

Tony Live Roleplaying System (V2.72 β) (**Player**)

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.

Acknowledgements	4
The System	5
During Play	5
Life Points, Body Points and Damage	5
<i>Character Death</i>	6
<i>Normal Damage</i>	6
<i>Power Damage</i>	7
<i>Subdue Damage</i>	8
<i>Extra Large Weapons</i>	8
<i>Additional Effects</i>	8
<i>Other Calls</i>	10
<i>Armour</i>	11
Gaining Experience	12
<i>Adventurer Experience</i>	12
<i>Monster Experience</i>	12
Characters	14
Races	14
Classes	15
<i>Multi-Classes</i>	15
<i>Changing Classes</i>	15
Rank	15
Skills	16
Weapons, Shield and Armour Skills	16
Physical Skills	22
Medical Skills	25
Magic Skills	25
Religious Skills	29
Subterfuge Skills	31
Manufacture Skills	33
Human Skills Costs	34
Elf Skills Costs	38
Half-Elf Skills Costs	42
Half Orc Skills Costs	46
Half Ogre Skills Costs	50
Of Magic and Mages	54
Learning Spells	54
Casting Spells	54
<i>Magic and Metal Armour</i>	55
Player Created Spells	55
Schools of Magic	55
Spell Details	56
General Spells	58
School of Fire	61
School of Earth	65
School of Water	68
The School of Air	71
School of Light	74
Spellsword	78
Of Religion and Priests	82
The Four Principles	82
<i>The Nine Paths</i>	82
Learning Miracles	83
Casting Miracles	83
Player Created Miracles	83
The Miracles	84

<i>Order Miracles</i>	84
<i>Life Miracles</i>	89
<i>Chaos Miracles</i>	95
<i>Death Miracles</i>	101
<i>Justice Miracles</i>	109
<i>Freedom Miracles</i>	110
<i>Balance Miracles</i>	110
<i>Might Miracles</i>	110
<i>Anarchy Miracles</i>	110
Druids	113
Druidic Sects	113
<i>Tree Druids</i>	113
<i>Animal Druids</i>	114
<i>Elemental Druids</i>	114
<i>Weather Druids</i>	114
Druidic Skills Costs	115
<i>Human Lay-Druid Skill Costs</i>	117
<i>Elven Lay-Druid Skill Costs</i>	117
<i>Half-Elven Lay-Druid Skill Costs</i>	118
Druidic Miracles	118
<i>Religious Ceremony</i>	119
<i>General Druid Miracles</i>	119
<i>Tree Druid Miracles</i>	120
<i>Animal Druid Miracles</i>	122
<i>Elemental Druid Miracles</i>	124
<i>Weather Druid Miracles</i>	125
Notes on Spells and Miracles	128
Casting Requirements	128
Notes on Casting	128
Releasing Touch Spells/Miracles	128
Cancelling Spells/Miracles	129
Dispelling Spells/Miracles	129
Mass Spells/Miracles	129
Breaking Objects	129
Stacking Weapon Spells/Miracles	129
Boosting Normal Weapon Damage and Strength	130
Defensive “Dodge” Spells/Miracles	130
Aspect Spells	130
Stacking Defensive Spells/Miracles	131
Willpower Spells/Miracles	131
Multiple Dexterity, Toughness and Willpower Spells/Miracles	132
Armoured/Unarmoured Dexterity and Spells/Miracles	132
Increasing the Duration of Spells/Miracles	132
Using Strength to Break Free of Effects	132
<i>“Gripping” Spell Effects and Exceptional Strength</i>	132
Dodging Power Damage	133
Raise Dead and Resurrection	133
Barbarians	134
Barbarian Warriors	134
Barbarian Witch Doctors and Shamans	135
<i>Barbarian Witch Doctors</i>	135
<i>Barbarian Shamans</i>	137
Barbarian Skills Costs	140
Amazons	144
Amazon Tribeswoman	144

