (*Chaos*) 133  
 Remove Turning (T/R) (*Death*) 141  
 Repel Animal (*Dark Druidic*) 180  
 Repel Demon (*Order*) 121  
 Repel Life (*Death, Dark Druidic*) 138, 180  
 Repel Undead (*Life*) 125  
  
 Repulse Demon (*Order*) 147  
 Repulse Undead (*Life*) 149  
 Restore (T/R) (*Order*) 147  
 Restore The Dead (*Life*) 149  
 Resurrection (*Justice*) 155  
 Retribution <n> (*Anarchy*) 144  
 Revive (T/R) (*Life*) 148  
 Rust (T)/(R) (*Water, Elemental Druidic*) 82, 169  
  
 Scorch <n> (*Fire*) 71  
 Shadow Blade <n> (*Dark*) 103  
 Shadow Form (*Dark*) 105  
 Shadow Merge (*Dark*) 102  
 Shadow Walk 0 (*Dark*) 102  
 Shatter (T)/(R) (*Fire, Chaos*) 71, 150  
 Shattering Blow <n> (*Earth*) 74  
 Shield of Darkness <n> (*Dark*) 101  
 Shillelagh <n> (*Tree Druidic*) 166  
 Shocking Grasp <n> (*Air*) 86  
 Shrivell (T/R) (*Chaos*) 150  
 Sleep <n> (*Air*) 87  
 Slow (T) (*Water, Elemental Druidic*) 80, 170  
 Small Shield (*Spellsword*) 96  
 Speak with Dead (*Necromantic*) 106  
 Speak with the Dead (*Death*) 138  
 Spell Gift <n> (*General*) 64  
 Spell Immunity <n> (*General*) 66  
 Spell Prime <n> (*General*) 64  
 Spell Weave <n> (*General*) 65  
 Steal Life <n> (*Necromantic*) 107  
 Steal Mana <n> (*General*) 67  
 Stone Form (*Earth*) 78  
 Stone Merge Others (*Earth*) 77  
 Stone Merge Self/Other (*Earth*) 75  
 Storm Cloud Form (*Weather Druidic*) 177  
 Storm Hand <n> (*Air*) 86  
 Storm Skin <n> (*Air*) 86  
 Strength/Double Strength (*Earth, Spellsword, Order, Animal Druidic*) 73, 97, 120, 167  
 Strengthen <n> (*Order*) 119  
 Suggestion <n> (*Water*) 80  
 Summon Darkness (*Dark*) 105  
 Summon Demon <n> (*Demonology*) 113  
 Summon Dusk (*Dark*) 105  
 Summon Gloom (*Dark*) 105  
 Summon Treant (*Tree Druidic*) 174  
 Summon Undead Servant <n> (*Death*) 141, 154  
 Superior Camouflage (*Animal Druidic*) 175  
 Suppress Spirit <n> (*Death*) 136  
 Swift Strike (*Spellsword*) 100  
  
 Talk with Animal (*Animal Druidic*) 169  
 Talk with the Dead (*Death*) 154  
 Through Arrow (*Hunter*) 183  
 Through Strike (*Spellsword*) 100  
 Through Strike <n> (*Water*) 84  
 Throwing Expertise (*Spellsword*) 96  
 Throwing Proficiency (*Spellsword*) 96  
 Throwing Specialisation (*Spellsword*) 96  
 Thunder Clap <n> (*Weather Druidic*) 171

Thunder Cloud Form (*Weather Druidic*) 177  
 Tornado (*Air, Weather Druidic*) 90, 177  
 Toughness <n> (*Spellsword, Order*) 98, 120  
 Transcend Armour <n> (*Earth*) 75  
 Tree Blink (*Tree Druidic*) 174  
 Tree Drain <n> (*Dark Druidic*) 178  
 Tree Heal <n> (*Tree Druidic*) 165  
 Tree Heal Other <n> (*Tree Druidic*) 165  
 Tree Merge (*Tree Druidic*) 174  
 Tree Teleport (*Tree Druidic*) 174  
 Tree Walk (*Tree Druidic*) 174  
 Trip (*Tree Druidic*) 165  
 Trip 'n' Entangle (T)/(R) (*Water, Tree Druidic*) 81,  
 165  
 Trip (R) (*Water*) 81  
 Triple Grip (T)/(R) (*Earth*) 78  
 True Arrow (*Hunter*) 183  
 True Resurrection (*Justice*) 156  
 True Strike (*Spellsword*) 100  
 Truthful Aura <n> (*Justice*) 155  
 Turn Undead <n> (*Life*) 127  
  
 Undead Ward <n> (*Life*) 127  
 Undodgeable Arrow (*Hunter*) 183  
 Undodgeable Strike (*Spellsword*) 100  
 Unholy Strike <n> (*Death*) 138  
 Unholy Word <n> (*Death*) 138  
  
 Wall of Air <n> (*Air*) 85  
 Warp (T)/(R) (*Earth, Tree Druidic*) 75, 166  
 Water Form (*Water*) 84  
 Weaken Will <n> (*Water*) 81  
 Weakness/Double Weakness (*Dark, Chaos*) 103, 130  
 Were Animal Form (*Animal Druidic*) 175  
 Whirlwind (*Air, Weather Druidic*) 89, 176  
 Will to Live <n> (*Life*) 125  
 Withdraw Self/Other (*Order*) 120  
 Wood Immunity Self/Other (*Tree Druidic*) 173  
 Wrack <n> (*Demonology*) 114

# Appendix A

## Change History

### A.1 Version 32 Changes

1. Doubled Dart damage (eg. Level 1 Fire Dart 1, now Fire Dart 2).
2. Renamed “Choke” as “Sleep”.
3. Flare spell description now accurate (as opposed to describing Flash).

