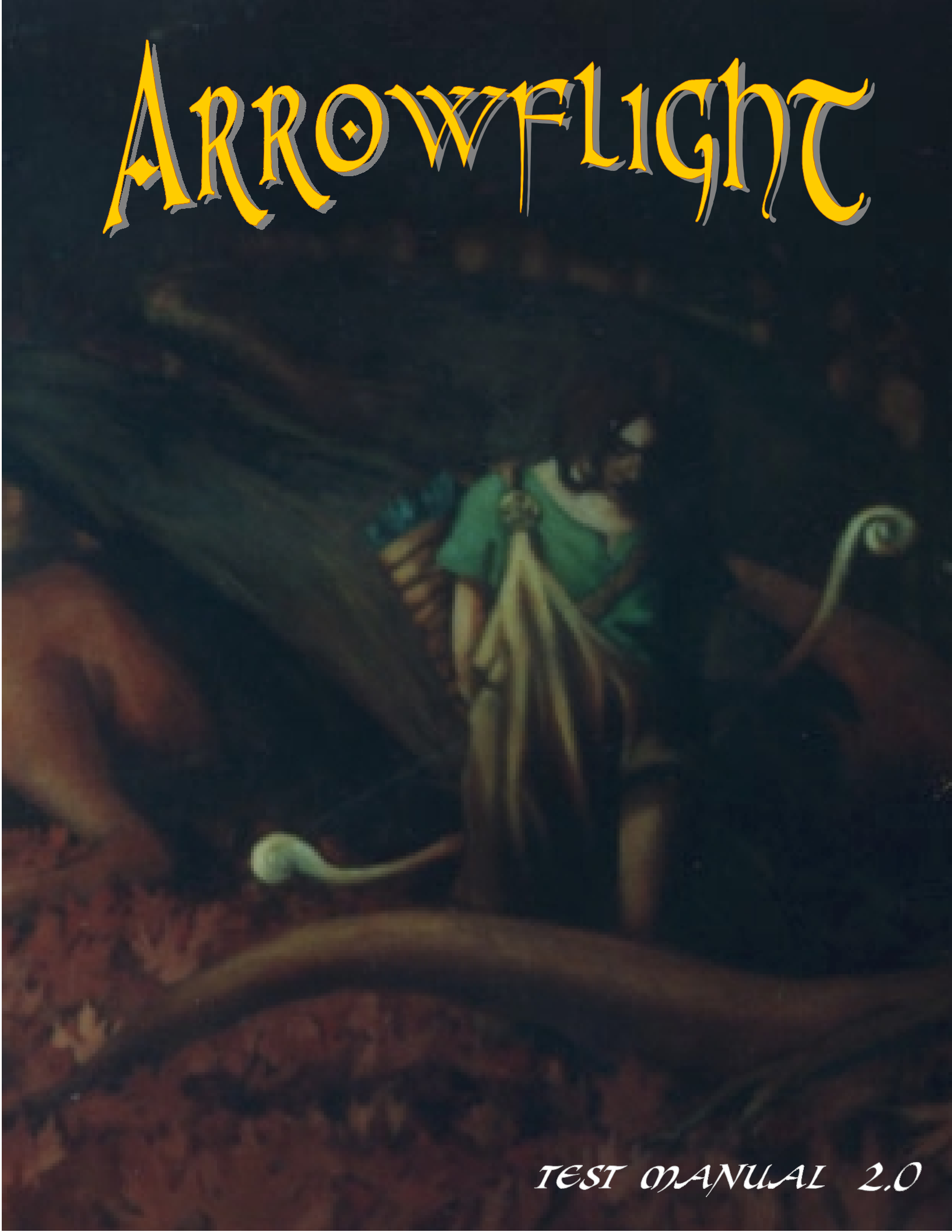


ARROWFLIGHT



TEST MANUAL 2.0



Introduction

After miles of soft leather crunching through the endless ice and snow, you reach the mountain's peak. Heaving labored breaths, starving and half-frozen, you gather enough strength to raise your head and gaze down the mountainside.

The valley opens beneath the crags upon which you stand, lush, green and inviting. Cities sprawl and villages toil, populated by millions of denizens from all races and all social tiers. A lone gryphon circles overhead, deep in the hunt for his supper. Somewhere, in the distance, a cannon-shot booms.

Here is the land for which you have searched so long and arduously. Here is the land you can now call home. You know that the king's roads are well traveled by merchant, soldier and rogue, by commoner, noble and brigand. You know you'll be able to find a warm meal and a soft bed for a few geld or a few dishes washed. You know that somewhere there is a job to do, a quest to undertake, a spell to learn, a riddle to answer, a city to besiege.

It is a familiar world, with a new and original feeling. There are dragons to slay and gods to appease, in a place where magic and political intrigue are alive and well. It is an ancient world, rich in history, humor and extraordinary deeds. A world of heroes, villains, fantastic beasts, evil wizards and despot kings, where love, fame and dazzling riches are but the trimmings of the ultimate adventure to be had.

Yours for the taking.

You inhale a breath that is the sum of all your hopes, fears, dreams and aspirations. What adventure awaits? In what tale of glory, betrayal, heroism and conflict will your name be listed, praised or despised among the heroes and villains of old?

Not so fast, you tell yourself. There is plenty of time to decide.

As the sun slowly sets in a blaze of red and orange fire, the smell of wood smoke and warm stew meets your nose and your mouth creeps across your cheek in a half-smile. Clutching your cloak a bit more tightly about your freezing shoulders, you step away from the cold rock of the mountain and begin your journey into the world unfolded in front of you.

Welcome to Arrowflight.

Character Generation

Make sure you have your game supplies at hand: pencil, scratch paper, some six-sided dice (you can play with one, but at least six is ideal), a copy of the Arrowflight character sheet, and a copy of Arrowflight.

- Decide on a race/ethnicity for your character (see Race/Ethnicity). The available racial types are Human, Elf, Dwarf, Orc, Faerie and Earthfolk. If you wish, you may determine if you are a crossbreed of two races (rules are given at the end of the race descriptions). Each race has its own benefits and handicaps. Use the Racial Maximums Table to determine your racial maximums.
- Determine all 8 of your primary attributes (see Getting Started). These are Agility, Dexterity, Intelligence, Perception, Strength, Willpower, Mana & Spirit. You have 30 points to distribute into these attributes. No attribute can be higher than the racial maximum (listed by race). Be careful here. Everything is important.
- Use the tables in the Lifeline section to start fleshing out your character's background. This is important to the character's history and will give him valuable skills.
- Using the rules under Distributing Skill Points, distribute 30 points among the various skills on your character sheet. These skills will aid the character in succeeding at certain things. Descriptions of skills listed can be found in the Skill Descriptions section.
- Use the information found in the attribute descriptions to calculate your SAVE & INITIATIVE, and write them in the spaces provided.
- Put 1 point in Destiny (see Getting Started).
- Decide on an appearance and a name for your character. Height, weight, eye color, hair color and gender are all up to you, unless your GM says otherwise. Obviously, the character's race, ethnicity and original environment will dictate a lot of this.
- Determine the amount of starting money. Each character receives 2D6x100 geld. Add this to

any money you may have picked up in the Lifeline section.

- Use the list of goods in the Economy section to buy items you may need, including armor, weapons, and food.

Getting Started

To begin with, you will notice that the character has some basic attributes (the words in large bold letters on the character sheet). Players allocate 30 points among them, and record the result in the space allotted. Every player must have at least 1 point in every attribute. No attribute may exceed the character's Racial Cap (see the Racial Caps Table).

AGILITY (AGL): This is how nimble and fast your character is. Most combat falls under this attribute, so a good roll is a must for a fighting character. It's even handy for non-fighting characters (to aid in getting the heck out of the way).

DEXTERITY (DEX): This is the character's manual dexterity, or hand-eye coordination (fine motor skills). It will dictate how well a character aims a black-powder weapon, fixes a piece of armor, or filches a purse of money. Thieves, Musketeers and Foresters should all have a moderate to high DEX.

INTELLIGENCE (INT): This is your character's general degree of cognitive and analytical brainpower, dictating how much complex knowledge can be learned. Mages should have a high INT in order to understand the concepts needed to create and modify spells.

PERCEPTION (PER): This is the raw ability to notice things, understand and coexist with one's fellow person. If this attribute is high, the character can say the right things at the right times to the right people, and have a talent for noticing subtle changes in a person or place. It is a very "interactive" attribute, also having to do with artistic performance and showmanship. Priests should have a high PER for their preaching (oratory is an

application of the Performing skill). Leaders and Performers of any kind should have moderate to high PER. The player with the highest natural PER will most likely be the party leader, if one is needed.

STRENGTH (STR): This is your character's physical strength ~ how hard she can hit, how much she can carry, and an indicator of how much punishment she can take. A character can dead LIFT their STR times 50 in pounds. A character can CARRY half as much as she can lift.

WILL (WIL): This is the mental stamina of your character, your coolness under stress and your force of personality. It governs you're the character's resistance against things like magical attacks and intoxication.

MANA: Quite simply, this is your character's internal psychic power, or magical energy. The higher one's MANA, the more effective and devastating one's spells, and the easier one saves against power drain. Far from being a mages-only attribute, MANA is a character's anchor to the material plane, his connection to the Web of Life (which happens to be the same energy matrix mages use to perform magic). See MANA VS. SPIRIT for rules on resurrection, death, and why MANA is important to every character.

SPIRIT: This is one's level of spiritual power, the strength of the character as an ethereal conduit for his deity, the level of brightness at which his soul burns. Priests and Shamans who intend on chanting prayers and having them heard must have a moderate to high SPIRIT, or should find another calling (for obvious reasons). Players should realize that the *Arrowflight* world is full of supernatural beasties and enchanted artifacts that can drain SPIRIT (as well as other attributes), and without a SPIRIT, a character cannot be resurrected if killed. See MANA VS. SPIRIT for rules on resurrection, death, and why SPIRIT is important to every character.

Now we come to the derived attributes, each determined by your character's existing attribute &

skill profile. For further information on the specialized uses of these skills and attributes, check the Combat section.

INITIATIVE: You will notice that Initiative has two boxes. The first box is the number of dice you will roll (average of AGL and PER **rounding up**), and the second is what your target number will be (average of Awareness and best Combat Skill). This skill is used to determine order of play in combat situations (see **Critical Success and Fumbles for special INITIATIVE information**).

Your initiative number also determines how many actions you get per melee round. Use the following table to determine the correct number of actions and write it in the appropriate box on your character sheet.

Initiative	Actions
1-3	1 Action
4-6	2 Actions
7+	3 Actions

SAVE: Derived similarly to Initiative, the first number (average of STR and WIL **rounding up**) is the number of dice you will roll, as well as indicating your character's Wound Threshold. The second (average of Endurance and Resist) is your target number. This value indicates the character's potential for withstanding physical and mental trauma and how likely it is for a wounded character to stay conscious. Indicate in the Wound Status boxes on the character sheet the box that coincides with your Wound Threshold. You do not need to roll a save when wounded unless this box has been surpassed. See Wounds and Saves for more information on this aspect of the game. Some characters and creatures are tougher and able to disregard more damage than a normal human. Orcs, for instance, have a natural +1 to their Save target, indicating their less-evolved nervous systems and dense bones, muscle structure and thick hide.

DESTINY: (Begins at 1) DESTINY is not a attribute, and you do not spend points on DESTINY. This is sort of a luck, karma or fate value, indicating how much cosmimojo the

character has. At any time during a single game session, the player may elect to use his DESTINY to alter a bad roll of any kind, whether it be a skill check, damage roll or failed save. It is a way of saying, "wait – that didn't happen" in a way that makes sense to the epic scope of the game. Be careful! Spend DESTINY wisely, as points are easily lost and hard won.

A character can earn more DESTINY through the doing of deeds and acquisition of worldly knowledge. If a player uses his DESTINY to re-roll and gets a critical success, he receives an additional point of DESTINY. If, on the other hand, the re-roll is a critical failure, he loses a point of DESTINY (with the proviso that he cannot ever have a DESTINY of less than 1). A character does not gain or lose DESTINY points when re-rolling damage, since there are no critical successes or failures inherent in this type of roll.

The other way to receive additional DESTINY is to earn them from the GM, usually by spending a DESTINY point in a heroic or dramatically appropriate manner. GMs should use common sense, however, as DESTINY points are powerful and easy to abuse. Don't give them out for just any reason!

If a DESTINY point is used to re-roll a failed roll of any kind, the second result must be accepted, even if it is worse. DESTINY doesn't ensure you will succeed; it's just there to give you a second chance when you need it most.

WOUNDS: (Race Specific) There is a finite amount of trauma a character can absorb. All races have a number of wounds per Wound Level, from a faerie's miniscule 2 to an orc's mighty 6. In essence, if an orc took 4 points of damage, he'd only suffer a Light Wound, while a faerie taking the same amount of damage would be on the road to a Serious Wound. Find the Wound Status section of the character sheet and fill in all the boxes except the number of Wounds per Wound Level specific to your character's race.

Race/Ethnicity

The world of *Arrowflight* is rich in history, filled with wondrous creatures and diverse civilizations. After millennia of upheaval and change, a few strong ethnic and racial groups have risen to dominance. Races are listed by their prevalence in Corvellian society.

Racial Caps Table

Racial Type	AGL	DEX	STR	WIL	PER	INT	SPIRIT	MANA	Wounds	Special
Dwarf	5	6	6	7	6	6	6	6	5	+1 End.
Earthfolk	6	7	4	6	6	6	6	7	3	+1 Craft
Elf	6	6	5	6	6	6	6	7	5	+1 Awar.
Faerie	8	6	2	7	5	5	6	8	2	Special
Human	6	6	6	6	6	6	6	6	5	+1 Res.
Orc	7	5	7	6	5	6	6	4	6	Special

Human

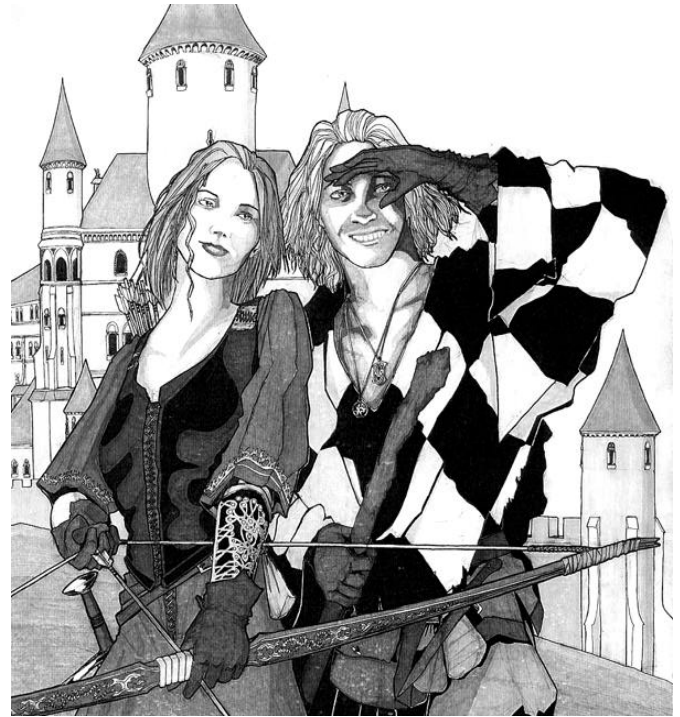
The most common race in the kingdom of Corvel (and indeed, the World), man is believed to have been born of an unholy union of elf woman and demon. Whatever his true origins, he does share many basic genetic traits with the elves, and human/elf interbreeding has been successfully practiced for centuries. This has led to both a decline in the life expectancy of urban elves and a general increase in the human lifespan.

Humans have the capacity for love and order as well as the ability to commit to gross atrocity. The chaotic aspect of the human psyche is generally blamed upon the demonic influence in their origins.

Culturally, humans have succeeded in taking over most of the civilized world, with the exception of a few bastions of non-human influence. They are a dynamic and adaptable species, and come in all sizes and complexions, from fair and blonde to dark-skinned and wiryhaired.

Typically stronger than his elf predecessors, he does not usually have The Fire of magic burning as brightly within him, nor has he been gifted with the feral senses of the elf. However, humans are blessed with an inherent resistance to magic, a trait that has bewildered elven scholars since the arrival of humans.

Humans may choose any occupation, but only those with The Fire (a high MANA) are trained in the magic arts.



Height ranges from 4' to 7', with the average in the mid 5' range (males generally taller than females). A standard weight for a healthy male of average height is about 180lbs, 120lbs for a female in the average bracket.

Children are birthed one at a time, with twins not uncommon. Average lifespan is 100 years.

Special Ability: Resist 1 (WIL).

Elf

Appearing about the same time as the dwarves, Elfkind ruled the surface world for millennia, until the First Age of Chaos.