Amazon Skills Costs	145
Magic Items	149
Creating Magic Items	149
<i>Create or Acquire the Base Items</i>	149
<i>Prepare the Item</i>	151
<i>Embed the Spell or Miracle</i>	152
Using Magic Items	154
Identifying Magic Items	155
Options	156
Destroying Magic Items	157
Upgrading Magic Items	157
Rituals	158
Ritualists and Ritual Groups	158
<i>Forming a Cabal</i>	158
<i>Forming a Conclave</i>	159
Creating Rituals	159
<i>Modifying Rituals</i>	160
Casting a Ritual	161
Maintaining a Ritual	162
Ritual Examples	162
The World	164
Kingdom of Exiles	164
<i>Ruling the Kingdom</i>	164
Outside the Kingdom	164
Guilds of the Kingdom	165
<i>Character Skill Limitations</i>	165
<i>Joining a Guild</i>	168
<i>Knights of the Kingdom</i>	169
<i>Defenders of the Kingdom</i>	169
<i>Bladesingers</i>	176
<i>Paladins of the North</i>	178
<i>Humacti</i>	179
<i>The Gladiators</i>	180
<i>The Towers</i>	181
<i>The Circle</i>	183
<i>The Illuminati</i>	185
<i>The Artificers</i>	186
<i>The 9 Temples</i>	187

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

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.

2.1 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.)

2.2 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.

2.2.1 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.

2.2.2 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 ¹	6
Crossbow ¹	6
Hand Crossbow ¹	4
Throwing Spear	4
Throwing Dagger	2
Throwing Star	2
Throwing Axe	4
Improvised	1
Fist ²	1
Claws	2+

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

² "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.*

2.2.3 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.*

2.2.4 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.

2.2.5 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.

2.2.6 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.*

2.2.7 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 *Nifft 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 Nifft 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 *Nifft 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, Nifft’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”.*

2.2.8 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 ¹	0
Troll Skin ²	2	1
Studded Leather	2/3 ¹	0
Studded Troll Skin ²	3	1
Scale	4	0
Chain	4	0
Banded ³	5	0
Plate	6	0

¹ Depending on the thickness of the leather.

² 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.

³ 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.*)

2.3 Gaining Experience

Experience is measured by Character Points which are gained through playing, either as an adventurer or as a monster. Character Points from monstering 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).

2.3.1 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.

2.3.2 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.

2.3.3 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 3

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.*

3.1 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.

3.2 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.

3.2.1 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.

3.2.2 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.

3.3 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 4

Skills

4.1 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.

4.2 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.

4.3 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.

4.4 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_i”.

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.

4.5 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.

4.6 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 *Niffit 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 *Niffit, 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. Niffit has to beat a hasty retreat before he gets smashed.*

Later in his career, Niffit 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.

4.7 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.

4.8 Human Skills Costs

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour				
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 <skill></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
Weapons, Shield and Armour (continued)				
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
Physical / Mental				
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>
Medical				
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
Magic				
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>				
Religious				
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>				
Subterfuge				
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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
<u>Manufacture</u>				
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

4.9 Elf Skills Costs

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour				
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 <skill></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)

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour (continued)				
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
Physical / Mental				
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>
Medical				
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)

Skill	Warrior	Priest	Scout	Mage
Magic				
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>				
Religious				
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>				
Subterfuge				
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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
<u>Manufacture</u>				
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

4.10 Half-Elf Skills Costs

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour				
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 <skill></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
Weapons, Shield and Armour (continued)				
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
Physical / Mental				
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>
Medical				
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
Magic				
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>				
Religious				
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>				
Subterfuge				
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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
<u>Manufacture</u>				
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

4.11 Half Orc Skills Costs

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour				
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 <skill></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
Weapons, Shield and Armour (continued)				
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
Physical / Mental				
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>
Medical				
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
Magic				
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>				
Religious				
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>				
Subterfuge				
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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
<u>Manufacture</u>				
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