### A.2 Version 33 Changes

1. New Warlock profession added.
2. New Slow (T) and Slow (R) spells added to Water.
3. Additional notes added on spells.
4. Started description of special damage effects (only contains Paralysis at the moment).
5. Tidied up and fully included Demonology spells.
6. Tidied up necromantic spells.

### A.3 Version 34 Changes

1. Modified Staff costs for Mages. Still cheaper, but not as much. (Cost based on 1H Weapon costs as opposed to Warrior 2H Costs, except for Dwarfs who have expensive 2H Weapons anyway.)
2. Fixed error in Half Orc costs (2H Weapon Proficiency duplicated and no Staff Proficiency - doh!).
3. Elf skill costs for Create Talisman and Enchant Item corrected.
4. Tidied up explanation of object breaking in the spell notes.
5. Added first pass at a Druid Class.
6. Added first pass at Experience guidelines.
7. Doubled damage for Fire and Ice Dart spells.
8. Modified Gladiator power usage.
9. Modified `¡Path¡` Gift miracles (rate is doubled when the receiver follows the same Path as the giver).
10. Modified Endurance spells. Now give an ablative buffer and do not vanish when they reach 0.
11. Warlock Endurance spells reduced to increments of 4 (instead of 6).



## A.4 Version 35 Changes

1. Modified “Learn Spell” and “Learn Miracle” costs for all races. Base amount is lower, but progression across classes is steeper.
2. Removed Dwarves.
3. Half Ogres may now be any height.
4. Added first pass at Barbarian Class.
5. Modified how Drain Mana and Steal Mana work. Removed Destroy Mana.
6. Modified Curse. Now reduces Normal and Power Armour equally rather than increasing damage.
7. Clarified “stacking” of armouring spells and miracles.
8. Modified Throat Slit so that bleeding damage is now equal to the damage taken.
9. Modified Backstab to do an extra 2 points of damage (going up in increments of 2 through the skill levels).
10. Modified Mana Gift. Additional spells which have improved rates of transfer through the levels.
11. Increased the effect and lowered the levels of Drain Mana.
12. Modified overcasting rules. In addition to losing 5 Life Points per point of power, the caster’s Death Threshold is temporarily lowered by the amount of power used as well (for the next 24 hours).

## A.5 Version 36 Changes

1. Added change history to document.
2. First pass at rituals added (new Rituals chapter and new skills added into points lists).
3. Reduced effect of Mass spells/miracles. (Rituals can be used instead if a more powerful effect is required.)
4. Reduced Demonology Summoning, Dismissing, Pentacle and Controlling spells. (Again, rituals should be used instead.)
5. Minor modifications to Undead and Demon special ability points costs.
6. Added Bind Wounds skill.
7. Modified Shield skill costs. Half Orc and Half Ogre costs increased, Human and Elf costs decreased. This is to reflect the former’s lack of understanding of the more complex issues of warfare, such as parrying.
8. Modified Armour Mastery skill costs. Half Orc and Half Ogre costs increased, Human costs decreased. Once again, this is to reflect the former’s lack of understanding of the subtler points of warfare and not wanting to “ponce around” with armour.
9. Added Disarm skill.
10. Increased Armour points for Chain, Scale and Plate armour.
11. Toughened Skin costs increased for Half Ogres.
12. No bruising damage is taken after **5** ranks of Toughened Skin and no broken bones after **10** (changed from 3 and 6, resp.).
13. Yet more tidying up of spelling and grammar (a neverending process).
14. Amended Meditate and Prayer to all Mana/Standing restored (as that’s how its being played).