It is said that the first elf was the goddess Dalah, who was given domain over the land by Creator when he raised it from the ocean depths. Dalah is also said to have created the different types of elfkind (including merfolk, faeriefolk and earthfolk), that still walk the World to this day. In addition, it was the mountain god Deain's rape of Dalah that produced the dwarven race. In essence, Dalah is thought to be the progenitor of all the intelligent races (with the exception of giant-kin, goblins, orcs and dragons).

Culturally, elves are in a decadent decline, although their influence permeates human society, from art to politics to religion. And although urban elves have suffered a shortened lifespan due to interbreeding with humans, entire tribal societies of feral and nomadic elves still thrive throughout the World.

Elves are only a bit slighter of frame than their human descendants, with tapered, feral ears and very little body fat. Their facial features are pointed, animal-like, and they have a great affinity for magic, as well as being deadly dealers of war.

Elves have an inborn racial hatred of greater dragons. They have a long history of conflict with the awesome creatures, and it was one such war that served as the distraction necessary for the demonic conception of mankind.

Elves are possessed of very delicate senses, the best of which are keen eyesight and a sense of hearing attuned to higher frequencies (which has influenced much of their art and music).

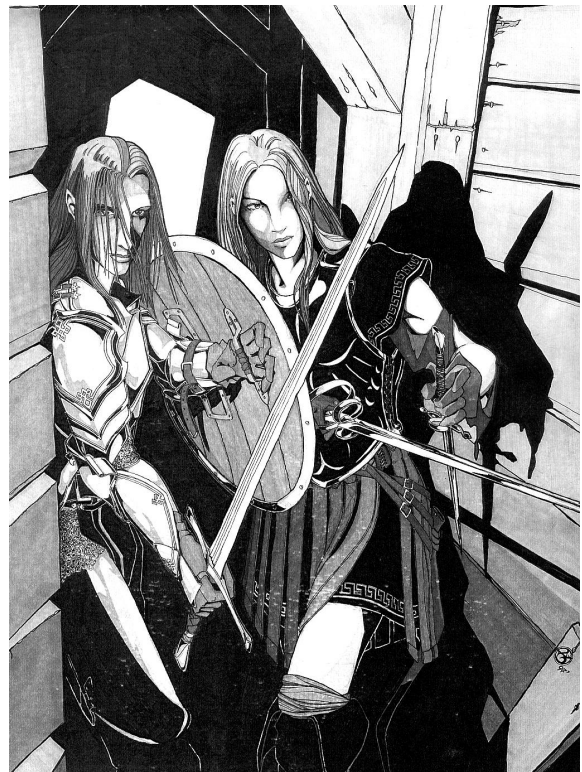
Height ranges from 4' to 6', with the average somewhere in the 5' range (males tend to be only slightly taller and heavier than females). Weight for a male elf of average height is about 140lbs, while females range from slender (90lbs) to more sturdy (130lbs).

Children are birthed one at a time, with occasional twins.

Average lifespan is 600 years for "purebred" elves, 300 years for "urban" elves. Elves mature at the same rate as their human counterparts, and after age 50

begin to slow the aging process. After 150 years, the elf perception of time begins to skew, as each year seems to fly by more rapidly than the last. For urban elves, this hypersensitivity can become extremely stressful, and many aged elves become eccentric, insane, or suicidal.

Most elves of 200 years or greater seek any quiet solitude they can find, many venturing into the woods and forests to spend their remaining centuries communing with the wild. The most enlightened bond with trees and become sacred groves, tended by feral elf caretakers.



Special Ability: Awareness 1 (PER).

Dwarf

Although most dwarves left Corvel during the Wars of Chaos, there are still some left in the northern kingdoms. Most have integrated with human society, becoming smiths, brewers and lawyers.

Although dwarves share a common progenitor with the elves, they look to their father, the mountain god Deain, for their ethnic direction. Deain's first children, the dwarf gods of the earth, are ever present in all aspects of dwarven daily life, from fishing to mining to drinking ("Stowaddy!").

Dwarf culture is so ancient and inflexible that many forms of their art, science and law have been integrated into human society.

The center of dwarven culture is the Raihar Empire, which spans most of the southernmost continent. It is here that most dwarves look for ethnic identity and continuity. Recently, a renewed exchange of trade and immigration has boosted the dwarven population in the north. Most well trained dwarf professionals will find an open and high-paying market for their services (especially smithing, brewing and law), and some Raihar expatriates move north simply to escape Imperial propaganda and flag-waving.

The art and science of Rune Magic began with the dwarves, and is still alive today, though a closely guarded secret (and incredibly hard to learn).

There are physically few differences in the build of male and female dwarves, save for large breasts on the female and facial hair on the male (which they grow and cultivate from a young age). Both are compact, sturdy build, ranging from 3' to 4'. Average weight is roughly 100lbs (due to their cell-density).

Children are born one at a time, with twins common.

Average lifespan is 500 years (which has not decreased, as dwarves tend not to breed outside their race). Like their long-lived elf cousins, once dwarves achieve 150 or 200 years, their perception of time begins to accelerate, each year becoming a relatively smaller portion of their life experience. Older dwarves will often undertake a pilgrimage to the Raihar Empire on the southern continent. There, they enjoy an ethnically homogenous "retirement", eventually finding eternal rest in one of many Halls of Heroes, and returning to the stone from whence they came.



Special Ability: Endurance 1 (STR).

Orc

The so-called “Dark Races” were created by man’s experimentation with the darker side of magic. It is thought that an ancient human mage once attempted to generate a race of slave warriors by magically merging trolls with feral pigs, revered for their aggressive tenacity. The experiment evidently worked. Unfortunately, this new slave race got loose and began to breed... and breed... and breed.

Needless to say, the early actions of orc tribes were hostile. They developed a small, clan-based culture and a love for combat and destruction (which they loved to share with everyone, including each other). This lust for conflict naturally led them into a chaotic alliance with tribes of goblins, demon armies and their undead minions.

It was during a purge of non-humans by a cruel and sadistic Corvel king that the orcs became aware of their collective mortality. Elves, the other race persecuted under the same purge, sought a racial alliance with the remaining orc tribes. From that point, orcs entered “civilized” society, though they never quite recovered their old culture or former numbers. Many lords and monarchs of Corvel have learned to keep their orc populations well fed and well trained, as they are of incredible value on the field (and a huge liability when bored).

Most orcs live amongst the human populace, taking up professions of soldier, retainer and guardsman. This cultural treaty, however, only transpired within the kingdom of Corvel. There are still tribal orcs leading hostile forces elsewhere.

Arrowflight orcs are covered with a coarse, pig-like fur, and their features are porcine as well (large tapered ears, an elongated snout, usually accompanied by an underbite displaying tusks, which the males grow long and adorn with etchings and pigments). Their eyes range in color from amber to deep purple, and their cranial hair is usually gray to white.

Orcs are commonly 6’ to 8’ tall, with most males falling into the 7’ range and females in the 6’ range. A typical orc of average height will weigh about 300lbs, while average females weigh in at about 220lbs. Children are birthed in litters of 4 to 6, with a 25 to 50% mortality rate common.

Average lifespan is 70 years. Interbreeding with other races is uncommon but possible.



Special Ability: Orcs get a special bonus of +1 to their Save Target, indicating their tough skin and stoic nature. In addition, they get +1 on all hearing or smell-based Awareness checks, and -1 on all visual Awareness checks.

Faerie-folk

Created by Dalah, the proto-elf earth goddess, all the winged varieties of elf-kin are included under the term faerie-folk. These include Sprites, Pixies, Wind-Nymphs, and Will-o'-the-Wisps.

Wind Nymphs sport brown, feathered wings, like that of a sparrow. They shun cities and places of humanity; the only race they are friendly to are the feral elves. To all others they are cold, aloof, and distant, though they hate the "chaos races" and will typically attack them on sight.

Will-o'-the-Wisps are a race of chaotic faerie kind. Their wings are insectoid; their skin is covered with a thin carapace that gives them an insect-like appearance. They prefer living in swampy areas, where they are known to lure travelers to their death. While they usually eat their victims, they sometimes treat the corpses with glamours to preserve them. They sew the bodies of these victims together and burrow through the corpses; these macabre creations often serve as their clanholds.

Of all faerie-folk, sprites and pixies are the most common, and the most likely to involve themselves in the affairs of civilization. Although similar in size and coloring, they have certain cultural and physical differences, which they are quick to point out.

Sprites have full, colorful wings resembling butterflies, and make clanholds out of fallen trees and earthworks in meadows and thin woodlands. They are typically more docile and less headstrong than their pixie cousins.

Pixies sport thin, transparent wasp-like wings, their dwellings resembling beehives and hornet nests (which they build in deep forest groves). Pixies tend toward more militant, mischievous behavior than sprites, and enjoy a good practical joke. There is a good-natured but deep-running rivalry between the two groups.

Both types of faerie are adaptable and are quite competent with magic, having their own culturally taught spells known as *glamours*. They are aware of their blood-and-magic bond with elves, and tend to maintain a live-and-let-live rule when interacting with their tall, wingless brethren. Rural faeries are especially close to their feral elf relatives, and it is not uncommon to see a hunting party of wood elves accompanied by a small unit of glowing sprites or pixies.

In times of war, the strength of the faerie is sheer numbers. Swarms of pixies armed with poisoned barbs have been known to upset the balance of many a military campaign (although they will generally not involve themselves in civilized affairs unless directly concerned with the politics of the situation).

Adult sprite males are usually around 8in, ½lb. Females are about 7in, ¼lb.

Children are incubated in plant stems and hatched from the buds each spring. Average lifespan is 50 years, as their kind rides the transient energies of the Web of Life, confident in their eventual rebirth into the cycle.



Special Abilities: Faerie-folk have some natural abilities in lieu of a special skill. All faeries are bioluminescent when flying (internal light that illuminates like a lantern flame: about 3ft radius). This ability cannot be "turned off", as it is a biological function of flight. In addition, faeries may make called shots against human-sized or larger targets with no penalty. Their diminutive size, however, makes them especially vulnerable when hit. See Note on Faeries & Scale.

Earthfolk

A sub-class of the faerie, the term “earthfolk” is a broad classification for any of the non-flying species of diminutive elf-relations. The most common are gnomes, nymphs and sprigs, and the ubiquitous brownies. They are similar enough genetically and culturally, however, to warrant a common listing.

Throughout history, earthfolk have occupied positions of importance in the workings of the various kingdoms, becoming advisors, spies and inventors. The gnome Touchek holds the distinction of having been the only regent of Corvel of earthfolk descent.

Gnomes originated the art and technology of clockwork, a system of gears, springs and cogs used to animate clocks, artwork, functional items and vehicles. Unlike magic disciplines, clockwork requires nimble digits far smaller than the average elf, dwarf, human or orc. All earthfolk can be trained in the application of clockwork, and those who don't take it up end up excelling in other handcrafts.

Nymphs are a particularly reclusive breed of earthfolk. Painfully shy, these frail creatures resemble small feral elves. Nymphs prefer their solitude; they shun humanity and even other earthfolk.

Sprigs are a breed of short, misshapen earthfolk who make their homes in the roots of trees. While not particularly shy, Sprigs dislike everyone else. They are rather grouchy hermits who hate everyone or, at best, tolerate their presence.

Brownies are gregarious and friendly tree-dwellers. These brown-furred folk prefer a feral life, but are otherwise exceptionally curious, outgoing and even-tempered.

Most earthfolk dwell in sizeable communities of stone and timber, usually in a rural setting (however high-quality clockwork is gaining popularity amongst the urban populace and many earthfolk have set up profitable businesses within the larger towns and cities).

Earthfolk are typically about 1½-2½ ft. tall, 10 to 30lbs, and of varied skin tones. Male gnomes and sprigs usually cultivate beards when they reach about 20 years of age. Children are born one at a time, with twins uncommon. Lifespan is roughly 250 years.

Special Ability: Craft 1 (DEX)



Interbreeding

Interbreeding among racial groups is possible with some exceptions. Faeries do not reproduce sexually, thus there are no halfbreed faeries, and although Orc and Elf halfbreeds have been attempted, no offspring have survived gestation. Although Human/Elf interbreeding is somewhat common, other halfbreeds are rare but possible. Dwarves specifically practice a cultural isolation that makes all but the rarest Elf or Human hybrids possible. Elf and Orc traits are dominant, so players with halfbreed characters should use those dominant racial modifiers, and other mixes would choose one race or the other from the Racial Caps Table (though the character would look like a mix). Lifespans are averaged.

Lifeline

Roll on the following 4 tables for your social status, the environment you spent the majority of your life, the general location of that environment, and the career to which you were apprenticed. This does not glue you to a profession, but does give your character a few background skills. The GM may choose for you or direct you to choose, depending on the style of campaign being run.

2D6	SOCIAL STATUS	SKILLS	MONEY
2-3	Noble	Social 1, Education 1, Cultural Sciences 1, Ride 1	3x starting geld
4-7	Professional	Craft 1, Bargain 1, Education 1	2x starting geld
8-10	Freeman	Repair 1, Domestic Arts 1	1x starting geld
11-12	Indentured	Domestic Arts 1	½ starting geld

1D3	ENVIRONMENT	SKILLS
1	Urban	Bargain 1, Cultural Sciences 1, Language 1 (choose from list)*, Social 1
2	Rural	Lore 1, Natural Sciences 2, Domestic Arts 1
3	Wilderness	Wilderness Skills 1, Stealth 1, Climb 1, Endurance 1

1D6	LOCATION	SKILLS
1	Coastal	Swim 1, Sail 1, Language 1 (choose from list)*, Lore 1
2	Forest	Wilderness Skills 1, Lore 1, Natural Sciences 1, Awareness 1
3	Highlands	Natural Sciences 1, Climb 1, Endurance 1, Lore 1
4	Lowlands	Ride 1, Lore 1, Wilderness Skills 1, Athletics 1
5	Mountains	Climb 1, Athletics 1, Wilderness Skills 1, Awareness 1
6	Plains	Ride 1, Athletics 1, Drive 1, Endurance 1

2D6	APPRENTICESHIP	SKILLS
2	Crime (4 years)	Thievery 1, Streetwise 1, Con 1, Intimidation 1
3	Trade (4 years)	Bargain 1, Diagnostics 1, Education 1, Language 1 (choose from list)*
4	Domestic (4 years)	Domestic Arts 2, Craft 1, Repair 1
5	Agriculture (4 years)	Lore 1, Natural Sciences 1, Drive 1, Repair 1
6	Arts (4 years)	Dance 1, Play Instrument 1, Con 1 Performing Arts 1
7	Craft (4 years)	Craft 2, Repair 1, Diagnostics 1
8	Athletic (4 years)	Athletics 1, Endurance 1, Climb 1, Swim 1
9	Scholastic (6 years)	Education 1, Literary Skills 1, Natural Sciences 1, Cultural Sciences 1
10	Seminary/Mage College (6 years)	Natural Sciences 1, Theoretical Sciences 1, Devotion Theory 1, Language 1 (choose from list)*
11	Military (6 years Professional/Noble, 4 years Freeman/Indentured)	Professional & Noble – Command 1, Ride 1, Cultural Sciences 1, Military Sciences 1 Freeman & Indentured – Combat Skill: Soldier 1, Wilderness Skills 1, Cultural Sciences 1, Missile Weapon or Black Powder 1
12	Forestry (4 years)	Wilderness Skills 2, Endurance 1, Stealth 1

1D6	INHERITANCE
1	Make an additional roll on this table at +1
2	Horse (type depends on Social Status)
3	1D6x20 geld
4	1D6x50 geld
5	A fine or heirloom weapon (GM discretion)
6+	Property (roll on PROPERTY table)

Roll on this table only if instructed to by the Inheritance table.

1D6	PROPERTY
1	An old keep
2	A mill
3	An inn or alehouse
4	A family home
5	1D6 acres farmland
6	A boat (12 + 1D6 ft)

*The list of available languages is located under the Skill Description for the Language skill.

Distributing Skill Points

You should now have attributes that range from 1 to the racial maximum. You'll notice that on the character sheet beneath each attribute are skills (and spaces in which to write other skills not listed). When you went through the Lifeline section, you picked up some skills. *For instance, a character who was from a Lowland Rural area could have picked up Lore at 2.*

Characters in Arrowflight are not only products of their environment, but also of their education and apprenticeship. Life in Arrowflight is very focused, no matter which social tier your character hails from. To reflect this societal organization, a beginning character may increase a skill by 3 (of their original 30) skill points.

Remember to add the Combat Skill Modifier to the cost when buying at character creation. For instance, buying 3 levels of Ratahar: Elf Style will cost 5 points.

This rule does not apply to spells and prayers.