4.12 Half Ogre Skills Costs

Skill	Warrior	Priest	Scout	Mage
Weapons, Shield and Armour				
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 <skill></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
Weapons, Shield and Armour (continued)				
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
Physical / Mental				
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)	15 $xlevel$	20 $xlevel$	10 $xlevel$	20 $xlevel$
Maneuver in Armour (per level)	2 $xlevel$	4 $xlevel$	6 $xlevel$	8 $xlevel$
All Round Sight (per level)	15 $xlevel$	20 $xlevel$	10 $xlevel$	20 $xlevel$
Toughness (per level)	6 $xlevel$	9 $xlevel$	12 $xlevel$	12 $xlevel$
Willpower (per level)	15 $xlevel$	15 $xlevel$	20 $xlevel$	10 $xlevel$
Medical				
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
Magic				
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>				
Religious				
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>				
Subterfuge				
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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
<u>Manufacture</u>				
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 5

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).

5.1 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.*

5.2 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.)

5.2.1 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.*

5.3 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.

5.4 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

Primary School	Name
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).

5.5 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> after 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.

5.6 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.

5.7 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.

5.8 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.

5.9 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.

5.10 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.

5.11 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
Disguise 10		Disguise 20		Mirror Image 1
	Deceptive Strike 1		Deceptive Strike 2	Group Disguise 10

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+ ¹

¹ 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).

5.12 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.

Chapter 6

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.

6.1 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.

6.1.1 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.*

6.2 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.*

6.3 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.)

6.4 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.

6.5 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> after 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.

6.5.1 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.

6.5.2 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.)

6.5.3 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.

6.5.4 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 Dispел Life 0 Detect Undead	Power Sight Dispел Life 1	Dispел Life 2 Discern Nature of Undead Drain Life 14	Discern Path Dispел Life 3	Dispел 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>.

6.5.5 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>.

6.5.6 Freedom Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
---------	---------	---------	---------	---------

6.5.7 Balance Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
---------	---------	---------	---------	---------

6.5.8 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.

6.5.9 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 7

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).

7.1 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.

7.1.1 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.

7.1.2 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.

7.1.3 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.

7.1.4 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.

7.2 Druidic Skills Costs

Skill	Human	Elf	Half Elf
Weapons, Shield and Armour			
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 <skill></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
Physical / Mental			
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>
Medical			
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
Magic			
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
Religious			
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>			
Subterfuge			
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
Manufacture			
Skinning	10	10	10
Make Leather Armour	20	15	18
Make Superior Leather Armour	40	30	35
Make Metal Armour ¹	40	40	40
Make Superior Metal Armour ¹	80	80	80
Make Weapon ²	40	40	40
Make Superior Weapon ²	80	80	80

¹ Only available to Earth Elemental Druids. ² Only Earth Elemental Druids can use this skill to create weapons that use metal.

7.2.1 Human Lay-Druid Skill Costs

All other Character Point costs are as per the Human Skill Costs section.

Skill	Warrior	Scout	Mage
Subterfuge			
Recognise Creature	3	2	3
Recognise Smell	3	2	3

7.2.2 Elven Lay-Druid Skill Costs

All other Character Point costs are as per the Elf Skill Costs section.

Skill	Warrior	Scout	Mage
Subterfuge			
Recognise Creature	3	2	3
Recognise Smell	3	2	3
Religious			
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>			

7.2.3 Half-Elven Lay-Druid Skill Costs

All other Character Point costs are as per the Half Elf Skill Costs section.

Skill	Warrior	Scout	Mage
Subterfuge			
Recognise Creature	3	2	3
Recognise Smell	3	2	3
Religious			
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>			

7.3 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.

7.3.1 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.*

7.3.2 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.*

7.3.3 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.

7.3.4 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).

7.3.5 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.

7.3.6 Weather Druid Miracles

Level 0	Level 1	Level 2	Level 3	Level 4
	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, Lightening 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).

Chapter 8

Notes on Spells and Miracles

8.1 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.

8.2 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.

8.3 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.*

8.4 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.

8.5 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.*

8.6 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".*

8.7 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.

8.8 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.

8.9 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.

8.10 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.

8.11 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.

8.12 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.*

8.13 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.