## A.6 Version 37 Changes

1. The effect of Strength on Subdue damage added.
2. Subdual replaced with Subdue after cries of dismay and revulsion.
3. Modified names of the Warlock Mystic “Armour” spells to be inline with the new armour values.
4. Barkskin (Druid miracle) can no longer be combined with Elemental Protection. (ie: normal spell/miracle Armour stacking rules apply.)
5. Separate Magic Ritual skills for each School of Magic.
6. Separate Religious Ceremony skills for each Principle.
7. Added Sprites into the list of Creatures.
8. Shocking Grasp damage caused by going through a weapon is halved.
9. Added Radiate spells.
10. Added Earth Merge and Stone Walk spells.
11. Added Light spell.
12. Magic Divination (level 2 General spell) now allows the caster to use a Magic Item immediately (instead of having to hold the item for 24 hours).
13. Disruption (Chaos miracle) now causes Life damage as well as Body damage.
14. Modified healing/harming miracle increments (ie: 4, 8, 14, 20, 28, ...).
15. Modified Extension and Extend to only effect spells and miracles with a standard duration of 15 minutes.
16. Mental Strength now increases Rank against mental spells rather than making the target immune to mental spells of a certain level.
17. Spell Ward removed and replaced with Spell Immunity.
18. Modified (most) Rank effecting spells and miracles to start at Rank 2.
19. Interleaved most of the Mass spells and miracles with their single target equivalents. Thus they must be learnt in line with the other spells/miracles and the stupidly high rank effecting, single target spells/miracles no longer exist (eg: Sleep Rank 1024).
20. New sections on the effect of dispel magic on magic items and destroying magic items.
21. Increased level of Freeze and Slow (Water) spells.

## A.7 Version 38 Changes

1. Corrected Sleep spell progression.
2. Corrected Freeze spell description.
3. Removed Fire Hand spell description (as the spell doesn't exist).
4. Corrected Drain Mana spell description.
5. Added Barbarian Witch Doctors and Shamen.
6. Fixed the various Elemental Form spell descriptions.
7. Added more detail on creating and performing rituals.
8. Renamed Water spell “Paralysis” to “Coma”. Modified effect so that damage will release a character.
9. Added new Flesh Rot spell, required to make Skeletons.
10. Increased abilities of a base Skeleton (as they now require two spells to create).

11. Interleaved Remove Fear, Courage and Bravery. Modified the effect of Bravery.
12. Light spell interleaved with the Flash and Flare spells.
13. Skeletons and Zombies now have their points costs for skills based on the Warrior costs of the original race. (Which makes it worthwhile hunting down big creatures to turn into Undead.)
14. Modified Raise Dead and Resurrection. (Note that neither miracle will work on a body which has been animated.)
15. Added spell/miracle index after the page index.
16. Fixed Himan Warrior Dagger Master point cost ('cos it was just plain wrong!).
17. Simplified effects of Weakness.
18. Moved Air Blast spells down one level (ie: Air Blast 2 is now a Level 0 spell).

## A.8 Version 39 Changes

1. Added School of Light.
2. Added Spell Prime to the General Spell List.
3. Added new All Round Sight skill.
4. Made explicit the use of hands when casting spells and miracles. (ie: one hand free for level 0, both hands for higher levels.)
5. Added Combined Prayer skill (Religious equivalent of Multicast).
6. Added Subdue Damage to “Life Points, Body Points and Damage” section.
7. Added Banded category to armour list.
8. Added Banded Mastery skill. This increased the cost of Plate Mastery.
9. Added Wizard. These are Mages who specialise in General Spells.

## A.9 Version 40 Changes

1. Added racial maximums on Life Points, Standing and Mana.
2. Made clear that casting a spell/miracle cancels a previously cast spell/miracle that's “on the hands”. (ie: after a Harm 4 is cast you have 30 seconds to release it. Casting another spell/miracle in the meantime cancels the Harm 4. Makes Combined Prayer more useful.)
3. Bless can now be used to enhance a weapon with Power (“Holy”) damage effective only against Undead.
4. Druidic miracle Tree Heal Other added.
5. Modified Religious Ceremony skill. There is now one skill per *Principle* as opposed to Path. This means that characters whose Path is a combination of two or more Principles need to learn multiple Religious Ceremony skills. In addition, linked the Magic Ritual and Religious Ceremony skill levels to *learning* as opposed to *casting*. This means that the levels of some Schools/Principles are effectively increased requiring a higher level of ritual skill.
6. Increased cost of Disarm skill and modified the requirements so that the relevant weapon skill must be one level higher than the disarm skill.
7. Modified skill costs for Create Talisman, Enchant Item, Magic Ritual, Create Holy Symbol, Consecrate Item and Religious Ceremony skills.

## A.10 Version 41 Changes

1. Added Transfer Life spell to the Warlock Base List.
2. Added to and modified Humacti bonuses.
3. Modified Guard and Pathfinder Rank titles and added section on the chain of command.
4. Warlock Sacrifice spells have a maximum extended duration.
5. Extensive modifications to Druid class. Tree, Animal, Elemental and Weather Druidic Sects added, with different miracle lists for each.
6. Added note to Drain/Steal Life miracles/spells. These cannot take a character below his Death Threshold.
7. Modified note on stacking of armouring spells and miracles. Any number are now allowed as long as the spells are all from the same School and the miracles are all from the same Principle.
8. Added note on stacking of weapon improving spells and miracles. Any number are now allowed with the same restrictions as for stacking armouring spells and miracles.
9. Added "Swift" attacks against which Dexterity is halved.
10. Clarified Dexterity bonuses against Ball attacks. Targeted character receives no Dexterity defence, all others in the area of effect have half Dexterity defence.
11. <Principle> Resistance miracles added.