Also note that priests and mages must purchase prayers and spells with their skill and character points. Spells and prayers cost their DIFF in skill points, and their DIFF times two in character points. *For example, if a player is creating his first mage, he can use 4 of his 30 skill points to buy a DIFF 4 spell. If he then earns 10 character points for the game, he can buy another DIFF 4 spell, this time at the cost of 8 character points.*

You'll notice a boxed area on the right side of the attribute and skill column in which to write your attribute and skill levels.

Skill Checks

The greater your skill in a given area, the easier it is to execute a specific task. A target number of 1 indicates rudimentary knowledge, 2 is Apprentice level, 3 is Journeyman level, 4 is Professional, 5 is Expert and a skill of 6 (and up) indicates Mastery.

In order to succeed at a given skill, you must roll the number of D6 indicated by your attribute and try to get your skill rating or less on each D6 rolled. Ordinarily, a skill needs a single success to execute properly. However, making a

skill check under difficult circumstances may subtract from one's target number and/or add to the number of successes required to execute the skill.

For instance, Lars wants to pick the lock to the wine cellar at the local pub. He has a DEX of 4, and a Thievery skill of 3. He rolls 4D6, and comes up with a 3, 2, 5 and 4. Two results are at his skill level or below, so he successfully picks the lock. Of course, this causes him to get drunk on the vats of wine in the cellar. The GM then has him make an Awareness check to see if he hears the owner of the pub coming down the stairs. His INT is 4 and his Awareness is 3. Because he is rip-roaring drunk, the GM subtracts 2 from his Awareness. He now needs 1 success at 1! Lars rolls 4D6 and ends up with a 2, 3, 4 and 5. No successes. He's promptly caught and thrown in jail for theft and criminal trespassing!

If a character has a skill rating of zero, or has had the existing skill rating reduced through wounds or other environmental modifiers, he or she may still attempt to use the skill in question. Remember that a result of 1 is always a success. For each skill rating below 1 a character has, an additional success is required. A skill rating of zero requires two successes; -1 requires three successes, and so on.

Critical Success

If the character has a skill of 1 or greater, and more than half the dice rolled have a result of 1 the roll is a critical success. In this case, all the dice with a result of 1 are rerolled, and any successes from the reroll are added to the overall skill check. Rolling a majority of sixes on the additional roll doesn't count toward a fumble; the check is already successful.

A critical success on INITIATIVE means that the character gets one extra action and goes first in INITIATIVE order.

Fumbles

If more than half the results in a single roll are sixes, the result is a fumble. The character loses his weapon, trips on his bootlaces, or whatever the GM deems appropriate. In the case of magic, prayers or black powder, the GM may roll (or have

the player roll) on the appropriate fumble table for the horrible result.

A fumble on INITIATIVE means the character loses an action and goes last in INITIATIVE order.

Critical Successes and Fumbles work out so that at lower levels of talent, critical results will happen more frequently, but the effects will be less dramatic. At higher talent levels, critical results are less common, but the effects can be monstrous.

Assumed Successes

Some characters are extraordinarily well trained, making success somewhat easier than their less skilled cohorts. For every level above 5 a character has in a skill, he has what is called an Assumed Success. For instance, an orc with a Combat Skill of 7 has 2 assumed successes before ever rolling a skill check. The player must still roll all of his attribute dice for the skill check, and the result of a fumble cancels out ALL successes, even assumed ones. Furthermore, any difficulty modifiers declared by the GM may erode automatic successes. For instance, if the GM decrees a -2 modifier on the skill, our orc's Combat Skill is effectively reduced to 5 and therefore the assumed successes are nullified before the roll. Successful results are by no means guaranteed, but a character with superior training stands a greater chance to execute a skill properly.

Concentration

Characters wishing to concentrate on a specific skill may add 1D6 to their skill check for each period of time appropriate to the task, up to 3 additional dice. For instance, combat related skills receive 1D6 for each action taken to aim or otherwise prepare the attack. A magic spell would be treated in the same manner. Non-combat skills related to study or other concentrated preparation is based on whatever the GM thinks appropriate.

For instance, Lars is trying to research some family history in a city archive. If the archive is small and well-organized, the GM may give Lars 1D6 for every 5 minutes spent researching (using his Cultural Sciences skill). If the archive is in a large city and is stacked floor

to ceiling with tomes, the GM may determine 1D6 for every hour or more of research.

The maximum benefit for a single skill check due to concentration is 3D6. If the skill check fails, the player may make another attempt when the GM rules it is appropriate.

Improving Characters

Each game session in which a character participates will earn her some kind of experience. A good rule of thumb for a single session (depending on elapsed game time) is 10 character points. After the GM has awarded the base points, she may decide to award additional points to characters she feels overcame an obstacle, solved a problem or achieved part of the character's personal quest. An additional 1, 2 or 3 points are normal, depending on the scale of obstacle or problem.

New skills may be learned at a cost of 10 points for a rating of 1. The cost is halved if the character has a teacher.

Existing skills may be improved using the following rules: If the character has a teacher, skill improvement costs the current skill level times itself (i.e. raising a skill from 2 to 3 costs 4 points). Without a teacher the skill costs the next level times itself (i.e. raising a skill from 2 to 3 costs 9 points). There are no caps on skill levels, but they obviously get more difficult to raise as they go up.

Teaching

In order for one character to teach another, the teacher must fulfill certain requirements:

- ♦ The teacher has the skill in question at a minimum Journeyman skill (3).
- ♦ The teacher speaks the student's language or can otherwise communicate clearly.
- ♦ The teacher cannot teach the student beyond his own skill level (i.e. if the teacher's skill is 4, the student cannot improve beyond a skill level of 4 with the aid of that teacher).

Specializations (optional)

Experienced players may notice that the skill list in Arrowflight is very generalized. Lots of various information is covered when a skill is taught,

reflecting a very medieval/renaissance ethic. But with any skill, a person is likely to gravitate toward one area of specialty, like a weapon of choice, a specific non-human dialect of Ancient, the delicate Craft of Clockwork, or Lore as pertaining only to the sagas written in the *Tar'nia*. Anywhere a skill covers multiple sub-disciplines, a player may choose to specialize.

Specializing in a skill takes only the desire to do so, a base skill rating of 3 (Journeyman) and the approval of your GM (just to make sure you do not take the specialization of Going First and Killing Everyone Before They Can Soil Their Trousers).

When specializing, simply write your skill specialty in the appropriate column on your character sheet at whatever level your current base skill happens to be +1. Your base skill then drops by 1 to symbolize the attention focused on your specialty as your other related areas of study get a tad rusty.

Although for game purposes the transition happens immediately, it is symbolic of the character spending a lot of time using the specialty as part of his base skill and finally deciding to pursue the specialty with vigor.

For example, if you have Missile Weapon as your vocation at a rating of 4 (Professional), you could choose Longbow at rating 5 (Expert). Your Missile Weapon skill would fall to 3 (Journeyman) as all your training in

various crossbows, slings and thrown weapons fades into the background.

Specializing may be done at no cost during character creation. Once the character is out of the starting gate, specialization costs 10 points, the same as learning a new skill at rating 1. Once specialization has been selected, the base skill and the specialization become separate skills and must be raised as such.

Specialization is *not* compulsory; in fact it can be quite expensive to maintain new specialties and improve one's eroded base skills, however it can be a very satisfying and balanced option for some character concepts. Use common sense and work with your GM.

Raising Attributes

Raising some attributes is allowed, at a cost of the current rating times 20 (i.e. raising an attribute from 4 to 5 would cost $4 \times 20 = 80$ points).

In addition, attributes may not be raised by more than 2 beyond their starting value, and cannot exceed the racial attribute caps. Of course, magical or divine attribute augmentation is possible, and may push some attributes outside the inherent limitations of one's species. Attributes which can be raised are AGL, DEX, & STR. Any attribute may be raised magically or divinely, but such effects are subject to limitations in the spell or prayer (duration, etc.)

Master Skill List

AGILITY skills

Athletics
Dance
Drive
Melee Weapon
Missile Weapon
Ride
Sail

Siege Weapon*

Stealth

Armed Combat Skills:

Assassin

Cavalier*

Gallant

In-Fighting

Soldier

Swashbuckler

Unarmed Combat

Skills:

Brawling

Dalahar

Haushahar

Ratahar, Dwarven

Ratahar, Elven

Senwata

Shal'ekhar

Tothahar

DEXTERITY skills

Black Powder

Craft*

Play Instrument*

Repair*

Sleight of Hand

Thievery

STRENGTH Skills

Climb

Endurance

Strength Feat

Swim

WILLPOWER Skills

Interrogation

Intimidation

Resist

INTELLIGENCE Skills

Cultural Sciences

Domestic Arts

Education*

Law

Language*

Ancient

Western

Akrindor

Kilmoorian

Eastern

D'junn

Islander

Empire

Solander

Handspeak

Arcanian

Orrindan

Literary Skills*

Lore

Medicine

Military Sciences*

Seamanship

Theoretical Sciences

Natural Sciences

PERCEPTION Skills

Animal Husbandry

Awareness

Bargain

Command

Con

Diagnostics

Gambling

Performing Arts

Seduction

Social

Streetwise

Wilderness Skills*

SPIRIT Skills

Devotion

MANA Skills

Folk Magic

Arcane Theory*

Combat

Healing

Illusion

Elemental

Divination

Necromancy

*See Skill Descriptions for notes or pre-requisites for these skills

Skill Descriptions

You will find most skills to be fairly generalized, with the exception of skills that demand specialization.

Animal Husbandry

Knowledge of common animals, their needs and feeding habits. Using this skill for less common animals would require specialization. Possible specialties would include any common animal family (i.e. Equine, Bovine, Falconry), or uncommon animal (i.e. Windlord, Warhawk, Gryphon).

Arcane Theory

For Mages Only. The ability to cast spells in a given theory. Requires Natural and Theoretical Sciences of 2 or more and the Mage School Apprenticeship in Lifeline. Choose from the following:

COMBAT

The theory of offensive & defensive effects

HEALING

The theory of tissue reconstruction and purification

ILLUSION

The theory of artificial manifestation

ELEMENTAL

The ability to manipulate elemental forces

DIVINATION

The acquisition and use of extra-sensory knowledge

NECROMANCY

Reanimation of dead tissue

Athletics

Knowledge and skill in tumbling, acrobatics, gymnastics and various physical sports. Possible Specialties: Tumbling, Acrobatics, Gymnastics, Batar (orc field hockey), Running.

Awareness

The character's general consciousness of his surroundings.

Bargain

The ability to haggle in order to achieve a favorable economic or diplomatic agreement.

Black Powder

The ability to use and maintain all types of black powder weapons, such as arquebuses, grenades, and hand and field cannon. Also includes knowledge in the manufacture of black powder. Possible Specialties: Pistol, Musket, Hand Cannon, Field Cannon, Grenade.

Climb

The ability to scale rope, trees, vines and steep surfaces using the hands & feet.

Combat Skills

Training in the use of armed and unarmed fighting styles. Choose skills from among the following:

ARMED COMBAT SKILLS**ASSASSIN (3)**

The art of stealthy death-dealing

CAVALIER (3) (Requires Ride target number 2+)

The art of mounted combat

GALLANT (2)

The flourish and stance of the duelist

MELEE WEAPON (0)

Skill in the use of everyday objects at hand for fighting purposes. Possible Specialties: Broom, Tankard, Pitchfork, Cooking Pot.

ROGUE (1)

A common peasant style including staves & trick moves

SOLDIER (1)

The requisite sword/shield style of all fighting men. This skill must be learned in order to use heavy armor types.

SWASHBUCKLER (1)

A flamboyant style of generally single-handed weapon combat

UNARMED COMBAT SKILLS**BRAWLING (0)**

A basic hand-to-hand fighting skill. Nothing fancy, and no special bonuses or multipliers apply.

DALAHAR (2)

The Way of the Earth, a defensive style used by monks and travelers

HAUSHAHAR (2)

The Way of the Wind, a flowing style focusing on sweeps

RATAHAR, DWARF STYLE (2)

The Way of Battle, a blocky style suitable for armored soldiers

RATAHAR, ELF STYLE (2)

The elven variant, a more active style focusing on spinning kicks and aerial strikes

SENVATA (2)

The tribal Orc word for "gut stomp", a brutal, violent brawling style

SHAL'EKKHAR (3)

The Way of the Dragon, a devastating style using strikes, kicks and bites

TOTAHAR (3)

The Way of Death, a mystical style favored by assassins and agents

Command

Use of the character's natural leadership qualities to inspire allegiance & compliance in others. Note: if it is appropriate that the character has a military rank, he may choose the Specialty of Military Rank. This will give him a higher skill rating when dealing with any kind of organized militia, but his base skill (which deals with everyone else) decreases.

Con

The ability to persuade or pacify someone by confusion, lies or double-talk.

Craft

Training in the artistic side of traditional handicrafts, including Ceramics, Drawing/Painting/Illumination, Papermaking, Waxwork, Decorative Needlework, Masonry, Woodwork, Weaving, Metalwork, Leatherwork, Clockwork, Jewelwork, Fletching. Note: Players must choose a specific focus for each Craft skill taken.

Cultural Sciences

The in-depth study of one's own civilization in comparison to others. Possible Specialties: Archaeology, Anthropology, Heraldry, History, Politics, Bureaucracy, Foreign Studies.

Dance

The knowledge and performance of various ethnic, popular, regional, folk, and social dances. Possible Specialties: Courtly Dance, Exhibition/Performance Dance, Folk Dance, Ritual Dance.

Devotion

The level of faith in one's deity or religion. A priest's greatest weapon. Use this skill whenever praying for divine intervention. *Note: Common Prayer can be learned by priests and laypersons alike, but only priests may use the prayer templates. Prayers are purchased individually (DIFF in character points). Priests must have skills of Natural and Theoretical Sciences of 2 or more to learn prayers.*

Diagnostics

The skill of diagnosing a mechanical or technical problem. May choose any specific mechanical structure as a possible Specialty (i.e. Wagonry, Clockwork, Metalwork, Gemology, Livestock)

Domestic Arts

Competence in a variety of day-to-day skills such as Sewing, Cooking, Gardening, Animal Husbandry and Child Psychology. Possible Specialties: Any of the above.

Driving

The ability to maneuver team locomoted vehicles, such as carts, wagons, chariots, etc. Possible Specialties: Wagon, Cart, Chariot, Skiff, Sky Chariot, Balloon.

Education

The ability to read and write, as well as a general knowledge of The World. *Note: A skill level of 1 indicates basic literacy in the character's native language, while 4 or higher indicates Higher Education in a college, university or other intensive training program. Higher Education adds a one-time bonus of +1 to Cultural Sciences, Natural Sciences and Literary Skills.*

Endurance

The knowledge and use of bodily conservation to withstand strenuous activity or long periods without sleep, food or water.

Folk Magic

The layman's magic theory. Knowledge of common, low-powered spells for practical uses. No specialties. Spells are purchased individually (DIFF in character points).

Gambling

Knowledge and skill in various games of strategy & chance. Possible Specialties: Cards, Dice, Cup & Ball, Kings.

Interrogation

The ability to draw information out of characters and pry their secrets from them.

Intimidation

The ability to adopt a threatening demeanor to gain a psychological advantage and even coerce desired actions.

Language

The ability to speak another language or dialect. *Note: Players must choose a single language from the*

following list for each Language skill taken. A skill level of 2 or more and an Education skill of at least 1 indicates the ability to read and write in that language. Characters automatically speak their native language (see Education for native language literacy requirements).

LANGUAGES**AKRINDOR**

Akrindor nomad tribes

ANCIENT

The Rellianite Church, Elementalist Church, Nyeh O' Deain, Dalah's Children, most arcane colleges (still spoken in regional dialects by most nonhumans)

ARCANIAN

Arcania, Tiya, Zeah, Baelric

D'JUNN

D'junn, L'or, D'ankor

EASTERN

Bachra, Tolak, Harkilon, Northern Kharhoun

EMPIRE

Raihar Empire

HANDSPEAK

Common sign language, designed for trade (there is no written language associated with Handspeak, therefore literacy is not an issue)

ISLANDER

Kainal Islands

KILMOORIAN

Kilmoor, Kharhoun

ORRINDAN

Orrind, Boltan

SOLANDER

Southern Isles (tribal elves still speak a regional dialect of Ancient)

WESTERN

Corvel, Seris

Law

Knowledge of existing law, the legal system and proper procedures. Requires Education of 3 or more. Possible Specialties: Trade Law, Criminal Law, Arts Law, Arcane Law, Civil Law.

Literary Skills

The ability to write correspondence, compose text or verse in an accomplished style. Also includes an appreciation of literature and knowledge of many authors throughout history. Requires the character be literate (Education skill level: 1). Possible Specialties: Poetry, Fiction, Biography, History, Essay.