8.14 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.*

8.15 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.

8.16 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.)*

8.17 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.

8.17.1 "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.

8.18 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.

8.19 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 9

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

9.1 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.

9.2 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.

9.2.1 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.

9.2.2 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.

9.3 Barbarian Skills Costs

Skill	Warrior	Witch Doctor	Shaman
Weapons, Shield and Armour			
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 <skill></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
Weapons, Shield and Armour (continued)			
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
Physical / Mental			
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>
Medical			
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
Magic			
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>	-	$9x(l + 1)$	-
Religious			
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>	$18x(l + 1)$	$18x(l + 1)$	$6x(l + 1)$
Subterfuge			
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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	
<u>Manufacture</u>				
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 10

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.)

10.1 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.

10.2 Amazon Skills Costs

Skill	Warrior	Druid	Scout
Weapons, Shield and Armour			
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 <skill></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)

Skill	Warrior	Druid	Scout
Weapons, Shield and Armour (continued)			
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
Physical / Mental			
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>
Medical			
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
Magic			
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>			
Religious			
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>			
Subterfuge			
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)

Skill	Warrior	Priest	Scout	Mage
<u>Subterfuge (continued)</u>				
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	
<u>Manufacture</u>				
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 11

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.

11.1 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.

11.1.1 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.

11.1.2 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.

11.1.3 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 *O'Brien 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 O'Brien 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.*

11.2 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.*

11.3 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.

11.4 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.*

11.5 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.*

11.6 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 12

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).

12.1 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.

12.1.1 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.

12.1.2 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.

12.2 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.

12.2.1 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.

12.2.2 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.

12.3 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
Focus	
Standard	1 / min
Superior	2 / min
Master	4 / min
Legendary	8 / min
Component	
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.

12.4 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.

12.5 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 13

The World

13.1 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.

13.1.1 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 College (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.

13.2 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.

13.3 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.

13.3.1 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.

13.3.2 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.

13.3.3 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.

13.3.4 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 Kastra.

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.

13.3.5 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 *Ilson 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.

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.

13.3.6 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 Spellsword 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.
- Spellsword Spells, Magic Rituals and Inscribe Magic Circle to any level.
- Enchant Spellsword 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

- Spellsword
- General

Bonuses A member of the Bladesingers gains the following bonuses.

- He may use the title Bladesinger.
- He gains access to the Spellsword 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.

13.3.7 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.

13.3.8 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.

13.3.9 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.*

13.3.10 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 Spellwords, 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.

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.

13.3.11 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.

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*

<i>School</i>	<i>Level Adj.</i>
<i>Fire</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>

He’s also learnt the General spell “Spell Immunity”, which makes the General School his fourth School.

<i>School</i>	<i>Level Adj.</i>
<i>Fire</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>
<i>General</i>	<i>+2</i>

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

<i>School</i>	<i>Level Adjustment</i>	<i>Initial Level Adjustment</i>
<i>Fire</i>	<i>+0</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>	<i>+1</i>
<i>General</i>	<i>+0</i>	<i>+2</i>
<i>Light</i>	<i>+2</i>	<i>+3</i>

- 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*

<i>School</i>	<i>Level Adjustment</i>	<i>Initial Level Adjustment</i>
<i>Fire</i>	<i>+0</i>	<i>+0</i>
<i>Earth</i>	<i>+1</i>	<i>+1</i>
<i>Air</i>	<i>+1</i>	<i>+1</i>
<i>General</i>	<i>+0</i>	<i>+2</i>
<i>Light</i>	<i>+2</i>	<i>+3</i>
<i>Water</i>	<i>+4</i>	<i>+4</i>

- All members of the Circle are considered to already have Join Cabal 0 when forming Ritual Groups containing only other members of the Circle.

13.3.12 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.