## A.11 Version 42 Changes

1. Title changed from Templar to Marshal for members of the Temple of Justice.
2. Barbarian Throat Slit and Backstab costs changed.
3. Added notes on non-Druids joining Druidic Sects as Lay-Druids.
4. Modified restrictions on Judges (as some munchkin, rules-lawyers thought that obeying the letter of the rules was more important than obeying the spirit).
5. Added new bonus to Humacti (become immune to Undead paralysis at Rank 20).
6. Added Discern Chaos/Order/Life/Death and Discern Path miracles.
7. Added Elven Lay-Druid skill costs.
8. Table of Contents added at front.
9. Removed Teleport spells and added Recall spells.
10. Added Blur, Cloak and Invisibility to the School of Light.
11. New rules on changing Guilds added.

## A.12 Version 43 Changes

1. Added notes in the Endurance descriptions for the protective effects against spells/miracles which cause body and life point damage (eg: Fire Dart, Disruption, etc).
2. Tidied up and modified rules on Create Talisman/Create Holy Symbol. A character may now have any number, but each one beyond the second reduces his Death Threshold by 1.
3. Added general Druidic miracles Discern Druidism, Discern Sect and Discern Path.
4. Modified ranges and description of Discern <Principle> and Discern Path miracles.
5. Added "Time Stop" call. This is similar to a "Time Freeze" in that activity must stop, but all characters remain aware of their surroundings.

6. Added Recognise Smell, Enhanced Smell and Animal Leap miracles for Animal Druids.
7. Added Befriend Animal miracle for Animal Druids.
8. Modified Physical category costs for Amazons.
9. Modified effects of Blur, Cloak, etc. They now act in a similar manner to Dexterity skills and thus provide no protection against non-directly targeted effects such as Unholy Word and Disruption.
10. Modified effects of Cause Minor/Normal Disease.
11. Modified Animate Dead spells/miracles so that they have a duration of 15 minutes but can be cast down in the usual way.
12. Order Lace can damage and Chaos Lace can heal Demons when not on their home plane.

### A.13 Version 44 Changes

1. Added Amazons into the player rules.
2. Added Dispel <Principle> miracles.
3. Halved the effectiveness of Harm and Drain Life spells and miracles.
4. Halved the effectiveness of Steal Life spells.
5. Increased the level of the Necromantic spell “Weapon Immunity”.
6. Added Mass Steal Life Necromantic spell.
7. Made clear that Bless gives Normal and Power protection against Necromantic spells.
8. Added more guidelines in the “Notes for Games Masters” chapter.
9. Made clear that only one Spell Prime can be active at any one time.
10. Modified the Undead powers and corrected the Undead statistics.
11. Modified the Demonic powers.
12. Added Repel Undead and Repel Demon miracles. Clarified description of Repel X miracles.
13. Added Half-Elves.
14. Corrected some Druid costs.

### A.14 Version 45 Changes

1. Corrected some dodgy skill costs for Half Elves (and the section title, too).
2. Undid the previous change to Harm, Drain Life and Steal Life miracles and spells (after a little discussion).
3. Modified the Multicast and Combined Prayer. All spells/prayers must be of different types and the Character Point cost is increased.

### A.15 Version 46 Changes

1. Added note on “gripping” spell effects and exceptional strength.
2. Added Death Curse miracle.
3. Explicitly noted that Combination required Mastery skills in both types of armour being combined.
4. Modified stacking of armouring spells, miracles and normal armour. The best out the three is now taken (as opposed to the best out of the spells and miracles being added to the physical armour).

5. Modified Extend miracle so that it has different effects depending on whether the target spell/miracle has been cast by the same character.
6. Extend 1 now a Level 4 miracle.
7. Extension 1 now a Level 4 spell.
8. Modified bruising rules. Characters no longer suffer from bruising if the damage caused is less than or equal to a quarter of the Normal Armour points (rounded down). In addition, fist attacks never cause bruising damage.
9. High levels of Toughened Skin no longer grant automatic immunity to bruising or broken bones. This is a side effect of the bruising rule changes above.
10. Modified damage due to Fist attacks via Strength to 1 point per level of Strength.
11. Added Fist Proficiency and Fist Specialisation skills.

## A.16 Version 46 Changes

1. Modified effect of enchanting an item with Spell Immunity - Dispel and Spell Immunity - Dispel Magic. (Now permanently stops an item's enchantment being dispelled.)
2. Spell Immunity modified slightly. Now only effects spell effects up to level 10 (so it doesn't protect against higher level rituals).
3. Modified the effects of using Strength with an unskilled weapon. The number of blows before the weapon breaks now depends on the base weapon damage.
4. Acolyte Weather Druids may no longer create Holy Symbols (and I've also added a note that they do not gain the additional benefits from certain miracles — to forestall yet more power-gaming, munchkin-ness).
5. Modified Extension spells, bringing them in line with Extend miracles.

## A.17 Version 47 Changes

1. Added new rule on cancelling spells and miracles. The caster can now do this by concentrating for 30 seconds and, in the case of miracles, praying to his Deity/Path/...
2. Amended the rules on Meditate and Prayer. These now don't recover Mana and Standing for spells/miracles which are still active.
3. Removed the Fetch and Spirit Guide abilities to lower the level of all rituals by one (as its a bit gross).