Lore

General knowledge of World myth, folklore and superstition. Possible Specialties: Occult Lore, Creatures, Sagas, Nature Lore, Divine Lore.

Medicine

The ability to stop bleeding, set bones, perform primitive surgery and generally stabilize an injured character. Note: A professional doctor must take a specialty and Requires an Education OR Lore skill of 3 or more. Possible Specialties: Surgery, Pharmacology, Veterinary, (Race Specific) Advanced Medicine.

Military Sciences

Theory and tactics related to warfare. Requires Cultural Sciences skill of 1 or more. Possible Specialties: Siege Tactics, Open Field Tactics, Naval Tactics, Aerial Tactics, Cavalry Tactics, Small Unit Tactics, Guerilla and (Race Specific) Tactics.

Missile Weapon

The skill required for the use of short, long and composite bow weapons, crossbows, slings, thrown weapons and other handheld ballistae. Note: The use of muskets, pistols, arquebuses and other black powder weapons requires the use of the Black Powder skill, as it is a very different and relatively new skill. Possible Specialties: Longbow, Shortbow, Compound Bow, Crossbow (windlass), Crossbow (lever), Crossbow (repeating), Sling, Spear (thrown), Knife (thrown), Axe (thrown), Dart (thrown).

Natural Sciences

Those who undergo training in the natural sciences receive some knowledge of all of them. Natural Sciences include those aspects of the Arrowflight world visible to people. Possible Specialties: Astronomy, Botany, Biology, Chemistry, Geography, Geology, Zoology.

Performing Arts

The use of general performance skills, such as singing, oratory or acting. Also includes basic training in movement, stance and vocal projection. Possible Specialties: Acting, Storytelling, Comedy, Mimicry, Public Speaking, Singing.

Play Instrument

This is the ability to play a musical instrument, knowledge of the care and maintenance of the instrument, and the ability to read and write music and play by ear. Applies to one general type of instrument: String, Drum, Horn, Wind. Possible Specialties: Clan Pipes, Bugle, Wood Flute, Tribal Drum (and too many more to list).

Repair

The required skill for repairing any item, from the simplest patch to the most heavily damaged armor and weapons. Possible Specialties: Armor, Tack, Rigging, Wagons, Clothing, Weapons.

Resist

A general skill that makes it possible to resist the psychological effects of sleep, food and water deprivation, as well as the ability to resist drugs, magic and pain.

Ride

The ability to ride any wild or domesticated beast.

Modifiers may be added for wild beasts or those of ill temperament. Possible Specialties: Horse, Warhawk, Montuhar, Giant Tiger, Mastodon, Donkey, Goat, Dog (scale appropriate, of course).

Sail

Knowledge and skill in the function, operation and maintenance of any seaworthy wind or oar-powered vehicle. Possible Specialties: Galley, Caravel, Sloop, Galleon, Longship, Carrack, Barque, Skiff, Gondola, Barge, Raft, Yacht.

Seamanship

Specific knowledge in navigation, tides and piloting of sailing vessels.

Seduction

The ability to use sex appeal for romantic conquest.

Siege Weapon

The construction, operation and maintenance of any large war machine or heavy weapon. Note: field cannon fall under the category of Black Powder. Possible Specialties: Catapult, Trebuchet, Siege Tower, Battering Ram, Siege Crossbow.

Sleight of Hand

The ability to palm objects and deceive the eye with clever movement of the hands.

Social

Knowledge of social order and interaction with others with proper protocol, as well as the ability to move in various social circles.

Stealth

The ability to sneak, move quietly, hide in shadows, and otherwise conceal oneself.

Streetwise

Knowledge of urban areas, and the denizens thereof. The ability to know where to go, where to look, and with whom to talk.

Strength Feat

The ability to break certain objects, bend bars with your bare hands, or lift portcullis'. This skill is also useful for breaking out of chains or ropes, or breaking entanglements in combat.

Swim

The ability to keep oneself afloat, and otherwise propel oneself in and under water. Training includes breath control and various swimming strokes. Possible Specialties: Deep Diving, Competition Swimming.

Theoretical Sciences

The "invisible" counterpart to the Natural Sciences. Includes Astrology, Philosophy, Theology, Physics, Geomancy, Mathematics and Arcana. Possible Specialties: Astrology, Philosophy, Theology, Physics, Geomancy, Mathematics, Arcana.

Thievery

Proficiency in the skills of Pickpocketing, Lockpicking, Forgery, Forced Entry and other “sneaky” methods of pillage. Possible Specialties: Cutpurse, Lockpicking, Forgery, Burglary.

Wilderness Skills

The ability to survive in the wild, including tracking, trapping & preparing food, navigation, and construction of temporary shelter. Possible specialties: Arctic, Desert, Woods or Sea.

Combat

This section covers all of the elements of combat, from deciding order of play to how to determine damage, to how to recover from that damage. In addition, it covers armor penetration, stun damage, wound saves and death.

Melee Rounds

Combat in *Arrowflight* is broken up into small snippets called melee rounds. Each round is equivalent to about 15 seconds in game time (that means the time that takes place within the game setting, as opposed to *real time*, which is the time that passes while you roll the dice and hog the chips).

Each player (and NPC) takes 1 action in order of play determined by his INITIATIVE check. Once all actions for the first phase of the round have been resolved, play passes back to the first player. If a player has another action available, he may take it at his turn during the second phase. Play progresses in the same way until all actions have been resolved. If the player rolls no successes, the character goes last in the playing order (as he stares with gaping jaw at the goblin horde riding over the hill). See Critical Success and Fumbles for additional INITIATIVE rules.

Example: The GM calls for melee rounds. Seera makes her Initiative check with 2 successes, Praythor makes 4, Tristian makes 1, and Maeve gets no successes. Praythor (4, the highest number) would go first, followed by Seera (counting down to 2), then Tristian (1) and Maeve (at 0). Play then returns to Praythor who takes his 2nd action, if he has one. Then Seera takes her 2nd action, if she has one, and so on. Even if Maeve normally would have a second action, she does not go again after the first turn.

If two or more players (or NPCs) are tied in number of successes, the character with the highest raw Initiative target goes before the others. If players are still tied, the least armored character goes before more heavily armored characters. If after all

this players are still tied, use the tried and true judgement: ROLL A D6 FOR IT.

The GM has the added responsibility of determining combat order for the NPCs. For simplicity's sake, we recommend rolling for each major NPC, and lumping hordes of bad guys into a single roll.

Actions

The number of actions a character can take in any given round is based on the table in the explanation of the INITIATIVE attribute. Certain skills may take more than one action to resolve, such as concentrating on a difficult spell or readying a rested weapon.

A player may perform one action at a time: make an attack, make a combat move, run, dodge an attack, fall to a prone position, make an “active” skill check or cast a spell. See What Counts as an Action for further information on exactly what must be counted. If a character is in the process of completing a skill or action that will take him an entire melee round or more, he cannot do anything else. If the character is concentrating upon, say, casting a spell (taking 2 actions or more to add to his successes), he cannot use his other skills to attack or defend or the spell will not be cast.

Opposed Skills

The philosophy of *Arrowflight* combat is that it is relatively easy for a person with a sword to hit another person standing still three feet away from him. The random element comes in the attacker's skill in using his weapon to the best advantage, the weapon's capacity for dealing damage, and the defender's skill in blocking, parrying, dodging, or otherwise not getting hit.

If the defender has a shield or appropriate weapon, he may parry the incoming blow. Parries do not cost an action. The defender may also choose to Dodge by using a martial art or Athletics skill vs. the attacker's combat skill. Dodging costs 1 of the defender's actions for the round. If the defender has more successes than the attacker, he successfully dodges or parries. If the attacker has more successes than the defender, the attack is successful. If the numbers are equal, ties go to the defender.

Damage

Determining damage is simple. If the attacker rolls more successes than the defender, his attack has gone through his opponent's defenses and made contact. Subtract the defender's successes (if any) from the attacker's successes, then multiply the result by the Weapon Rating (WR) of the weapon being used. If either the attacker or defender is not schooled in the use of the given weapon, they are making an unskilled check and are required to roll the extra success at a target of 1 before they can total their number of successes.

You should now have your basic amount of damage figured. The next step is to add any damage bonuses the weapon may have, and, if the character was using a melee weapon (any non-ranged weapon), his STR. Slings and thrown weapons add $\frac{1}{2}$ STR (rounded up). Bows, crossbows, ballistae and black powder weapons get no STR bonus, but have an increased range and overall damage capacity.

Once you have your damage total, your opponent checks the damage against any armor he may be wearing and his threshold for pain. All hits from melee combat will target the torso unless a called shot is made. All missile weapons (including thrown weapons) hit a random location unless a called shot is made (see Ranged Attacks & Calling Shots). To randomly determine location, simply roll 2D6 and find the result on the defender's Hit Location Table (the boxes on the character sheet where armor is listed by body location). Roll another D6 (hi/lo) to determine the upper or lower segment of that body location. That is where your damage got through.

Note: Unless fighting another faerie, all normal hits to faeries are to random hit locations, since hitting a faerie is considered a called shot (-2). However, if something large lands an attack on a faerie, location is likely moot.

Bludgeoning

Not all combat in *Arrowflight* is lethal. Sometimes more discretion is needed, and incapacitation may be more desirable than decapitation. A character can choose to use a blunt weapon, object, or his own fists and feet, to stun his target instead of wounding him. Bludgeoning attacks do stun damage at first (see Wounds and Saves for special Stun Damage effects). For combat purposes, a hand has a Weapon Rating of 1, while a foot has a Weapon Rating of 2 (remember this is a different scale of damage).

When punching or kicking a target, the attacker takes half the Armor Value (AV) of the location he is hitting in stun damage, making saves as normal. Usually this will not affect the attacker too badly, but makes it unattractive to punch somebody in the stomach if they are wearing a steel breastplate.

Even though this is only stun damage, it will eventually cause wounding. Once a character has taken his full capacity of damage in stun, any more stun damage he receives is marked off from the beginning as wound damage. See the Wounds and Saves section for more information on these different types of damage and how they affect a character.

Entanglement

A character may choose to entangle an opponent by declaring his intent to do so before the attack is rolled. The character wishing to entangle must have a method of entangling his opponent's body or weapon (a special parrying dagger, cape, net, rope, etc.). The attack is made as normal, with the defender rolling to dodge or parry. If the attack is successful, the attacker may use the Strength Feat skill to disengage himself from the entangling item.

The character wishing to entangle can also declare his target to be the opponent's weapon, in

an attempt to disarm his opponent. Depending on the size of the weapon, a -2 called shot skill modifier is in order. As above, if the defender has the same or more successes, the entangle failed, but the attacker takes no damage. If the attack is good, the opponent's weapon is entangled. He cannot use it until first disengaging it from the entanglement (taking his next action to dodge or parry vs. the attacker rolling to keep the weapon engaged).

If the entanglement holds, the attacker may then rush his next action (if available) to roll another attack immediately to disarm his opponent. The defender is at -1 to his Combat Skill for the parry. If the attacker rolls more successes, the weapon is taken from the defender. If the defender rolls more successes, the weapon remains in his control and the entanglement is broken. If both combatants roll the same number of successes, the result is a stalemate - the attacker has not taken the weapon, and the opponent retains his hold on it. The opponent is still at -1 to his Combat Skill for parrying to disentangle his weapon.

Grapple & Tackle

If an attacker wishes to grapple or tackle an opponent, he does so as a normal Combat Skill-based attack, or if tackling, he may choose to use Athletics instead. If the attacker attempts this and the opponent successfully parries with a weapon, the attacker will take damage as if the defender had attacked him, using the parry's number of successes times the Weapon Rating of the weapon used to parry. The lesson here is: don't try to grab an armed opponent unless you first disarm him. If there is no weapon between the attacker and his opponent, the attack and defense are made as normal opposed rolls.

If the attacker rolls more successes, the opponent is in a hold, and cannot make any combat skill checks until freed from the grapple (must make an opposed Combat Skill roll to dodge). If the attacker wishes, he may apply the difference in successes as stun damage (WR1 for hands, WR2 for feet, add STR). Armor functions normally.

As with all combat, ties always go to the defender.

Knockdown & Fighting Prone

If a character receives damage more than twice his SAVE in a single attack, he is knocked down, no matter what armor he is wearing. Note that this is not *penetrating* damage, but raw damage before subtracting armor. Armor can deflect the edge of a blade, but crushing, kinetic force is not easily ablated.

If a character is knocked, tripped or otherwise thrown to the ground, or purposefully drops to hide or avoid attacks, he is *prone*. Fighting from a prone position is more difficult in most situations, therefore a -1 skill modifier is in order. Some combat skills train combatants to fight from such a position without penalty.

Movement

When a character makes a Combat Move, he is closing with or breaking from an enemy, fully aware of the maelstrom around him. For each action a character makes a Combat Move, he may move up to his AGL in yards. He may react to combat stimulus, parry and so forth. If he has more available actions, he may dodge as well.

When a character performs a Combat Run, he is going all out to cover ground quickly, heedless of any impending danger. He may need to get to better cover, or escape an enemy. For each action a character makes a Combat Run, he may move up to AGL x 2 in yards. He may not perform any other skill, may not dodge or parry. Depending upon range, GMs may add a -1 skill modifier to hit a character who is engaged in a Combat Run.

A player may choose to have his character make an Active Dodge during the round. He ducks, weaves, leaps and bobs, avoiding the attacks of multiple attackers. This is useful when enemy crossbowmen are laying down a volley into the hallway the character wants to cross. The player declares an Active Dodge on his first turn in the round, then makes an Athletics or Unarmed Combat skill roll for each action he wishes to use. He selects the best number of successes from the results, and that becomes the target number of successes that must be succeeded to hit.

Example: Darien has found himself in a town square full of angry peasants on a witch hunt. Someone mistakes the tattoo on his arm for a Chaos ward, and raises the alarm. Several villagers turn on him and ready their scythes and pitchforks. The GM calls for combat rounds. Fortunately, Darien is a professional D'junn soldier and has 2 actions. The GM rolls collectively for the peasant mob and gets 2 successes. Darien declares, "I'm outa here!" and rolls his Ratahar skill twice, selecting the best result of the two actions. The first result is 0 successes – a failure, not good. The second roll, however, includes more than half ones which allow him to add dice to the roll for a total of 6 successes – excellent! The untrained rabble, though they are numerous, are slow and uncoordinated. Darien lets out a shrill battle cry, weaving and dodging quickly through the crowd.

Armor

Armor comes in different weights, different strengths, and different types (see the Armor Table). **Players must have at least a 1 in the Soldier skill to wear heavy armor types.** Each piece of armor covers a specific location of the body. When that location is hit, the value of the armor is subtracted from any damage getting through. If the damage is equal to or lower than the armor value, the target area was not damaged.

If the damage is greater than the armor value in a particular location, the armor has been penetrated. In such an event, the Armor Value in that location is reduced by 1 point. Each subsequent penetration in that area lowers the armor value further, by 1 each time. When its AV reaches 0, it will be of no protective use to the character and is beyond repair.

Each weapon will have its own armor penetration bonus for different types of armor.

If the defender is unarmored in the location hit, the attack does full damage.

Players trying to use armor for which they are not trained gain a double move/stealth penalty.

Shields

Shields are handy for deflecting all sorts of nasty damage away from the character, but they work in a special way. The attacker rolls his attack

as normal, the defender rolls to parry adding 1D6 to his attribute dice for the shield. If the defender's number of successes is greater than the attacker's, the blow is completely deflected and no damage gets through **to either the player or the shield.** If the attacker's number of successes is higher, the shield has been damaged, and stages its HITS value down by 1 point. The damage goes through to any armor and then to the body (torso location unless the shot was "called"). See Damage, Armor and Ranged Attacks & Calling Shots for details.

Ranged Attacks & Calling Shots

Making a ranged attack is more like using a non-combat skill, in that the character is trying to overcome the variables of range and environmental factors rather than an active defense by her target (although that will also happen). Simply roll the attribute in D6 vs. the skill rating (or under) and determine your number of successes. Range and environmental factors will alter the character's skill rating. At short range (¼ range), a +1 to the skill rating is appropriate, while at medium range (up to ½ range) a straight roll (no modifier) is usually best. At long range (up to full effective range), -1 is customary. Add to this a -1 skill modifier if there is a strong wind or atmospheric disturbance of some kind. The Range Modifier Table under Ranged Weapons in the Weapons section illustrates this rule.

A thrown weapon's effective range is 3 times the character's STR in yards unless otherwise specified in the description of the weapon, and the character may add one-half STR to damage. Thrown weapons are covered in the Missile Weapon skill, and in certain Armed Combat skills.