13.3.13 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>	<i>0 - 5</i>
<i>Superior</i>	<i>6 - 10</i>
<i>Masterwork</i>	<i>11 - 15</i>
<i>Legendary</i>	<i>16+</i>

After improving her skills to

<i>Enchant Item(Earth)</i>	<i>2</i>
<i>Enchant Item(Fire)</i>	<i>1</i>
<i>Enchant Item(General)</i>	<i>1</i>
<i>Consecrate Item(Freedom)</i>	<i>1</i>
<i>Consecrate Item(Life)</i>	<i>0</i>

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.

13.3.14 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.

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.

Index

9 Temples, The 187

Acknowledgements 4

Additional Effects 8

Adventurer Experience 12

Amazon Skills Costs 145

Amazon Tribeswoman 144

Amazons 144

Anarchy Miracles 110

Animal Druid Miracles 122

Animal Druids 114

Armour 11

Armoured/Unarmoured Dexterity and Spells/Miracles
132

Artificers, The 186

Aspect Spells 130

Balance Miracles 110

Barbarian Shamans 137

Barbarian Skills Costs 140

Barbarian Warriors 134

Barbarian Witch Doctors 135

Barbarian Witch Doctors and Shamans 135

Barbarians 134

Bladesingers 176

Boosting Normal Weapon Damage and Strength 130

Breaking Objects 129

Cancelling Spells/Miracles 129

Casting Miracles 83

Casting Requirements 128

Casting Spells 54

Casting a Ritual 161

Changing Classes 15

Chaos Miracles 95

Character Death 6

Character Skill Limitations 165

Characters 14

Circle, The 183

Classes 15

Create or Acquire the Base Items 149

Creating Magic Items 149

Creating Rituals 159

Death Miracles 101

Defenders of the Kingdom 169

Defensive “Dodger” Spells/Miracles 130

Destroying Magic Items 157

Dispelling Spells/Miracles 129

Dodging Power Damage 133

Druidic Miracles 118

Druidic Sects 113

Druidic Skills Costs 115

Druids 113

During Play 5

Elemental Druid Miracles 124

Elemental Druids 114

Elf Skills Costs 38

Elven Lay-Druid Skill Costs 117

Embed the Spell or Miracle 152

Extra Large Weapons 8

Forming a Cabal 158

Forming a Conclave 159

Four Principles, The 82

Freedom Miracles 110

Gaining Experience 12

General Druid Miracles 119

General Spells 58

Gladiators, The 180

Guilds of the Kingdom 165

Half Ogre Skills Costs 50

Half Orc Skills Costs 46

Half-Elf Skills Costs 42

Half-Elven Lay-Druid Skill Costs 118

Humacti 179

Human Lay-Druid Skill Costs 117

Human Skills Costs 34

Identifying Magic Items 155

Illuminati, The 185

Increasing the Duration of Spells/Miracles 132

Joining a Guild 168

Justice Miracles 109

Kingdom of Exiles 164

Knights of the Kingdom 169

Learning Miracles 83

Learning Spells 54

Life Miracles 89

Life Points, Body Points and Damage 5

Magic Items 149

Magic Skills 25

Magic and Mages, Of 54

Magic and Metal Armour 55

Maintaining a Ritual 162

Manufacture Skills 33

Mass Spells/Miracles 129

Medical Skills 25

- Might Miracles* 110
 Miracles, The 84
Modifying Rituals 160
Monster Experience 12
Multi-Classes 15
 Multiple Dexterity, Toughness and Willpower Spells/Miracles 132

Nine Paths, The 82
Normal Damage 6
 Notes on Casting 128
Notes on Spells and Miracles 128

Of Magic and Mages 54
Of Religion and Priests 82
 Options 156
Order Miracles 84
Other Calls 10
 Outside the Kingdom 164

Paladins of the North 178
 Physical Skills 22
 Player Created Miracles 83
 Player Created Spells 55
Power Damage 7
Prepare the Item 151

 Races 14
 Raise Dead and Resurrection 133
 Rank 15
 Releasing Touch Spells/Miracles 128
Religion and Priests, Of 82
Religious Ceremony 119
 Religious Skills 29
 Ritual Examples 162
 Ritualists and Ritual Groups 158
Rituals 158
Ruling the Kingdom 164