## A.18 Version 48 Changes

1. Modified "Death Curse" miracle so its no longer Rank based, but instead reduces all Life Point healing (from Miracles, potions and any other effects). (*Chapter: Of Religion and Priests*)
2. Clarified use of hands when casting spells and miracles and added an additional note that casting spells and miracles requires that the caster be moving no faster than walking pace (with the last restriction reduced for higher level Mages and Priests). (*Chapter: Notes on Spells and Miracles*)
3. Added note on voluntary and involuntary stopping of spell/miracle casting. (*Chapter: Notes on Spells and Miracles*)
4. Clarified that characters with negative Body Locations cannot cast spells or miracles. (*Chapter: Notes on Spells and Miracles*)

## A.19 Version 49 Changes

1. Added section on Magic Items and Resistance Miracles. *Chapter: Magic Items*
2. Added section on Magic Item Options, which details Embedded and Charged Items. *Chapter: Magic Items*
3. Added section on Upgrading Magic Items. *Chapter: Magic Items*
4. Added section on Example Magic Items. *Chapter: Magic Items*
5. Added “Strength Boost”, “Double Strength Boost”, “Boost Damage” and “Boost Toughness” to the Gladiators power uses. *Chapter: Guilds of the Kingdom*
6. Modified Disarm skills as follows

- Disarm skills require the base weapon skill to be two levels higher. So to learn Disarm Proficiency requires Weapon Expertise.
- Attempting to disarm an opponent wielding a two handed weapon is harder, and requires the Disarm level to be two levels higher instead of one. So to disarm a character with Two Handed Sword Proficiency requires Disarm Expertise.
- Disarm skills must be taken with a particular weapon type, for example one handed Sword.

*Chapter: Skills*

7. Modified Paladin restrictions and abilities as follows
  - Restrictions have been made less vague, though there’s still room for character interpretation.
  - Paladins learn Improve Standing at a base cost of 1 Character Point.
  - Added “Aura of Courage”, gained at 15th Rank.
  - Added “Aura of Bravery”, gained at 20th Rank and improved every 5 Ranks after that.
  - Improved the Paladin’s Lay on Hands ability so that it cures a number of points equal to the Paladin’s Rank and the curing can be spread over multiple uses.
  - Paladins gain a blessed weapon at 10th Rank.

*Chapter: Guilds of the Kingdom*

8. Characters can acquire strengthened bows in order to add their Strength bonuses to their damage. *Chapter: Skills*
9. Bow and Crossbow damage reduced from 7 to 6, but attacks from Arrows and Bolts are now Swift as well as Piercing (ie: defenses from Armour and Dexterity are halved). *Chapter: System*
10. Extended the choice of weapon types that Pathfinders can learn at half cost. *Chapter: Guilds of the Kingdom*
11. Modified Strengthen so that higher levels can be spread over multiple, joined armour locations by reducing its effectiveness. *Chapter: Of Magic and Mages*
12. Added section on Raise Dead and Resurrection. *Chapter: Notes on Spells and Miracles*
13. Added note to Restore miracle explaining that it cannot be used unless the location is present. *Chapter: Higher Level Miracles*
14. Added comments in the section on Character Death and the Resurrection and Raise Dead miracles making clear that a character’s Standing and Mana are unaffected when a character dies. *Chapter: The System and Higher Level Miracles.*
15. Added notes on Superior Weapons and Superior Armour. *Chapter: The System*

## A.20 Version 50 Changes

1. Added Sniping skill, the equivalent of Backstab for missile and thrown weapons. *Chapter: Skills*
2. Clarified the Backstab skill can only be used with hand weapons. *Chapter: Skills*
3. Added Archer Guild and Archer spell list. *Chapter: Guilds of the Kingdom, Of Magic and Mages*
4. Removed the choices of Longbow and Crossbow from the weapon types that Pathfinders can learn at half cost. (These choices are now available to the Archers.) *Chapter: Guilds of the Kingdom*
5. Added advanced weapon skills “Piercing Strike”, “Strike Through”, “Swift Strike”, “Undodgeable Strike” and “True Strike”. *Chapter: Advanced Skills*
6. Added advanced weapon skill “Shattering Blow”.
7. Added “Swift”, “Piercing”, “Undodgeable”, “Through” and “True Strike” spells to the Warlock advanced spell lists. *Chapter: Of Magic and Mages*
8. Added full title list for Guards, Archers and Pathfinders. *Chapter: Guilds of the Kingdom*
9. Clarified and modified the Warlock spells, Noble Sacrifice, Heroic Sacrifice and Supreme Sacrifice. *Chapter: Warlocks*
10. Pathfinders gain a +10 increase when using Recognise Creature and Recognise Smell. *Chapter: Guilds of the Kingdom*
11. Complete rewrite of Demonologists. *Chapter: Of Magic and Mages*
12. Added new General spell, Spell Gift. *Chapter: Of Magic and Mages*
13. Added new miracles, Miracle Gift, to all Paths (including Druidic). *Chapter: Of Religion and Priests, Druids*
14. Replaced the Necromantic spell Regenerate with Bind the Soul. *Chapter: Of Magic and Mages*
15. Replaced the Necromantic spell Drain Life with Cause Wound, which causes Life and Body Point damage. *Chapter: Of Magic and Mages*
16. Corrected various typos in the Undead and Demon Creature sections. *Chapter: Creatures*
17. Added a requirement on the General spell Steal Mana so that Drain Mana must be learnt to at least the same level. *Chapter: Of Magic and Mages*
18. Modified the Necromantic spell Steal Life. Increased the amount of life stolen, but added a requirement that Cause Wound be learnt to at least the same level. *Chapter: Of Magic and Mages*
19. Added new spell Ensorcel Armour to General and Earth spell lists.
20. Removed Mass Unholy Word miracles (as Mass Drain Life was more useful).
21. Removed Mass Holy Word miracles (for consistency).
22. Improved the Destroy Undead miracles.
23. Paladin’s “blessed” weapon now becomes a Superior Weapon.