Unless stated specifically in a martial art, characters may not parry any ranged attacks, but they may choose to Dodge. The defender rolls his best martial arts skill, trying to achieve the same or a higher number of successes than the attacker. If the attacker has more successes, the shot is good. Figure damage the same way as normal melee weapon damage with no STR bonus. However, if the weapon is thrown, the attacker may add ½ STR to the damage.

Calling a shot means the attacker targets a specific hit location for her attack. If successful, the damage she does will go to that location. Hitting the arms or legs is a -1 skill modifier, while hitting the head, hands or feet is a -2 skill modifier.

Example: *Seera has snuck up and is about to shoot at Darien with a flintlock pistol. Seera, wanting to target Darien's unarmored head, calls the shot.*

Ordinarily, a surprise attack such as this would make the shot require only 1 success at her full skill level of 4 to hit a random location. But since she has called the head shot, her skill is effectively reduced to 2. She rolls her attribute dice (DEX 4) and gets a 4, a 5 and two 3s, not sufficient! Ordinarily, she would have had 3 successes. The ball whizzes past Darien's head and he spins to face her.

Aiming

A player may attempt to aid the success of a shot much like concentration or preparing another skill. Every action spent aiming (and doing nothing else) adds 1D6 to the character's attribute dice when making the shot. The maximum bonus for aiming is +3D6.

Wounds & Saves

There are two kinds of damage: Stun damage and Wound damage. Both kinds are marked off in the Wound Status section of your character sheet, but each is marked differently and treated differently. Stun damage is when the body is simply overloaded with bruises or fatigue. Also, if a player wishes to knock an opponent out, she may declare her intent to stun. Mark this kind of damage with a slash (/) in the Wound Status boxes. See Bludgeoning for details.

Wound damage is cut, bleeding, skin abraded, bones broken, etc. Mark damage of this type with an X in the Wound Status boxes.

Any time a character is wounded or stunned past their Wound Threshold, there is a chance she will pass out. To avoid this, the player must make a "save", or roll to keep his character upright, alive and kicking. To save against the effects of wound shock, roll the character's SAVE Dice in D6 vs. the character's SAVE Target and achieve at least one

success. If the SAVE is unsuccessful, the character falls unconscious and cannot perform any actions until revived. On the next melee, the player can roll INITIATIVE minus the current Wound Modifier. On the player's INITIATIVE, they may attempt another SAVE. If successful, the character shakes himself awake, but may not take any offensive actions or perform any skills that melee. If unsuccessful, he remains unconscious.

When your character has been wounded a number of times, you will notice a penalty factors into the equation. This is the Wound Modifier. Those penalties are listed next to each section on the Wound Status area of the character sheet. With each degree of Wound Status, you will be at a penalty for all actions, including saving. After awhile, it may be impossible to revive your character.

Occasionally, a character will be forced to make a Death Save. It's your character's will to live versus the amount of damage he's received. Players roll a standard SAVE, taking all appropriate modifiers into account, and must make at least one success, unless more are called for. If the roll is unsuccessful, the character is dead. Longlive the character. In the world of *Arrowflight*, resurrections are not common, and usually only performed by high-powered priests, mages and gods. If performed by a priest or mage, the cost can be financially burdensome. If performed by a god, who knows what the price may be? Just in case, however, we have listed some guidelines:

- The character has as many days as he has MANA within which to be resurrected. After that time, the SPIRIT leaves the body permanently, and the person cannot be resurrected (but the body can be *reanimated*).
- There will always be a permanent physical condition (GM's choice, or roll on Permanent Injury Table).

If at any time a character receives penetrating damage that is greater than twice his SAVE to one location, that location is severed or crushed. This must be damage from a single attack, and after all armor value on that location has been taken into account. An immediate Death Save must

be made at the character's current wound status for wound shock. A head or torso hit of this kind will automatically kill (welcome to "the Edge of Fantasy"). Characters receiving stun damage of this kind must make the same SAVE or are rendered unconscious, regardless of where the blow lands.

Stacking Wound & Stun Damage

If a character has wound damage, and then gains stun damage, the player starts marking where the X damage leaves off in the Wound Status boxes and save accordingly. It is much easier to stun someone who is wounded.

If a character receives wound damage on top of stun, the player turns the / marks in the Wound Status boxes into X marks as appropriate. Wound damage supercedes stun damage.

Combat Summary

- GM declares "melee rounds" or "combat rounds"
- Players roll INITIATIVE
- Highest number of successes goes first
- Next-highest goes, and so on
- After all players have completed their first action, play returns to player with highest number of successes that also has further actions

Attacks

- Attacker rolls (Stat vs. Combat Skill)
- Defender rolls (Stat vs. Combat Skill)
- If defender has the same or a higher number of successes, attack is unsuccessful
- If attacker has a higher number of successes, damage is resolved (attacker's successes minus defender's successes x Weapon Rating). Add STR when appropriate.
- Roll hit location if a ranged attack, otherwise default to the torso. Successful called shots hit the desired target area
- Subtract any Armor Value in that location from the damage
- Remaining damage is recorded in defender's Wound Status
- Wounded character must make necessary SAVES

What Counts as an Action?

- Firing or attacking with or without a weapon
- Dodging
- Moving up to the character's AGIL in yards
- Dropping to a prone position
- Rising from a prone position
- Reloading a missile weapon (with the exception of black powder, which takes more than one action)
- Casting a spell (depending upon spell)
- Ready or drawing a sheathed or holstered weapon

Potions and Poisons

Potions and poisons have a Damage Rating (DR) that can be either positive or negative, depending on the purpose of the substance. A potion or poison with a negative DR is treated as a modifier to a person's Endurance or Resistcheck (see specific poison or potion description for details). Healing potions and the like have a positive DR, which removes an equal amount of wound or stun damage (depending on type; see Healing, below, for details on the timing required).

For instance, if Lars drinks from the green vial (a healing potion with a DR4, wound damage) he will heal 4 wounds. If Lars drinks from the black vial (a poison with a DR3, wound damage), he is required to make an Endurance check at -3, or takes the DR in wound damage. If Lars drinks from the red vial (a potion of disorientation, DR4, specific effects), he needs to make a Resist check at -4, or suffer whatever effects the drug incorporates.

Healing

Recovery from wounds can be a tricky, painful process, and one that can sometimes hamper the action in a campaign — but doesn't have to. Generally speaking, a stabilized character will heal as many damage points per week as her SAVE. Stun damage is recovered in the same manner, except per day.

Magical or divine healing can accelerate the natural process, but is not the immediate, "hey, I'm back up to full strength and can finish the battle!" type of effect. A wounded character takes time to

heal — period. Magical or divine healing has the following effects:

- A character can be healed up to full strength at 1 point per action.
- The wounded character is stabilized and will only worsen if wounded again.
- Healing spells are not stackable – if you throw a magical healing spell on someone, that is all that particular spell can do for them that day. For this reason healers usually have several different healing spells or prayers of various stages to choose from, depending on the situation.

These factors assume the wounded character is holding still and not trying to run down a hallway or engage in combat. If the character is engaging in any moderate to strenuous activities, healing effects (of any kind) are halved.

Some novice players may see recovery time as a detriment to gameplay, and any GM can accelerate game time to let wounded characters fully heal. But a good GM can use downtime to further crucial story elements and introduce all sorts of

intrigue. Besides, a player whose character has to go for days performing less than his usual ability learns respect for the effects of violence. If a character is going to haul out a weapon, he'd best expect to take some damage in return!

Some Additional Rules on Healing

To realistically simulate the curve of recovery, subtract the number of wound levels from the character's full healing potential. For example, if Lars is suffering from a Grievous Wound (4 wound levels), he'd subtract 4 from his potential healing per week. When he gets to Serious Wound (3 levels) healing is accelerating. If his SAVE is less than 4 to begin with, he will gain 1 point of damage per day, whether or not he was stabilized (his body isn't strong enough to recover from such a trauma on its own). In effect, Lars is dying. He'll need some additional, comprehensive treatment from a mage, priest or surgeon.

Permanent Injury

2D6	Type	Result
2	Scar	-1 Seduction
3	Terrible Scar	-2 Seduction
4	Psychological Disorder (consult with GM for roleplaying ideas)	-1 INT, WIL
5	Immune Deficiency	-1 STR, -1 Resist
6	Loss of Limb Use (choose or roll randomly on Hit Location)	-1 AGL, DEX, STR
7	Memory Loss	-1 to all skills except PER and WILL based
8	Debilitating Cough	-1 STR, AGL, DEX, WIL
9	Loss of Speech (cannot cast speech-dependent spells or converse in any language but Handspeak)	-2 Command, Con, Social Interrogation=0
10	Loss of Hearing	-4 to all hearing Awareness
11	Loss of Sight	-4 to all sight Awareness
12	Major Paralysis (cannot walk)	-3 AGL, DEX, STR

D'Makrata: The Art of Warfare

D'Makrata, literally "the making of battle". This section is dedicated to those players wishing to study the fighting arts. The world of *Arrowflight* is a martial one, with many schools and styles, very much like magic. In fact, some would argue that fighting is itself an arcane study. Here, you'll find quite a bit of detail about the

variations and styles of warfare. This detailed system should be simple to grasp by both new and veteran players alike.

Fighter Folk

First, let us talk about the soldiers, knights, paladins and guards: the armored fighting men and women of *Arrowflight*. If we look to our own medieval history, we know that the knight of old was expected to do everything a modern day marine is expected to do... fully dressed in 80 to 100 pounds of armor. Hollywood has done a grave disservice to the gallant warriors of the past by portraying them as clanking, unwieldy tin cans. The armored warrior in *Arrowflight* suffers no encumbrance penalty to his AGILITY for wearing full plate. The only difficulties one might run into are a movement penalty from the character's normal full movement in feet while wearing plate armor, and a penalty to the character's Stealth skill. No matter how well trained a character is in wearing and functioning in armor, it is still heavy, hot, and noisy.

There are other basic rules governing the wearing of heavy armors:

- It is not easy to be comfortable wearing armor, let alone sleeping in it. Those wishing to sleep in their armor (which is practical in some situations, but generally not advised) receive half the normal rest and are at -1 on all skill checks the following day due to cramping and fatigue.
- Armor is a series of metal rings or plates, combined with buckles and straps to hold it on the body. It takes time to put it on. It takes about 5 to 10 minutes to dress with the aid of a squire, and at least twice that long without one. Anyone surprised without their armor had better fight really well in their underwear (or run very fast).
- In an initiative tie, an unarmored person may have the initiative with an armored person, and will undoubtedly be faster on foot.

The Code

As mentioned before, the world of *Arrowflight* is very martial in orientation. It relies upon the practice and ideals of Chivalry, which was

actually the overwhelming legal, social and moral code of our own medieval Europe (as well as being very similar to Japanese practice of *bushido* and the code of the Irish hero Fionn MacCumhail's *fiana*). It is a code of honor that every knight must swear obedience to before being knighted, and it governs just about every Corvel citizen's conduct. Because there are no alignments in *Arrowflight*, the player must decide how he or she will follow the Code.

The Code consists of the following moral laws:

- Fealty to your lord, the Throne and the Crown.
- Conduct thyself with honor, truth and grace, making thy life an example to which ordinary citizens may aspire.
- Demonstrate charity to the Church and to the poor.
- Seek out and destroy evil and strife wherever you may find it.
- Treat all people, even thine enemies, with honor and respect.
- Respect, honor and protect women and children.
- Treat any who wear the metal shell [armor] as thine equals.
- Attack not an enemy when his back is turned, or he is unarmed, or he is down. But if he should attack from such a position, treat him as a worthy, armed opponent.
- Mete justice with an even head and an even hand.

Women and the Code

Although the world of *Arrowflight* uses a familiar medieval code of chivalry, it developed quite differently. Frequent wars brought women onto the battlefield millennia ago. Women have distinguished themselves as knights and warriors, as clan chiefs, and as heads of state.

A female fighting character is a common sight in Corvel and the other northern kingdoms. A female knight is called "Dame", the female equivalent of "Sir", and is subject to the same Code. Thus Bronwyn the Just gets knighted on the

battlefield: she is now called DameBronwyn the Just. The “Dame” is simply a formality to denote her status as a Knight of the Code. In casual social situations, she will usually be addressed “lady”.

All knights bear a token of their particular order, usually a ring, which they wear in or out of armor. Even though a female knight may be clothed in a fine court gown, she is still recognized

as a knight by her token, and is due the respect of a knight by her peers and subordinates.

As for male knights or paladins interacting with their female counterparts, the basic rule is thus: a woman who chooses the way of battle as her living is a warrior first, a woman next, in the eyes of the law and the Code.

Combat Skills

All armed and unarmed combat skills have a number attached to them, signifying the level of focused training necessary to improve. It is also a bonus added to damage. That simply means that someone with the Soldier armed combat skill adds 1 to any damage done while using that skill, and improving the skill will cost an extra point per level. For instance, if you are improving Ratahar (dwarf style) from a 3 to a 4 without a teacher, it will cost you 18 character points (the next level times itself plus the “cost” of Ratahar). Purchasing the skill at level 3 during character creation would cost 5 skill points (the level of the skill plus the “cost” of Ratahar). In using Ratahar, add a 2 to all damage. Don’t forget to include your STR as well! **Combat skills cannot be combined within a single attack. You must choose which Skill you are using for any given action and roll accordingly.**

Unarmed Combat Skills

Each listing notes whether or not the skill is effective in armor (meaning more than three hit locations of heavy armor). Characters using a non-armor skill in armor suffer a –1 skill rating in that skill.

Brawling: A basic hand-to-hand fighting skill, also known as “fisticuffs”. Nothing fancy, and no special bonuses or multipliers apply. Armor: Yes. (0)
No style bonuses.

Dalahar: “The Way of Dalah”. Commonly used by the Dalahist monks of Corvel, this style concentrates on using an opponent’s force against him. Blocks, dodges and sweeps are the primary focuses. Armor: No. (2)

Skill	Style Bonus
1	None
2	Dodge (treated as a parry – doesn’t cost an action)
3	Disarm (requires 2 successes over opponent, but does not require prior entanglement)
4	Sweep (takes 1 action, opponent must make an opposed AGL check vs. Combat Skill or Athletics, or fall prone and take WR2+his own STR in stun damage)
5	Weapon Parry (may parry melee weapons barehanded)
6	Missile Parry (may parry missile weapons barehanded – except black powder weapons)

Haushahar: “The Way of the Wind” is an obscure fighting art that focuses on knocking the opponent down with forceful sweeps. It is an elegant, dancelike form used predominantly by mages, acrobats and bards. Armor: No. (2)

Skill	Style Bonus
1	None
2	Dodge Attack (simultaneous attack does WR1+STR stun damage)
3	Throw (use as dodge, takes 1 action; opponent is prone, throw does WR2 in stun damage)
4	Sweep (costs 1 action, opponent must make an opposed AGL check vs. Combat Skill or Athletics, or fall prone and take WR2+STR in stun damage)
5	Lightning Dodge (add 1D6 to dodge rolls)
6	Damage (damage from this style is applied as either wound or stun damage – player’s choice)

Ratahar (dwarf style): The dwarven variant on the elf style, it is more solid and sturdy. The focuses are on hard strikes and sweeps to the legs of the opponent. Where elves experiment and develop new fighting styles, dwarves stick with what has worked for eons. Armor: Yes. (2)

Skill	Style Bonus
1	None
2	Tackle (opponent is knocked prone and entangled; does WR1+STR in stun damage)
3	Sweep (takes 1 action, opponent must make an opposed AGL check vs. Combat Skill or Athletics, or fall prone and WR2+STR in stun damage)
4	Force Strike (takes 2 actions; doubles normal STR bonus in stun damage)
5	Battle Cry (takes 1 action; opponent must make a Resist check or be at -1 to all combat actions for the round)
6	Damage (damage from this style is applied as either wound or stun damage – player's choice)

Ratahar (elf style): Meaning literally “The Way of Battle”, this ancient style uses spinning, aerial kicks and body strikes, and is popular with unarmored fighters. Armor: No. (2)

Skill	Style Bonus
1	None
2	Flip Strike (counts as a dodge and takes 2 consecutive actions; 2 nd action is a strike at -1 to opponent's parry or dodge; must be declared before the dodge and must be the next action taken)
3	Spin Strike (counts as a dodge and takes 2 consecutive actions; 2 nd action is a strike at +1D6; must be declared before the dodge and must be the next action taken)
4	Force Strike (takes 2 actions; doubles normal STR bonus in stun damage)
5	Battle Cry (takes 1 action; opponent must make a Resist check or be at -1 to all combat actions for the round)
6	Damage (damage from this style is applied as either wound or stun damage – player's choice)

Senvata: A bizarre form of orc brawling, this style has a balanced focus on knocking the opponent to the ground and stomping on vital target areas (note: the Senvata kick is a downward crush, usually used on the throat or solar plexus). The crushing kicks will seldom be used by knights and chivalrous fighters.