 School of Air, The 71
 School of Earth 65
 School of Fire 61
 School of Light 74
 School of Water 68
 Schools of Magic 55
Skills 16
 Spell Details 56
 Spellsword 78
 Stacking Defensive Spells/Miracles 131
 Stacking Weapon Spells/Miracles 129
Subdue Damage 8
 Subterfuge Skills 31
System, The 5

The 9 Temples 187
The Artificers 186
The Circle 183
 The Four Principles 82
The Gladiators 180
The Illuminati 185
 The Miracles 84

The Nine Paths 82
 The School of Air 71
The System 5
The Towers 181
The World 164
Towers, The 181
Tree Druid Miracles 120
Tree Druids 113

 Upgrading Magic Items 157
 Using Magic Items 154
 Using Strength to Break Free of Effects 132

 Weapons, Shield and Armour Skills 16
Weather Druid Miracles 125
Weather Druids 114
 Willpower Spells/Miracles 131
World, The 164
“Gripping” Spell Effects and Exceptional Strength 132

Index

- 1H Expertise (*Spellsword*) 78
1H Proficiency (*Spellsword*) 78
1H Specialisation (*Spellsword*) 78
- 2H Proficiency (*Spellsword*) 78
2H Specialisation (*Spellsword*) 78
- Air Blast <n> (*Air*) 73
Animal Empathy (*Animal Druidic*) 124
Animal Leap <n> (*Animal Druidic*) 123
- Barkskin <n> (*Tree Druidic*) 122
Befriend Animal <n> (*Animal Druidic*) 123
Blade Sharp <n> (*Earth*) 66
Bless <n> (*Life*) 93
Blink 0 (*Air*) 73
Blink 4 (*Air*) 73
Blink Other (*Air*) 73
Bludgeon <n> (*Earth*) 66
Bolster Undead <n> (*Death*) 107
- Cause Disease <n> (*Death*) 103
Challenge (*Might*) 110
Chaos Blade <n> (*Chaos*) 98
Chaos Gift <n> (*Chaos*) 99
Chaos Lace <n> (*Chaos*) 100
Chaos Resistance <n> (*Order*) 88
Claw Hand <n> (*Animal Druidic*) 122
Clear Mind (T)/(R) (*Water*) 69
Cloud Form (*Weather Druidic*) 126
Coma <n> (*Water*) 69
Combust <n> (*Fire*) 62
Command <n> (*Water*) 68
Control Undead <n> (*Death*) 109
Courage <n> (*Life*) 91
Cure Disease <n> (*Life*) 91
Curse <n> (*Chaos*) 96
- Dark Bless <n> (*Anarchy*) 111
Dazzle <n> (*Light*) 75
Death Curse <n> (*Death*) 102
Death Gift <n> (*Death*) 106
Death Lace <n> (*Death*) 106
Death Resistance <n> (*Life*) 93
Deceptive Strike <n> (*Light*) 77
Demoralise <n> (*Death*) 103
Destroy (T)/(R) (*Fire, Chaos*) 63, 96
Detect Lie <n> (*Justice Miracles*) 109
Detect Magic (*General*) 58
Detect Undead (*Life, Death*) 90, 102
Dexterity <n> (*Spellsword, Chaos*) 80, 100
Discern Chaos (*Order*) 85
Discern Death (*Life*) 90
Discern Druidism (*General Druidic*) 119
Discern Life (*Death*) 101
Discern Nature of Undead (*Life, Death*) 91, 102
Discern Order (*Chaos*) 95
Discern Path (*Order, Life, Chaos, Death, General Druidic*) 85, 90, 95, 101, 119
Discern Sect (*General Druidic*) 119
Discern Spiritual Strength (*Life*) 95
Disguise <n> (*Light*) 76
Disintegrate (T)/(R) (*Fire, Chaos*) 63, 96
Dispel <n> (*Chaos*) 99
Dispel Chaos (*Order*) 85
Dispel Death (*Life*) 90
Dispel Life (*Death*) 102
Dispel Magic <n> (*General*) 58
Displacement <n> (*Light*) 75
Disruption <n> (*Chaos*) 96
Disruptive Aura <n> (*Chaos*) 99
Double Grip (T)/(R) (*Earth, Elemental Druidic*) 67, 125
Double Plant Strength (*Tree Druidic*) 121
Drain Life <n> (*Death*) 102
Drain Mana <n> (*General*) 60
- Earth Merge Self/Other (*Earth*) 67
Elemental Protection <n> (*Elemental Druidic*) 125
Endurance <n> (*Earth, Spellsword*) 65, 79
Enhance Will <n> (*Water*) 69
Enhanced Smell (*Animal Druidic*) 123
Entangle (T)/(R) (*Water, Tree Druidic*) 70, 120
Extend <n> (*Order*) 88
Extension <n> (*General*) 59
Extinguish (*Air*) 71
Eye of the Storm <n> (*Weather Druidic*) 126
- Fear <n> (*Death*) 106
Fire Dart <n> (*Fire*) 62
Fire Skin <n> (*Fire*) 63
Flame Blade <n> (*Fire*) 64
Flaming Hands <n> (*Fire*) 62
Flash <n> (*Fire, Light, Weather Druidic*) 64, 74, 126
Float (var) (*Air*) 74
Freedom 1/4 (*Chaos*) 100
Freeze (T)/(R) (*Water, Elemental Druidic*) 68, 125
Freeze with Fear <n> (*Death*) 107
Fur Skin <n> (*Animal Druidic*) 122
- Gather and Mend (*Order, Elemental Druidic*) 86, 124
Glowing Mark <n> (*Fire*) 63
Grip (T)/(R) (*Earth, Elemental Druidic*) 66, 124
Group Disguise <n> (*Light*) 77