## A.21 Version 51 Changes

1. Various corrections and clarifications.
2. Added descriptions to Cone of Cold, Suggestion and Anti Magic Shell.
3. Added Wall of Air spell to Air Elementalist spell list.
4. Modified Paladins - Improve Standing is now at Priest base cost for his race.
5. Increased “Touch to Range” rituals from +3 to +4.



6. Added requirement for a “Circle of Power” when casting a ritual.
7. Started adding miracles for Justice, Freedom, Balance, Might and Anarchy.
8. Modified Shrivel so that its not disgusting.
9. Added Enervate and Revive miracles.
10. Explicitly stated that the Path Resistance miracles are always take effect before any other protection.
11. Modified the Strengthen Order miracle so that it has a maximum effect based on the item being Strengthened.
12. Revamp of Magic Item creation rules.
13. Characters now start dying when a location other than the head or chest drop below -10.
14. Extra section on when Character death occurs.
15. Modified Extend Order miracle and Extension General spell.
16. Added Make Weapon and Make Superior Weapon skill costs.
17. Added rule for breaking unprotected shields with massive damage.
18. Moved Resurrection to Justice Miracles.
19. Added descriptions for Cause Major, Serious and Greivous Disease.
20. Modified Cure Disease miracles so that they can also be used as “Immunity to Disease”.
21. Modified some Animal Druid bonuses.
22. Added innate Plant Walk, innate Barkskin and Tree Charm abilities to Tree Druids.
23. Removed option of buying Religion skills at half cost from the Temple of Freedom (as these skills are already as cheap as they should be). Added Weapons, Shield and Armour skills.
24. Renamed Armour Mastery to Armour Specialisation and added new levels, Armour Expertise and Armour Mastery.
25. Modified Disarm use and skill costs. Disarm skill is now used on times per day basis.

## A.22 Version 52 Changes

1. Added “Summon Undead Servant” to the Death Miracles.
2. Added “Determination”, “Iron Mind” and “Steel Mind” abilities to Gladiators.

## A.23 Version 6 Changes

1. Modified Raise Dead and Resurrect. Casting time is now 5 minutes plus the length of the time the character has been dead. These miracles cannot raise/resurrect a character who has been dead for more than 1 hour.
2. Added Knockback explanation and skills.
3. Added Spell/Miracle Mastery skill.
4. Modified some Light spells to be half as effective in darkness.
5. Added missing higher level Druid Strength miracles.
6. Added Barbarian Staff skill costs.
7. Added some advanced level Light and Dark spells.
8. Added the Illuminati Guild.
9. Added Slowed and Petrification to Additional Effects.

10. Added Death miracle "Demoralise".
11. Modified Death "Cause Disease" miracles and Chaos "Poison" miracles.
12. Renamed the skill "Toughened Skin" to "Toughness", and modified it to reduce the effects of Disease.
13. Modified Life "Cure Disease" miracles.
14. Order miracle "Destroy Poison" renamed to "Neutralise Poison" and its effects altered.
15. Added type information to all spells and miracles.
16. Modified Trip so that All Round Sight can be used to avoid its effects.
17. Replaced the Life Point, Mana and Standing racial maximums with thresholds. There is no longer a maximum limit for these values. As part of this, the Character Point costs for Enhance Life were modified for some races.
18. Moved Disintegrate miracles up one level. Added higher level miracles Break, Mass Destroy and Mass Disintegrate.
19. Removed The College.
20. Added The Towers, The Circle and The Wardens.
21. Improved description of Slow and also modified the effect so that very strong characters can ignore its effect.
22. Added new Light and Dark spells, and modified existing spells.
23. Modified Illuminati Guild.
24. Replaced the Water spell Mental Strength with Clear Mind, Strong Will and Iron Will.
25. Corrected Elven Shield costs.
26. Added Water spells, Weaken Will and Sap Will.
27. Added Fire spells, Burst of Fire and Glowing Mark.
28. Modified effects of Radiate.
29. Added Life miracle Discern Spiritual Strength. Added a requirement to know this miracle before learning Raise Dead.
30. Modified Armour skills to apply to a particular layer (lower or upper), as well as a type.
31. Added Enhanced Combination skill.
32. Grouped Guards, Pathfinders, Archers and Wardens into a single Guild, The Defenders of the Kingdom.
33. Changed chain of command for the Defenders, splitting the progression into Commissioned and Non-Commissioned ranks, with different bonuses for each.
34. Added new bonus ability to Guards.
35. Added Unstoppable Gladiator ability.
36. Improved description of Guild weapon skill bonuses.
37. Improved description of Temple protection and Standing bonuses.
38. Modified Freedom so that it can be cast as an instantaneous miracle to remove effects.
39. Added Barbarian Greater Rage.
40. Clarified that Unholy Strike, like Unholy Word, only effects living creatures.