Armor: Yes. (2)

Skill	Style Bonus
1	None
2	Orc Hug (opponent is entangled and takes normal stun damage each action until successfully dodging; does not require removal of weapon)
3	Throw (use as dodge, takes 1 action; opponent is prone, throw does WR2 in stun damage)
4	Power Punch (uses 2 actions; does WR2 in stun damage)
5	Gut Stomp (strikes prone opponent, free called shot)
6	Damage (damage from this style is applied as either wound or stun damage – player's choice)

Shal'ekkar: One of the most unusual fighting styles in existence, “The Way of the Dragon” was based on centuries of observation of dragons in battle. The style is favored by larger races who aren't as concerned with dodges as they are with delivering devastating strikes (biting is included as a potential strike). 1-handed claw-weapon training is included, and supercedes the other Armed Combat styles when used.

Armor: Yes. (3)

Skill	Style Bonus
1	None
2	Claw (ability to use the special claw weapon; WR2)
3	Dragon Throw (used as dodge; equal-sized or smaller opponent is thrown your STR in feet, lands prone; does WR1+STR in damage)
4	Prone Attack (allows attack from prone position with no penalty)
5	Damage (damage from this style is applied as either wound or stun damage – player's choice)
6	Dragon Maul (for every defender defense roll of 6, roll an additional 1D6 for potential success)

Tothahar: “The Way of Death”, this style is used by elite warriors and assassins. It is not chivalrous in any way, its focuses being on trick moves and sweeps, and thus is not taught to any potential knight.

Armor: No. (3)

Skill	Style Bonus
1	Target (arm/leg: free; head/hands/feet: -1)
2	Sweep (takes 1 action, opponent must make an opposed AGL check vs. Combat Skill or Athletics, or fall prone and WR1+STR in stun damage)
3	Prone Attack (allows attack from prone position with no penalty)
4	Damage (damage from this style is applied as either wound or stun damage – player's choice)
5	Nerve Strike (takes 2 actions; doubles normal STR bonus in stun damage)
6	Kill Strike (for every defender defense roll of 6, roll an additional 1D6 for potential success)

Armed Combat Skills

A character is trained in a variety of weapons to be used in a single fighting style. Professionally trained soldiers can wield swords, maces and hammers with equal skill.

Along with each Armed Combat Skill, you will see a listing for the types of weapons covered. If you have a weapon the skill doesn't cover, you can't use that skill. And if you have this character concept that he is a bullwhip expert, you'd better find a combat skill that includes the use of whips (and that would be **Rogue**). Pretty simple, really.

Styles marked with * cannot be taken by those who follow *The Code*.

Melee Weapon: Use of common items as weapons (brooms, tankards, pans, etc.). Nothing fancy, and no special bonuses or multipliers apply. (0) No style bonuses.

Assassin*: A quick, deadly school of combat focusing on trick moves, stealth and light, concealable weapons. Covers any concealable 1-handed (silent) weapons, as well as throwing blades, darts, blowguns, garrotes, and knives. (3)

Skill	Style Bonus
1	Target (arm/leg: free; head/hands/feet: -1)
2	Power Throw (add full STR to thrown weapon attacks)
3	Disengage (+1 to dodge for purpose of disengaging entanglements)
4	Quick Draw (may draw weapon and attack in 1 action)
5	Double Strike (takes 2 actions, but does 2x penetrating damage in one shot)
6	Shadow Slip (use as a parry to slip into nearby shadows and out of combat)

Cavalier: Requires Ride of 2. The chivalric style of warfare, focusing on proficiency in a multitude of hand-to-hand weapons, armor and shields, with the distinction of beast-mounted combat skills (including avian beasts like *warhawks* and dragons). Covers 1-handed weapons, small shields, polearms, knives and no penalties for mounted melee combat. No penalty for fighting from a moving platform. *Note: If a mount has been trained for combat, it can be used to deliver attacks of its own during the round. See the Bestiary for specific mount values.* (3)

Skill	Style Bonus
1	Weapons (can use 2-handed weapons from horseback, including bows if Missile Weapon skill is taken)
2	Charge Attack (takes 2 actions; doubles damage from a single attack)
3	Height Advantage (head shots vs. ground troops no called shot penalty)
4	Trick Mount (must have mount within AGL in yds; if successful, rider is securely on mount)
5	Unhorse (roll vs. opponent's Riding or Cavalier skill; normal damage for the attack, plus an additional WR1 for falling)
6	Thunder Crush (add mount's STR to damage)

Gallant: The elegant school of armed combat focusing on the art of the duel. Covers 1-handed swords, paired weapons, knives and small shields. (2)

Skill	Style Bonus
1	Target (arm/leg: free; head/hands/feet: -1)
2	Disarm (disarm opponent without prior entanglement)
3	Quick Draw (may draw weapon and attack in 1 action)
4	Feint (once per round, allows reroll of failed attack)
5	Paired Strike (takes 2 actions; allows 2 separate attacks to be made at one time)
6	Sword Break (forces opponent to make a WR save; opponent's weapon must be entangled)

Rogue*: A violent, dirty form of armed combat focusing on the quick dispatch of an enemy. Favored by street toughs and brigands. Covers knives, any light swords and small 1-handed weapons, staves and short spears, small shields, throwing blades and entangling weapons such as chains, bolos and bullwhips. (1)

Skill	Style Bonus
1	Weapon Training
2	Blind Attack (takes 1 action; use sun position, dirt, etc. to make opponent -1 on all Combat Skills that round; can be dodged but not parried)
3	Knockdown (costs 1 action, opponent must make an opposed AGL check vs. Combat Skill or Athletics, or fall prone and take WR2+STR in stun damage)
4	Hidden Strike (once per round, may add 1D6 to AGL vs. this Combat Skill for attack or defense)
5	Power Throw (add full STR to thrown weapon attacks)
6	Target (arm/leg: free; head/hands/feet: -1)

Soldier: Standard field combat training in the use of a multitude of weapons, as well as military drill and basic tactics. Covers 1 and 2-handed weapons, knives, shields, pole weapons and thrown weapons.(1)

Skill	Style Bonus
1	Weapon Training
2	Formation/Drill
3	Plant (takes 1 action; while planted, +1D6 on all parry rolls)
4	Knockback (allows the shield to be used as a striking weapon; opponent loses 1 action)
5	Quick Draw (may draw weapon and attack in 1 action)
6	Follow-through (on successful attack, may continue to a second target within range without spending additional action at -1D6)

Swashbuckler: A practical theory of combat utilizing an array of mostly 1-handed weapons on land and at sea. Covers 1-handed weapons, knives, small shields, thrown weapons and polearms (such as boarding pikes and gaffs). No penalty for fighting from a moving platform(1)

Skill	Style Bonus
1	Weapon Training
2	Target (arm/leg: free; head/hands/feet: -1)
3	Power Throw (add full STR to thrown weapon attacks)
4	Disarm (disarm opponent without prior entanglement)
5	Quick Draw (may draw weapon and attack in 1 action)
6	Paired Strike (takes 2 actions; allows 2 separate attacks to be made at one time)

Critical Black Powder Mishap Table

1D6	Effect
1	Pouf! The weapon simply does not fire. It can be re-cocked and fired during the next round, but if it fails a second time, the charge must be cleaned out and a new charge loaded (taking 2 rounds per barrel).
2	Ziing! The weapon discharges all barrels, spraying ammunition in a random direction. Roll even/odd for each barrel: even – the weapon discharges harmlessly away from the character's party; odd – the ammunition ricochets back into the party (roll 1D6: on a roll of 1 or 2, a random member of the party is hit at ½ normal weapon rating for damage, but full armor penetration)
3	I'm Blind... I'm Blind... The barrel is discharged harmlessly, but a piece of flint or match spark is thrown from the priming pan into the shooter's eyes. The character can do nothing for his next action but lower his position (standing to kneeling/kneeling to prone) by one level while he tries to clean the burning material from his eyes. The blindness is only temporary and causes no damage.
4	Krak! The charge superheats the barrel, causing a small split. The barrel is no longer functional and must be repaired (DIFF 1) with a Craft:Metalsmith roll.
5	Clunk! The weapon discharges all barrels, causing splits in every one. The weapon is no longer functional and must be repaired (DIFF 1 per barrel) with a Craft:Metalsmith roll.
6	Ka-POW!! The weapon explodes, causing powder burns and ballistic wounds to the shooter. Roll hit location for every barrel. Full armor penetration and normal weapon rating for damage. The weapon is destroyed.

Magic & Divinity

The world of *Arrowflight* is indeed a magical one. Magic, both arcane and divine, is a learned science, not a natural ability. One may have a naturally high MANA or SPIRIT, but the ability to alter the natural order through prayer or spellcraft takes time, patience and skill. Most often, a gifted character will enroll in an Academy-Arcana or Theological Seminary for training. Sometimes, an accredited private tutor or other patron will educate them. Whatever the case, the skill requisites symbolize the diligent training necessary to attempt magic or prayer. The cost of failure is high in either case, for the forces called upon are the very forces that created the universe.

Even though this section covers the rules governing both a priest's prayer ability and a mage's spell ability, we'll be using language suitable for magic, since regardless of it's origin, it is still magic.

The Prerequisites

In order to use professional level magic, characters in *Arrowflight* need to know a few basics about how the world works and how to make sure

that their tinkering does not upset the balance of life.

Once a character has at least a skill of 2 in Natural and Theoretical Sciences, she may put character points into one or more Theories or

Devotion. Once either a Theory or Devotion has been taken, points may be used to purchase spells or prayers. The cost of a spell is its difficulty, or DIFF, in initial skill points. This is a one-time cost. There is no limit to how many prayers or spells may be purchased or when they can be learned. **Purchasing new spells is covered later in this section.**

All players must have the Armed Combat Skill: Soldier at 1 in order to **wear heavy armor**; including mages & priests. While these folks do tend toward lighter, more comfortable clothing in their daily lives, a Combat Mage or Chaplain who goes to the battlefield in a ceremonial robe is a fool. Combat Mages and Chaplains are respected and honored (and feared: watch enemy archers target the mage first), and are mostly indistinguishable from other armored soldiers on the battlefield, though they will almost always wield an enchanted weapon and wear magical armor (to negate any encumbrance penalties to their movement).

The Magic System

When using spells, the character rolls a skill check minus the DIFF of the invocation. As with other skill checks, if the spell DIFF reduces the caster's skill to 0 or less, additional successes at a target of 1 are required. If unsuccessful, the character must save against the magical or divine drain. All of this is covered in more detail later in the sections pertaining to each specialty.

If the invocation is successful, the target may get a chance to save versus its effects. If the spell works directly on the target (a Non-corporeal Spell, indicated by an N), the target rolls a Resist skill check, and as in Combat, must make the same or higher number of successes as the caster. If the Resist is successful, the spell has no effect, even though it was cast successfully. *Note: Any living creature, even vegetation has some form of WILL, and gets a save against applicable magic (however pitiful that save may be). Non-living material has no naturally occurring WILL, and cannot save against magic unless artificial WILL is magically or divinely bestowed upon it.*

The Web of Life in the Arrowflight world is a touchy thing. Once manipulated, it can become more and more difficult to weave spells in their

intended fashion. Also, the gods are petty and do not like to be bothered by their mortal counterparts, no matter how devoted they may be. If a target Resists a spell, that spell takes on a stackable +1 DIFF on that target for the rest of the day. However, the DIFF of Resisting the spell does not go up. For instance, Grundy tries to cast a Hold spell on Steven. At a spell DIFF of 2, Steven Resists the spell easily. If Grundy wants to try again, he'll have to cast the spell at a DIFF of 3, but Steven will still Resist the spell at 2. The next time he tries, the spell will be at a DIFF of 4! This is getting ridiculous, so Grundy finally gives up.

In the case of most combat magic, however, the effects are physical (fire, lightning, etc.) and cannot be saved against. Spells marked with a C (Corporeal spells) are physical attacks and must be dodged by using the same Combat rules pertaining to hand-to-hand or missile weapons, depending on the use of the spell.

Because spell casting is a volatile force, casters must take an action between each spell to gather the mental resources necessary to throw another spell. This action may be used in any other way the player deems appropriate (i.e. draw or use a weapon, use a different skill, or the all-time favorite, run away). If a player chooses to cast another spell immediately after the initial casting, he must add a +1 DIFF to the spell, which is cumulative. By the fourth spell, the caster would be at a +3 DIFF. The additional DIFF is added to the amount of damage taken if the spell is botched, but not added to any negation ability of other characters, spells or runes.

Unless otherwise noted in the specific spell template, priests add their SPIRIT, and mages add their MANA to any damage effects (pro or con) done by a spell or prayer.

Folk Magic/Common Prayer

Magic and divine influence is so common that a whole common scale of magic and prayer has developed. Anyone with MANA can learn **the Folk Magic Theory**, and anyone with SPIRIT can **use Common Prayer**. Folk Magic is a low-powered system of enchantments and other effects, usually with a practical or entertainment purpose. Common Prayers usually center on purifying food

or blessing a harvest. Both kinds are passed on through oral tradition and are rarely written down. A folk spell or prayer cannot have a DIFF higher than 1. A character must have Devotion to invoke prayers, or the Folk Magic Theory to cast folk spells. Any Mage can take Folk Magic as a Magic Theory, and any Priest can take prayers from the Common Prayer list, but these are the only types of magic for the untutored.

Folk Spells and Common Prayers are purchased and cast or invoked as all other spells and prayers. However, because they are not of a professional caliber, there is no need to be versed in the sciences to cast them.

“Pushing” Invocations

A caster can choose to take more time to prepare and cast spells. For each additional action the character spends casting or chanting, the player may add 1D6 to the dice for the spell check. This is exactly like aiming for a missile weapon attack or concentration for non-combat skills. The caster cannot be interrupted during this time, and players may not take more than a +3D6 bonus.

Runes & Enchanted Items

If a Rune is invoked, it plucks the Web of Life much like a spell. However, it vibrates the strands at a different frequency, steadily and routinely. It is not subject to any kind of spell check, as it has already been successfully encoded. Holy Runes previously inscribed do not incur the wrath of one's deity.

Furthermore, a Holy Rune may only be desecrated by a MasterRunepriest or by the deity in whose name it is inscribed.

If an enchanted item is invoked, it releases a stored effect that has been cast previously. An enchanted item may be discharged at any time by anyone with MANA. Holy Rune items may be encoded only to function with someone of the same religion or belief, or even bloodline.

MANA vs. SPIRIT

At the time of death, a person's MANA & SPIRIT work together to move to the next phase of existence. SPIRIT mandates that MANA dissipates

into the Web of Life, and MANA releases the SPIRIT to the spiritual plane upon doing so. When a body dies, its MANA dissipates along the Web of Life at a rate of 1 per day.

MANA is one's corporeal connection to the Web of Life, that vast network of invisible threads that links all physical things together. The practice of magic entails manipulating these threads to alter the Natural State of the World and achieve one's desire. When all MANA is gone, the SPIRIT is literally released from its attachment and is free to move on. Without MANA, one loses one's anchor to the material plane; he becomes dislodged from the Web of Life. If a character's MANA is made zero, she can survive for her SAVE in days before dying. She cannot eat, drink or sleep, beneficial magic will not recognize her and harmful magic will seek out the void that is her form. If she dies from MANA depletion, nothing tells her SPIRIT to move on. Her SPIRIT will be unable to ascend to the divine realm, thusly she will become a ghost (and the character taken over by the GM) until the corporeal body has been properly disposed of (buried, cremated or taken by The Horseman, depending upon the race & religion of the deceased).

SPIRIT is one's spiritual force, or in simpler terms, one's very soul. It is his anchor to the ethereal, the light by which his deity (or deities) sees him. The weaker one's SPIRIT, the dimmer he glows. If a character's SPIRIT is made zero, he can survive indefinitely in his physical form, however he now has no soul. He cannot enter any place of worship nor tread on ground that has been sanctified within 1 day. He cannot benefit from positive prayers, and harmful prayers will punish the soulless as well as the soulful (have normal effect). When killed, his MANA refuses to dissipate into the Web of Life as his SPIRIT has not notified it to do so. The body will regenerate as a ghoulvampyre or some other sort of undead (depending on the cause of death). He will cease to be a player character and is taken over by the GM.

Spells and Prayers

In each of the specialized sections, you will find the spell and prayer templates for mages and priests, reflecting the various theories and doctrines of study and worship. Spell and prayer templates are the result of centuries of arcane and divine study. They are the building blocks of the personalized magic and prayer of the metaphysical craftspeople in the world.