- Gust of Wind/Gale (*Air, Weather Druidic*) 71, 126
- Halt <n> (*Order*) 89
- Harden <n> (*Order*) 87
- Harm <n> (*Chaos*) 96
- Heal Life <n> (*Life*) 91
- Heal Wounds <n> (*Order*) 85
- Heat Metal (T)/(R) (*Fire*) 63
- Hide Path (*Anarchy*) 110
- Holy Word <n> (*Life*) 93
- Ice Blade <n> (*Water*) 71
- Ice Dart <n> (*Water*) 68
- Ignite (*Fire*) 62
- Interrogate the Dead (*Death*) 105
- Invisibility (*Light*) 75
- Iron Skin <n> (*Earth*) 67
- Knit Wounds <n> (*Spellsword*) 81
- Life Gift <n> (*Life*) 93
- Life Lace <n> (*Life*) 93
- Life Resistance <n> (*Death*) 106
- Life Shield <n> (*Life*) 92
- Life Ward <n> (*Death*) 107
- Light (*Fire, Light*) 62, 74
- Lightning Dart <n> (*Weather Druidic*) 125
- Magic Divination (*General*) 58
- Magic Pool <n> (*General*) 60
- Magic Sight (*General*) 58
- Mana Gift <n> (*General*) 59
- Mass Befriend Animal <n> (*Animal Druidic*) 123
- Mass Coma <n> (*Water*) 70
- Mass Command <n> (*Water*) 69
- Mass Control Undead <n> (*Death*) 109
- Mass Dazzle <n> (*Light*) 75
- Mass Death Curse <n> (*Death*) 102
- Mass Detect Lie <n> (*Justice Miracles*) 109
- Mass Drain Life <n> (*Death*) 102
- Mass Fear <n> (*Death*) 107
- Mass Glowing Mark <n> (*Fire*) 63
- Mass Halt <n> (*Order*) 89
- Mass Harm <n> (*Chaos*) 96
- Mass Heal Life <n> (*Life*) 91
- Mass Heal Wounds <n> (*Order*) 86
- Mass Turn Undead <n> (*Life*) 95
- Mass Will to Live <n> (*Life*) 92
- Medium Shield (*Spellsword*) 79
- Mend (T)/(R) (*Earth, Order, Elemental Druidic*) 67, 86, 124
- Mighty Blow (*Might*) 110
- Miracle Gift <n> (*Order, Life, Chaos, Death, General Druidic*) 88, 93, 99, 106, 119
- Mirror Image <n> (*Light*) 76
- Mislead Path (*Anarchy*) 111
- Mystic Blade <n> (*Spellsword*) 80
- Mystic Chain (*Spellsword*) 80
- Mystic Leather (*Spellsword*) 80
- Mystic Studded Leather (*Spellsword*) 80
- Neutralise Poison <n> (*Order*) 87
- Order Gift <n> (*Order*) 88
- Order Lace <n> (*Order*) 89
- Order Resistance <n> (*Chaos*) 99
- Plant Strength (*Water, Tree Druidic*) 70, 121
- Plant Walk Self/Other (*Tree Druidic*) 121
- Poison Touch <n> (*Chaos*) 97