## A.24 Version 7 & 7.1 Changes

1. Modified Ice Blade to destroy metal weapons when it expires (similar to Flame Blade).
2. Modified rules for Breaking Objects, especially when targetting weapons. (See Chapter: Notes on Spells and Miracles.)
3. Modified Backstab skill.
4. Removed Guard bonus of learning defensive spells/miracles at half cost.
5. Removed Warden bonus of learning Medical skills at half cost.
6. Modified Recognise Creature, Recognise Undead and Recognise Smell.
7. Added chosen enemy bonus to the Pathfinders Guild.
8. Modified Unholy Strike to start at Unholy Strike 1, instead of Unholy Strike 0.
9. Modified Enhance Life cost for Barbarian Witch Doctors and Shamen.
10. Updated skills Discern Wounds, Discern Disease and Discern Poison.
11. Added level 10 limit to the effect of a Paladin's Dedicated weapon.
12. Added Amazon Staff skills.
13. Reduced Longbow cost for Amazons.
14. Modified Humacti Normal and Power protection progression.
15. Added new dispel ability for Circle Mages.
16. Added new titles for the Temple of Might.
17. Modified Temple of Might bonuses so that Knockback is also learnt at reduced cost.
18. Modified Dark Dart description.
19. Added new dispel ability for Illuminati.
20. Added new ability to Shadow Masters.
21. Modified Defenders so that Corporals gain a bonus of 5 Character Points.
22. Added Favoured Weapon and Chosen Weapon advanced skills.
23. Added new Protective spell type to indicate spells/miracles that protect against breaking spells/miracles and which increase the damage required to break items.
24. Modified Drain Mana to start at level 0.
25. Modified cost for some Magic skills for Warriors and Priests.
26. Modified cost for some Religious skills for Warriors and Mages.
27. Modified Freedom Temple Guild so that learning a skill at half cost is gained every 10 Ranks, instead of 5.
28. Modified "Undead Ward" and "Life Ward".
29. Rewrite of the magic item creation rules. Instead of balancing the system via the Enchant/Consecrate Item skills, the balance is now provided by the creation time and the in game cost.
30. Added new Fire spell, "Combust", and moved "Ignite" to this chain of spells.
31. Modified "Resurrection" and added "True Resurrection".
32. Modified notes on "Raise Dead" and "Resurrection" in the "Notes on Spells and Miracles" chapter.
33. Modified Enervate.
34. Modified Shrivel.

35. Added Fracture to Chaos Miracles.
36. Merged and modified the Chaos miracle "Remove Paralysis" and "Freedom" chains.
37. Modified range of Death miracle "Death Curse" from touch to 20'.
38. Added Death miracle "Suppress Spirit".
39. Added Earth Merge Other, Stone Merge Self, Stone Merge Other and other higher level spells on the same chain.
40. Removed Wood Immunity from the Earth spells, lowered Metal Immunity level.
41. Removed Stone Walk.
42. Added Willpower skill.
43. Modified all Rank based spells/miracles to be resisted using the Willpower skill.
44. Modified Sleep to be resisted by Toughness.
45. Modified Thunder Clap to be resisted by Toughness.
46. Modified the effect of "Metal Immunity", "Wood Immunity" and "Immunity to Normal Damage".
47. Paralysis is now resisted by Toughness.
48. Added Necromantic "Freeze with Fear" spell.
49. Modified Paladin, Humacti and Gladiator Guild bonuses to take into account of Willpower and other changes.
50. Modified Chaos Temple Guild bonus.
51. Renamed Burst of Fire to Flaming Hands, and reduced it by one level.
52. Renamed Warlock spell list to Spellsword. Renamed Thorn Knight to Bladesinger and moved to the Guilds chapter. Removed Noble, Heroic and Supreme Sacrifice from the Spellsword spell list and added as a Bladesinger Guild ability.
53. Removed Dispel Darkness from the Light spells.
54. Added Water spell Charm and reduced level of Suggestion.
55. Storm Hand only effects a characters main hand.
56. Modified Blur, Cloak and Obscurement so that they do not stack with Dexterity.
57. Removed class restriction for Illuminati.
58. Added Healing Sunlight ability to Illuminati Guild.
59. Added Rally ability to Defender NCO's. Added Inspire/Self Preservation ability to Defender Officers.
60. Modified Detect Lie and Truthful Aura miracles.
61. Added Justice Temple ability to learn Detect Lie and Truthful Aura miracles at half cost and cast them more effectively.
62. Added various Anarchy miracles.
63. Added Knit Wounds spell to Spells Sword School.
64. Modified Hurricane, Whirlwind and Tornado.
65. Modified the effect of the Life Point/Mana/Standing Thresholds - instead of doubling, the cost increases by 1 for every level.
66. Modified costs for Enhance Mana/Improve Standing and reduced thresholds.