In order to create a personalized spell or prayer, simply locate the template that accomplishes the basics from the appropriate grimoire or prayerbook and add any variations necessary. The more complex and powerful a spell or prayer, the more difficult it will be to cast. Add your own visual and audio effects and a name, and pay the DIFF in character/skill points. Voila! You've just built on a thousand years of arcane discovery and created something unique to your character. You may end up with a wide variety of spells or prayers

in your arsenal, or many variants on the same template. Because spells are based on spell templates, each variation on a template is considered a separate spell and takes character points to learn. Therefore, a basic Fireball (energy projection) spell with a 20yd range and WR1 damage is a different spell than the 40yd WR4 Great Balls of Fire spell. It is an increase in both range and power, and is thusly a different entity than the Fireball. Learning magic isn't supposed to be easy, and magic characters will need to be prudent in the way they spend their points.

At character creation, a spell costs its DIFF in skill points. As games progress, adding a new spell to the mage's grimoire costs the spell's DIFF + 10 in character points (so either the player must keep some around from game to game, or wait until an adventure is over to collect new character points with which she can "purchase" new spells).

D'Raihar Magis: The Fire Within

This section is dedicated to the art of magic; what the Ancients called D'Raihar Magis, or The Fire Within. The Fire refers to a person's power, or spiritual force, and Magista literally means, "one who wields from within". Those who choose the life of the Magista choose a road of extremes: poverty, wealth, hardship, power, study, adventure, life, death. Only those who show an affinity and capacity for The Fire are invited to study the arts of molding that strange power into marvelous and awesome wonders.

The Magistae

Some magistae go right from their academy into a government job, some choose the thrill of combat magic, while still others opt for the life of the mage-for-hire, the adventurer. The schools of magic are as vastly different as the mages who attend them, as do the Orders of Arcane Study which sponsor curricula. Old spells are improved or forgotten, while new ones continually surface. Often a magista will become known for a particular style or focus of magic, earning him respect and honor (as well as inviting every green adept and his brother after him for a duel).

Most mages will have begun training very early in life, sometimes as young as seven or eight

(although most often The Fire will appear in an adolescent), and the focus of that training will be academic and arcane study. There is little time to study D'Makrata, the art of warfare. Mages with a combat focus may learn strategy and even a weapon skill, but on the whole, magic is a full-time study.

The world of Arrowflight is magic-rich, and mages are quite common (though the ones who excel in their craft are the ones who are honored and respected). Adepts and fully-fledged magistae roam the kingdom, righting wrongs, aiding causes and often collecting a fat fee for their services.

Spell Use

Each spell in a mage's grimoire is connected to a Magic Theory. A mage cannot take spells

outside of those taught within his known Theories. To cast a spell, the character rolls a number of D6 equal to his MANA, needing a target equal to or less than the applicable Theory, minus the DIFF of the spell cast. As with other skill checks, if the spell DIFF or wound level of the character reduces the caster's skill to 0 or less, additional successes at a target of 1 are required.

Magic is inherently a volatile force, and has been known to carry with it potentially unpleasant side effects, as well as extreme responsibility. For every spell cast, a mage leaves his own unique psychic signature on the invisible forces he is manipulating. Therefore, any mages or supernatural creatures within 20 yards/meters per difficulty number of the spell cast will be able to sense the caster's "signature" (and identify him if they know him already), approximate location and the basic intent of the spell as soon as it is completed.

For instance, Grundy casts a fireball spell with a difficulty of 2. Every mage and supernatural creature within a 40-yard/meter radius can see his signature, know approximately where to find him, and identify the rudimentary template of the spell cast (if of the same school/theory). If any of these beings know Grundy, they can identify him by name ("Hey, that's Grundy! And he just shot a fireball!").

This can be both blessing and curse; though you are aware of the identity of a spell caster, your rival also may know of you.

Spell Saves

Spell failure can be a huge burden on everyone. If a mage fails a spell on a given target, he cannot cast that spell on that target again for one full day. On top of that, mages must also make a MANA Save to avoid any damage from energy feedback. Roll the character's MANA in D6 vs. the applicable Theory. One success (unless wounded, in which case additional successes may be needed) means the mage takes no damage. If unsuccessful, mages take the DIFF in stun damage. As this damage is internal, armor has no effect. They then make any applicable stun/wound SAVES.

If the mage rolls a fumble (majority of sixes) for the casting of any spell, he has botched the job completely and takes the spell DIFF in wound damage with no MANA save (and should roll on the Random Spell Mishap Table).

Cooperation

There are occasions when mages need to band together to achieve the casting of a particularly difficult ritual. The rules for doing so are simple, but unshakable: All participating mages must know the ritual. One mage leads the spell and channels the MANA from the other participants. For each participating mage, the lead caster takes 1D6 to help offset the DIFF of the ritual. The lead caster makes the spell check, and takes all the damage if it fails.

Random Spell Mishap Table

1D6	Effect
1	<p>Paff! Baaaaaa! Any character (player or NPC, including the caster) within a radius of the Mage's MANA in yards/meters must make a Resist check at a difficulty randomly determined by the Mage's roll of 1D6. Those who fail this save are instantly transformed into livestock, for a duration of the Mage's MANA in minutes. Effects may only be dispelled by divine or magical means, at the previously determined DIF. Roll 1D6 to determine livestock type (note that characters retain their possessions as part of the metamorphosis, but retain no memories or character abilities):</p> <p style="text-align: center;">1 Sheep 2 Goats 3 Swine 4 Poultry 5 Cattle 6 Donkeys</p>
2	<p>Zark! Each character within a radius of the Mage's MANA in yards/meters must make a Resist check at a difficulty randomly determined by the Mage's roll of 1D6. Those who fail this save are instantly hit by a stray power surge that negates armor and does 3D6 damage.</p>
3	<p>Zzzzzzz! Each character within a radius of the Mage's MANA in yards/meters must make a Resist check at a difficulty randomly determined by the Mage's roll of 1D6. Those who fail this save are instantly stricken by sleep, for the duration of the Mage's MANA in minutes. Effects may only be dispelled by divine or magical means, at the previously determined DIF.</p>
4	<p>They're All Over Me! Each character within a radius of the Mage's MANA in yards/meters must make a Resist check at a difficulty randomly determined by the Mage's roll of 1D6. Those who fail this save instantly receive a random insanity for a duration of the Mage's MANA in hours. Effects may only be dispelled by divine or magical means, at the previously determined DIF.</p> <ol style="list-style-type: none"> 1. Homicidal Rage: Character attacks nearest character and will not stop until killed or subdued. 2. Fear: Character will attempt to avoid conflict, running for nearest cover. 3. Hallucination: Character sees self covered in tiny insects, will try to cleanse self, losing all urge to engage in more present matters. 4. Delusion of Grandeur: Character thinks self invincible and capable of any dangerous act. 5. Hot Flashes: Character breaks out in a sweat and will try to remove all clothing. 6. King of Fools: Character dances about in a wild fashion, telling jokes and reciting bad poetry.
5	<p>Whoa-whoa-whoa! Each character within a radius of the Mage's MANA in yards/meters must make a Resist check at a difficulty randomly determined by the Mage's roll of 1D6. Those who fail this save find themselves floating in the air (equal to the character's failed save margin in feet) for the Mage's MANA in actions. Effects may only be dispelled by divine or magical means, at the previously determined DIF.</p>
6	<p>Boils! Each character within a radius of the Mage's MANA in yards/meters must make a Resist check at a difficulty randomly determined by the Mage's roll of 1D6. Those who fail this save are instantly stricken with hideous acne, for the Mage's MANA in days. Effects may only be dispelled by divine or magical means, at the previously determined DIF.</p>

Spells & Rituals

Listed with Name, difficulty (DIFF), spell effects and requirements.

Combat Theory Grimoire

BARRIER (N)	Base DIFF: 2
Description: Creates a 10ft x 10ft barrier at caster's target location. Living matter cannot penetrate, but inanimate objects (weapons, missiles, etc.) can, unless the barrier is given an AV.	
Requirement: Single word, hand motion, generic spell focus	
Visual: Any visual effect to scale	
Audio: Appropriate to scale	
Duration: 1 min	
Range: 10ft	
AV: 0	
DAMAGE TOUCH (N)	Base DIFF: 4
Description: Uses mystically charged touch to cause physical damage.	
Requirement: None	
Visual: Any hand-sized effect	
Audio: Appropriate to scale	
Duration: Instant	
Range: Touch (skin to skin)	
WR: 2	
ENERGY PROJECTION (C)	Base DIFF: 1
Description: Creates a mystically charged projection capable of causing damage.	
Requirement: Single word, hand motion	
Visual: Any hand-sized effect	
Audio: Appropriate to scale	
Duration: Instant	
Range: 20yds	
WR: 1	

ENERGY WAVE (C)	Base DIFF: 4
Description: Creates a mystically charged wave of disruptive energy, sweeping in a straight line from caster to maximum range (damage applies to any living being the wave touches). Anyone in the path of the wave must dodge aside, needing to beat the caster's number of successes.	
Requirement: Single word, hand motion, generic spell focus	
Visual: Any 10ftx10ft effect	
Audio: Appropriate to scale	
Duration: Instant	
Range: 20yds	
WR: 2	
HOLD (N)	Base DIFF: 2
Description: Causes target (up to human-sized) to freeze in place.	
Requirement: Single word, hand motion, generic spell focus.	
Visual: Appropriate to scale	
Audio: Appropriate to scale	
Duration: 1 action	
Range: 5 ft	
LEVITATE (N)	Base DIFF: 2
Description: Causes 100lb target to rise up to 10ft into the air.	
Requirement: Single word, hand motion, generic spell focus	
Visual: Any effect to scale	
Audio: Appropriate to scale	
Duration: 1 min	
Range: 20yds	

MATTER SHIFT (N)

Base DIFF: 2

Description: Transports 10lbs of matter from location to location. Both locations must be visible to the caster.

VARIANT DIFF

+1	per 10lbs
+1	per 10yds

Requirement: Single word, hand motion, generic spell focus

Visual: Any effect to scale with transported matter

Audio: Appropriate to scale

Duration: Instant

Range: 10yds

REFUGE (C)

Base DIFF: 3

Description: Creates a 6ft-radius sphere of protection that absorbs both kinetic and energy damage.

VARIANT DIFF

+1	per AV
+1	per 5 min. duration
+1	per additional 3ft radius

Requirement: Simple circle drawn, single word, hand motion

Visual: Any visual effect to scale with spell radius

Audio: Appropriate to scale

Duration: 5 min

Range: 0

AV: 2

SHIELD (C)

Base DIFF: 1

(2 if cast on someone else)

Description: Creates an energy bubble around the target (up to human-sized) that absorbs both kinetic and energy damage.

Requirement: Single word, hand motion

Visual: Any visual effect to scale with target's size

Audio: Appropriate to scale

Duration: 5 min

Range: Self

AV: 1

VARIANT DIFF

+1	per AV
+1	per 1 min. duration
+3	up to ogre-sized
+4	up to dragon-sized

SPECTRAL WEAPON (C)

Base DIFF: 2

Description: Creates a manifestation of mystical energy capable of causing various amounts of damage.

Requirement: Single word, hand motion

Visual: Any 1 or 2-handed weapon (size depends on WR), complete with scale-appropriate visual effect if desired

Audio: Appropriate to scale

Duration: 5 min

Range: 0

WR: 1 (receives STR bonus, not MANA)

VARIANT DIFF

+1	per 1 min duration
+2	per 1 WR damage

Healing Theory Grimoire

AMPLIFY (N)

Base DIFF: 2

Description: Temporarily raises (up to human-sized) target's attribute. Caster must choose a specific attribute for each variant spell bought. Can be made a potion for +1 DIFF.

VARIANT DIFF

+1	per 1 min duration
+2	per 1D6 bonus
+3	up to ogre-sized
+4	up to dragon-sized

Requirement: Short incantation, hand motion, generic spell focus.

Visual: Appropriate to scale

Audio: Appropriate to scale

Duration: 5 min

Range: Touch

Attribute Bonus: +1D6

BASIC HEALING (N)

Base DIFF: 2

Description: Dissipates wound damage from a single (up to human-sized) target.

Requirement: Short incantation, hand motion, generic spell focus.

Visual: Any hand-sized visual effect

Audio: Appropriate to scale

Duration: Instant

Range: Touch (skin to skin)

Damage: 1D6 wound damage healed

VARIANT DIFF

+2	per 1D6 damage healed
+3	up to ogre-sized
+4	up to dragon-sized

LIGHT HEALING (N) Description: Dissipates wound damage from a single (up to human-sized) target. Requirement: Single word, hand motion, generic spell focus. Visual: Any 10ftx10ft visual effect Audio: Appropriate to scale Duration: Instant Range: Touch (skin to skin) Damage: 1D6 stun damage healed	Base DIFF: 1 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+1</td><td>per 10yds range</td></tr> <tr><td>+1</td><td>per 1D6 damage healed</td></tr> <tr><td>+3</td><td>up to ogre-sized</td></tr> <tr><td>+4</td><td>up to dragon-sized</td></tr> </table>	VARIANT DIFF		+1	per 10yds range	+1	per 1D6 damage healed	+3	up to ogre-sized	+4	up to dragon-sized
VARIANT DIFF											
+1	per 10yds range										
+1	per 1D6 damage healed										
+3	up to ogre-sized										
+4	up to dragon-sized										
MEND (N) Description: Reattaches severed (up to hand-sized) tissue. Requirement: Single word, hand motion, generic spell focus (and viable tissue for attachment). Visual: Appropriate to scale Audio: Appropriate to scale Duration: Instant Range: Touch (skin to skin)	Base DIFF: 2 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+1</td><td>up to arm-sized tissue</td></tr> <tr><td>+2</td><td>up to leg-sized tissue</td></tr> <tr><td>+3</td><td>up to ogre-sized</td></tr> <tr><td>+4</td><td>up to dragon-sized</td></tr> </table>	VARIANT DIFF		+1	up to arm-sized tissue	+2	up to leg-sized tissue	+3	up to ogre-sized	+4	up to dragon-sized
VARIANT DIFF											
+1	up to arm-sized tissue										
+2	up to leg-sized tissue										
+3	up to ogre-sized										
+4	up to dragon-sized										
POTION Description: Concoction heals (or causes) stun damage per dose. Requirement: Short incantation, hand motion, common ingredients. Visual: None Audio: None Duration: Instant Range: Touch Damage Rating: (DR1 x Successes) stun damage healed/caused	Base DIFF: 1 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+2</td><td>per 1 DR damage</td></tr> </table>	VARIANT DIFF		+2	per 1 DR damage						
VARIANT DIFF											
+2	per 1 DR damage										
PURIFICATION (N) Description: Purges poisons & impurities from a single target (up to human-sized). Requirement: Simple circle around target, simple incantation, hand motion, specific spell focus. Visual: Appropriate to scale Audio: Appropriate to scale Duration: Instant Range: 1ft	Base DIFF: 2 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+1</td><td>per 1ft range</td></tr> <tr><td>+3</td><td>up to ogre-sized</td></tr> <tr><td>+4</td><td>up to dragon-sized</td></tr> </table>	VARIANT DIFF		+1	per 1ft range	+3	up to ogre-sized	+4	up to dragon-sized		
VARIANT DIFF											
+1	per 1ft range										
+3	up to ogre-sized										
+4	up to dragon-sized										

REGENERATION (N) Description: Regenerates up to hand-sized tissue. Requirement: Incantation in Ancient, hand motion, specific spell focus. Visual: Any visual effect to scale with caster's size Audio: Appropriate to scale Duration: Instant Range: Touch (skin to skin)	Base DIFF: 5 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+1</td><td>up to arm-sized tissue</td></tr> <tr><td>+2</td><td>up to leg-sized tissue</td></tr> <tr><td>+3</td><td>up to ogre-sized</td></tr> <tr><td>+4</td><td>up to dragon-sized</td></tr> </table>	VARIANT DIFF		+1	up to arm-sized tissue	+2	up to leg-sized tissue	+3	up to ogre-sized	+4	up to dragon-sized
VARIANT DIFF											
+1	up to arm-sized tissue										
+2	up to leg-sized tissue										
+3	up to ogre-sized										
+4	up to dragon-sized										
REND (N) Description: Causes wound damage to a single (up to human-sized) target. Requirement: Short incantation, hand motion, generic spell focus. Visual: Appropriate to scale Audio: Appropriate to scale Duration: Instant Range: Touch (skin to skin) Damage: WR1 wound damage	Base DIFF: 2 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+2</td><td>per WR1 damage caused</td></tr> <tr><td>+3</td><td>up to ogre-sized</td></tr> <tr><td>+4</td><td>up to dragon-sized</td></tr> </table>	VARIANT DIFF		+2	per WR1 damage caused	+3	up to ogre-sized	+4	up to dragon-sized		
VARIANT DIFF											
+2	per WR1 damage caused										
+3	up to ogre-sized										
+4	up to dragon-sized										
SALVE Description: Concoction heals (or causes) wound damage per application. Requirement: Short incantation, hand motion, common ingredients. Visual: None Audio: None Duration: Instant Range: Touch Damage Rating: (DR1 x Successes) wound damage healed/caused	Base DIFF: 2 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+2</td><td>per 1 DR damage</td></tr> </table>	VARIANT DIFF		+2	per 1 DR damage						
VARIANT DIFF											
+2	per 1 DR damage										
SLEEP (N) Description: Causes a single target (up to human-sized) to fall into a deep, dreamless sleep. Requirement: Single word, hand motion. Visual: Appropriate to scale Audio: Appropriate to scale Duration: 5 min Range: 5 ft	Base DIFF: 2 <table> <tr><th colspan="2">VARIANT DIFF</th></tr> <tr><td>+1</td><td>per 1 min duration</td></tr> <tr><td>+1</td><td>per 5 ft range</td></tr> <tr><td>+3</td><td>up to ogre-sized</td></tr> <tr><td>+4</td><td>up to dragon-sized</td></tr> </table>	VARIANT DIFF		+1	per 1 min duration	+1	per 5 ft range	+3	up to ogre-sized	+4	up to dragon-sized
VARIANT DIFF											
+1	per 1 min duration										
+1	per 5 ft range										
+3	up to ogre-sized										
+4	up to dragon-sized										

Folk Magic

LIGHT

DIFF: 1

Effects: Creates a candle-sized globe of light for five minutes.
Requirements: A hand motion and the word "light".