- Power Sight (*Order, Life, Chaos, Death*) 85, 90, 95, 101
- Protection (R) (*Order*) 86
- Radiate (var) (*Fire*) 64
- Recall <n> (*Air*) 73
- Recognise Smell (*Animal Druidic*) 122
- Reflection <n> (*Anarchy*) 112
- Reform (T)/(R) (*Fire*) 63
- Remove Fear (T/R) (*Life*) 91
- Remove Paralysis (T) (*Chaos*) 100
- Remove Slow (T)/(R) (*Chaos*) 100
- Remove Turning (T/R) (*Death*) 108
- Repel Demon (*Order*) 88
- Repel Life (*Death*) 105
- Repel Undead (*Life*) 92
- Retribution <n> (*Anarchy*) 111
- Rust (T)/(R) (*Water, Elemental Druidic*) 71, 124
- Shattering Blow <n> (*Earth*) 66
- Shillelagh <n> (*Tree Druidic*) 121
- Shocking Grasp <n> (*Air*) 72
- Sleep <n> (*Air*) 73
- Slow (T) (*Water, Elemental Druidic*) 68, 125
- Small Shield (*Spellsword*) 79
- Speak with the Dead (*Death*) 105
- Spell Gift <n> (*General*) 59
- Spell Immunity <n> (*General*) 61
- Spell Prime <n> (*General*) 59
- Spell Weave <n> (*General*) 60
- Stone Merge Self/Other (*Earth*) 67
- Storm Hand <n> (*Air*) 72
- Storm Skin <n> (*Air*) 72
- Strength/Double Strength (*Earth, Spellsword, Order, Animal Druidic*) 65, 80, 87, 122
- Strengthen <n> (*Order*) 86
- Suggestion <n> (*Water*) 69
- Summon Undead Servant <n> (*Death*) 108
- Suppress Spirit <n> (*Death*) 103
- Talk with Animal (*Animal Druidic*) 124
- Throwing Expertise (*Spellsword*) 79
- Throwing Proficiency (*Spellsword*) 79
- Throwing Specialisation (*Spellsword*) 79
- Thunder Clap <n> (*Weather Druidic*) 126
- Toughness <n> (*Spellsword, Order*) 81, 87
- Transcend Armour <n> (*Earth*) 67
- Tree Heal <n> (*Tree Druidic*) 120
- Tree Heal Other <n> (*Tree Druidic*) 120
- Trip (*Tree Druidic*) 120
- Trip 'n' Entangle (T)/(R) (*Water, Tree Druidic*) 70, 120
- Trip (R) (*Water*) 70

Turn Undead <n> (*Life*) 94

Undead Ward <n> (*Life*) 94

Unholy Strike <n> (*Death*) 105

Unholy Word <n> (*Death*) 105

Wall of Air <n> (*Air*) 72

Warp (T)/(R) (*Earth, Tree Druidic*) 67, 121

Weaken Will <n> (*Water*) 69

Weakness/Double Weakness (*Chaos*) 97

Will to Live <n> (*Life*) 92

Withdraw Self/Other (*Order*) 87

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.