67. Explicitly added the limitations on available skills to the Guilds section and listed the skills available to each Guild. Also modified the Temple of Freedom bonuses.
68. Removed the campaign specific rules from the magic chapter, adding it to the chapter on The World. This change hopefully makes it clear how characters learn spells from additional Schools. In line with this change, Elementalists now learn General spells as if they were two levels higher, not one. However, Mages do not have to pick General as their Secondary School and are free to pick any School to which they have access.
69. Added Guild of Artificers.
70. Modified Blade Sharp and Bludgeon - these spells increase the amount of Strength that can be added to the damage.
71. Added a section explaining the calls “Dodge”, “Bounce” and “No Effect”.
72. Removed the Archer School of magic and replaced them with Hunters, who use Druidic miracles that achieve the same effect. Also modified some of the Hunter miracles.
73. Modified skill costs for Create Talisman, Enchant Item, Create Holy Symbol and Consecrate Item skills.
74. Reduced progression of Ambidexterity, Strength, Dexterity, All Round Sight, Toughness and Willpower across classes.
75. Increased damage of Disruption (in line with Unholy/Holy Word) and increased level by one.
76. Modified progression of Demoralise.
77. Fixed progression of Gust of Wind, Gale, Hurricane, etc for Air and Weather Druid lists.
78. Added Life miracle “Will to Live”.
79. Added Bolster Undead Death miracle.
80. Modified Turn Undead, Courage and Fear so that Holy/Unholy Symbols can be used to increase their effects.
81. Added maximum of double effect for Willpower based effects.
82. Added Not Stackable (ns) spell type. Added this type to Endurance, Mighty Blow and <Principle> Resistance.
83. Added “Innate” and “Natural” to the list of calls.
84. “Immunity to Normal Damage” (Necromancer), “Wood Immunity” (Druid) and “Metal Immunity” Earth Mage are all now marked as Defensive miracles.
85. Added section on Weapon Breaks (The System — Additional Effects).

## A.25 Version 72 Changes

1. Removed Transfer Life spell from Spellwords.
2. Added Bestow Life ability to Bladesingers.
3. Modified Fracture.
4. Added new spell type “DR<n>[type]”.
5. Modified Whirlwind and Tornado.
6. Added rules on “Extra Large Weapons” in “The System” chapter.
7. Modified Barkskin
  - Changed range from self to touch.
  - Improved defence to bring into line with physical damage spells.
  - Modified effect when cast by a Tree Druid.

8. Modified Iron Skin to bring into line with physical damage spells.
9. Increased level of Eye of the Storm. (Eye of the Storm is equivalent to Storm Hand 1, Storm Skin 1 and also provides 1 Normal protection, so the level is increased to take this into account.)
10. Added higher level Aspect spells.
11. Rework of Light School of magic. (This School is now intended to be a “sneaky” School, rather than an artillery/offensive School.)
12. Modified of Flash/Flare chains.
13. Modified Cloud Form chain.
14. Modified the Illuminati Guild.
15. Modified Blade Sharp/Bludgeon to only work on weapons at least partially made of stone or metal.
16. Modified “Immunity” spells/miracles to provide DR10[type].
17. Clarification added to Spell Immunity.
18. Corrected half elf skills cost.
19. Dexterity changes. There is now a single Dexterity skill. Armour reduces the character’s Dexterity, but the penalty can be offset by the new Maneuver in Armour skill.
20. Increased the level of Demoralise and removed Mass Demoralise. (With the introduction of Willpower, which Demoralise reduces, this miracle was too low level.)
21. Added Armour Proficiency skill. Modified all Armour skill costs. Half Orcs are now the most skilled race at wearing armour.
22. Reduced progression of Magic and Religion skills between the races.
23. Modified rules for casting magic whilst wearing armour. (Wearing metal armour is now possible, but effectively increases the level of the spell.)
24. Added Transcend Armour skill that offsets the penalty for casting spells whilst wearing metal armour.
25. Modified rules for using a skill without proficiency. The damage is now half the normal base weapon damage plus any bonus for Strength.
26. Added Weapon Adept and Magic Adept skills.
27. Combined the advanced skills into the standard skills.
28. Modified skill costs for Half Orcs, Barbarians and Amazons. (Calculation for slow advance classes changed slightly, some mistakes corrected.)
29. Added General spell - “Spell Weave”.
30. Added General spell - “Magic Pool”.
31. Modified Gladiator points for non-Human races.
32. Added Weapon Adept Over Use ability to Gladiators.
33. Half Ogre characters now start with a base level of Strength, to which additional skill levels add.