SPARK

DIFF: 1

Effects: A candle-sized flame is created. Effect happens over the course of 1 round.
Requirements: The word "ignite" with the wave of a hand over flammable material.

DOUSING

DIFF: 1

Effects: 10 minutes of sensitivity to any potable water.
Requirements: The word "water" and wandering in the general area, using a common branch for sensing.

FLOAT

DIFF: 1

Effects: Can lift a single object (up to 10 pounds) up to 10 feet vertically, lasts for five minutes.
Requirements: A hand motion and the word "feather-light" followed by a simple incantation in native tongue.

ANIMAL SPEAK

DIFF: 1

Effects: Allows simple telepathic communication with any animal in line of sight. Responses are simple words, lasts for five minutes.
Requirements: A hand motion and the word "speak" followed by a simple incantation in native tongue, including a piece of fur as focus.

D'Raihar Diven: Fire of the Gods

Divine Magic. The way of the acolyte. Both the Mage and the Priest walk a razor's edge in the world of *Arrowflight*. The edge the Priest walks is much thinner and sharper. Where the Mage draws his power from within, the Priest gets his from a much more ominous source: his deity.

The Priestly Virtues

As a Mage manipulates natural forces and alters the Web of Life, a Priest channels divine power through the conduit of his soul. Although the prayer chanting and creation rules are the same as arcane magic, the basic premises differ.

The Priest performs devoted rituals and chants prayers as opposed to casting spells. The prayers are written in his personal prayer book, and each priest can alter the prayers to fit his own character concept. **Because priests are leaders in their community, they are required to select at least 3 prayers from the Common Prayers list. These Common Prayers cannot be altered, and must be purchased with the initial skill points.**

Priests use the Devotion skill (based on the SPIRIT attribute). This serves several functions: the more devoted the Priest is to his deity or pantheon, the more likely a prayer will be answered with the desired effect; if a Priest fails the chanting of a prayer, all of that divine power he called upon will short-circuit in his body, causing him damage. Also, as the whims of the gods change with the wind, a Priest who is in high favor today may find himself deserted tomorrow. Priests can be found on the battlefield, not only in a ministerial capacity but

often as Chaplains wearing blessed armor and wielding holy weapons as they call lightning down from the sky.

When chanting a prayer, simply roll the number of D6 equal to your SPIRIT, needing a target equal to or less than the Devotion skill minus the DIFF of the prayer chanted. If you roll at least one success, the prayer is effective. If the prayer was unsuccessful, the character must roll SPIRIT in D6 vs. Devotion, needing a single success (unless wounded, in which case additional successes may be necessary). If the save is successful, the priest takes no damage: the prayer was simply not heard. If unsuccessful, priests take the DIFF of the prayer in wound damage. As this damage is internal, armor has no effect. He then must make appropriate physical saves as normal. That is the penalty for angering the gods.

Priests' Prerogative

In a world where a person's faith can literally swing the balance of life and death, the Priest (in his correct element) can really shine as a character. This element is usually the evangelism of his doctrine in the presence of fellow believers. A Priest may add 1D6 to his prayer check for every follower of his faith (up to 5, and then 1D6 for every multiple of 5

thereafter) who joins him in active prayer and is in the same general area. This makes some pretty astounding miracles possible; even visible manifestations of one’s god are not unheard of. However, as with the Mage, the Priest takes the DIFF of what could possibly be a very difficult prayer in damage. Wound damage.

Daily Devotional

A priest runs the risk of bodily harm if he displeases his deity. The gods of the World are petty, jealous, fickle and extremely egocentric. They love being praised, and hate being asked for favors. However if a well-taught priest knows the right way to praise his god(s), they will be more likely to grant favors when asked.

Once a day, at a time appropriate to the deity, priests must make a Devotional to their god. Simply roll a Devotion check. The number of successes rolled equals the total number of additional dice the player is able to call upon in

prayer use up until the next Devotional.*For example, Father Jonas does his Devotional for the day and gets 3 successes. He now has an additional three dice to split up (or use all together) to enhance any prayer casting. A soldier comes into his healing tent with his severed arm, asking to have it put back on. This man has saved Father Jonas’ life more often than he can remember, so he chooses to make sure this man’s arm becomes reattached. He uses two of his three additional dice to assist him with this particular prayer, and instead of rolling 6 dice, he is able to roll 8, allowing the mans arm to become one with his body once more. When an additional die is used, it may not be used again later in the day – it is gone for good.*

If the Devotional check was unsuccessful, all prayers will be subject to a penalty of –1D6. On a fumble, the priest has profaned his deity, and his god will not hear any prayers at all from him until he can perform a successful Devotional.

Prayers & Rituals

Listed with Name, difficulty (DIFF), spell effects and requirements.

Healing Invocations

HEALING TOUCH (N)

Base DIFF: 2

Description: Dissipates wound damage from a single target. Stun is negated as well.

Requirement: Short supplication to a deity.

Visual: None

Audio: None

Duration: Instant

Range: Touch (skin to skin)

Damage: WR1 wound damage healed

VARIANT DIFF

+2 per 1 WR damage healed

MAKE WHOLE (N)

Base DIFF: 2

Description: Reattaches severed (up to hand-sized) tissue within an hour of detachment.

Requirement: Single word, hand motion, generic spell focus (and viable tissue for attachment).

Visual: Appropriate to scale

Audio: Appropriate to scale

Duration: Instant

Range: Touch (skin to skin)

VARIANT DIFF

+1 up to arm-sized tissue

+2 up to leg-sized tissue

+1 per hr after detachment

PURIFY (N)	Base DIFF: 1
Description: Purges poisons & impurities from a single target (up to human-sized).	VARIANT DIFF
Requirement: Holy Water, supplication to a deity, hand motion, and specific prayer focus.	+1 per 1ft range
Visual: None	+2 per 10ft radius
Audio: None	
Duration: Instant	
Range: 1ft	
REFRESH (N)	Base DIFF: 1
Description: Dissipates stun damage from a target.	VARIANT DIFF
Requirement: Short supplication to a deity.	+1 per 1 WR stun healed
Visual: None	+1 per target
Audio: None	
Duration: Instant	
Range: Touch (skin to skin)	
Damage: WR2 stun damage healed	

REGENERATION (N)	Base DIFF: 4
Description: Regenerates up to hand-sized tissue. Must be within 3 hours of loss.	VARIANT DIFF
Requirement: Supplication to a deity, hand motion, and specific prayer focus.	+1 up to arm-sized tissue
Visual: Soft, warm glow	+2 up to leg-sized tissue
Audio: None	+1 per hour after damage
Duration: Instant	
Range: Touch (skin to skin)	
RESTORATIVE SLEEP (N)	Base DIFF: 1
Description: Causes target (up to human-sized) to fall into a dreamless sleep. WR1 healing will occur at the end of the sleep period (minimum 4 hrs).	VARIANT DIFF
Requirement: Single word, holy symbol.	+1 per 1 WR healed
Visual: None	+1 per additional target
Audio: None	
Duration: 4 hours	
Range: Touch	

Protective Invocations

HOLY ARMOR (N)	Base DIFF: 1
Description: Creates a divine shield around target (up to human-sized) that absorbs all types of damage.	(+1 if cast on someone else)
Requirement: Short supplication, hand motion, holy symbol	VARIANT DIFF
Visual: Any visual effect to scale with target's size	+1 per AV
Audio: Appropriate to scale	+1 per 1 min. duration
Duration: 5 min	+3 up to ogre-sized
Range: Self or other by touch	+4 up to dragon-sized
AV: 1	

SANCTUARY (N)	Base DIFF: 3
Description: Creates a 6ft-sphere of protection that absorbs both kinetic and energy damage.	VARIANT DIFF
Requirement: Simple circle drawn with holy symbol, brief supplication to deity.	+1 per AV
Visual: Any visual effect to scale with spell radius	+1 per 5 min. duration
Audio: Appropriate to scale	+1 per additional 3ft radius
Duration: 5 min	
Range: 0	
AV: 2	

Communion

AVATAR (N)	Base DIFF: 2
Description: Causes priest to project the physical likeness of his or her deity.	
Requirement: Holy Symbol, 1 full combat round in prayer.	
Visual: The illuminated likeness of the priest's deity superimposed over his or her own body	
Audio: None	
Duration: 1 min	
Range: Self	

VARIANT DIFF	
+1	per 1 min duration
+2	per 5 ft range
+2	per target

DIVINE COMMUNION (N)	Base DIFF: 2
Description: Allows priest a short "audience" with the deity. Priest may ask questions, which deity can choose to answer.	
Requirement: Holy Symbol, 10 minutes in prayer.	
Visual: Revealed only to priest	
Audio: Revealed only to priest	
Duration: 2 min	
Range: Self	

VARIANT DIFF	
+2	per 1 min duration

VOICE OF GOD (N)	Base DIFF: 3
Description: Causes target (up to human-sized) to follow a short command.	
Requirement: Holy Symbol, 2 actions in prayer followed by a 3-word command.	
Visual: None	
Audio: None	
Duration: 1 min	
Range: Touch	

VARIANT DIFF	
+1	per 1 min duration
+2	per 5 ft range
+2	per target

Divine Wrath

CALL LIGHTNING (C)	Base DIFF: 3
Description: Calls down lightning to strike 1 target.	
Requirement: Prayer takes 2 complete combat turns before effect, hand motion, holy symbol.	
Visual: Lightning flash	
Audio: Crack of thunder	
Duration: Instant	
Range: 50 yds (line-of-sight)	
WR: 1 (armor has no effect)	

VARIANT DIFF	
+2	per 1 WR damage
+1	per additional target
+1	per 10yds range

HOLY RAIN (C)	Base DIFF: 4
Description: Hailstones or other objects (deity appropriate) fall from the sky, pelting infidels.	
Requirement: Prayer takes 2 complete combat turns before effect, hand motion, holy symbol.	
Visual: Storm clouds	
Audio: None	
Duration: 1 turn	
Range: 50yds (line of sight), 10yd radius	
WR: 1	

VARIANT DIFF	
+2	per 1 WR damage
+1	per additional 10yds range and/or radius

SMITE (C)	Base DIFF: 2
Description: The strength of your deity guides your blow with devastating effect.	VARIANT DIFF
Requirement: Short prayer (1 action) before effect, holy symbol.	+2 per additional attack
Visual: None	
Audio: None	
Duration: 1 action	
Range: Touch	
Damage: Double normal STR bonus to melee attack damage (not SPIRIT)	

Common Prayer

FORECAST

DIFF: 1

Effects: Allows a simple agricultural/weather related question to be answered with a 1-word answer within half a day of the asking (usually comes in the form of a dream).

Requirements: Hand motions and a complex dance with a prayer, followed by sleep or meditation.

DIRECTION

DIFF: 1

Effects: The devotee is pulled or pointed in the direction sought ("find me the way out of this forest").

Requirements: A hand motion, a dance and a feather

TAKE CARE

DIFF: 1

Effects: Gives the devotee AV1 for the day.

Requirements: A number of hand motions with a prayer and a piece of leather.

LUCK

DIFF: 1

Effects: Add 1 to any single target number for the day.

Requirements: A number of hand motions with a prayer and a piece of leather.

PURIFY WATER

DIFF: 1

Effects: Purifies one gallon of water.

Requirements: Prayer recited with several hand motions after drawing a circle in the dirt around the water container.

Economy

The monetary denomination is the *geld*. Each province mints their own coins, and each province has moneychangers in border cities. It adds some rural flavor as well as serving to dissuade provincial citizens from hoarding money and skipping the province at will. The dukes want to keep money inside the province. The *geld* is based on the silver standard, and is worth ten *pence*. The pence is the lowest form of currency, minted from copper (but still based on the silver standard). The Imperial denomination is the *town*, which is minted from gold and worth ten *geld* per denomination. Imperial Crowns are the only currency that can freely travel from province to province (perfect for nobles and wealthy merchants), but also mark travelers as prey for robbers and brigands. There is a whole segment of the underworld dedicated to the fencing of Imperial Crowns and their reintroduction to the regional economy.

Depending upon the royal family, *geld* and *pence* from the family's province may be freely accepted in other provinces. So *geld* and *pence* minted in Green would have more status in other provinces, as Green is the royal family.

What follows is a fundamental list of goods available from the various merchants in the world of *Arrowflight*, with an average price in *geld*. Contrary to popular fantasy, there are no adventurers' super-marts to be found here. Each merchant trades in a select few goods, though there are a few frontier trading posts and boutiques here and there (most deal in used or "found" items).

As each village marketplace varies in its makeup, so will prices and quality. The prices listed here correspond to a town of average size. In different areas, certain items will cost more or less, depending on how far they need to be transported. There will seldom be a master armorer/weaponsmith in a fishing or farming village, but staples like milk, meat and fresh vegetables will be cheaper than in a larger city. Use common sense. In the list, "p" refers to *pence*. If there is no p, then it is in number of *geld*.

For those who wish to dispense with the roleplaying side of outfitting the character, simply use the prices listed here. Custom items may be purchased from specialists or craftsmen at an inflated rate (GM's discretion). Superior quality items may usually be purchased for 3 to 4 times normal cost.

Bakery

Milled Flour (per 5lbs)	5p
Sugar (per lb)	1
Bread	5p
Hard tack (per doz)	5p
Muffins (per doz)	1
Pastries (per doz)	1g, 5p
Cake	2
Pie	1g, 5p
Biscuits (per doz)	5p
Sweet biscuits (per doz)	1

Blacksmith

(All items made of metal)

Bucket (5 gal)	5
Small box (5 lb)	2
Large box (15 lb)	5
Small trunk (25lb)	20
Large trunk (50lb)	35
Pot	5
Plate	2

Bowl	3
Fork	1
Spoon	1
Tankard	4
Flask, pt	4
Spit	4
Kettle	5
Light chain (5lb)	25
Heavy chain (5lb)	35
Hand manacles	40
Leg manacles	35
Keyed lock	50
Tumbler lock	55
Beaver trap	10
Wolf trap	15
Bear trap	20
Small animal trap (no teeth)	10
Large animal trap (no teeth)	15
Fishhook (per doz)	5p
Pick	30
Shovel	25
Hatchet	15

Stakes (6)	3
Nails (per doz)	2
Hammer	10
Horseshoe	5
(weapons also available through Blacksmith)	

Bowmaker/Fletcher

Long bow	*
Short bow	*
Crossbow	*
Double Crossbow	*
Arrows (10)	5
Bolts (10)	4
Feathers (per lb)	1
Darts (6)	3
Wrist Crossbow (fires darts)	*
Bowstring	3
Beeswax (per ¼lb)	2

*See Weapon section for prices

Butcher

Beef (perlb)	3
Beef Jerky (per ½ lb)	5
Chicken (whole)	5
Duck (whole)	7
Goose (whole)	10
Mutton (perlb)	5
Pheasant (whole)	15
Pickled Pig's Feet (each)	5p
Pork (perlb)	2
Quail (whole)	6
Rabbit (whole)	5
Smoked Beef (perlb)	4
Smoked or Spiced Sausage (perlb)	2
Smoked Pork (perlb)	4
Pig's Ears (each)	5p
Squirrel (whole)	7
Turkey (whole)	10
Venison (per lb)	6

Carpenter*(All items made of wood)*

Bowl	1g, 5p
Bucket (5 gal)	5
Cup	1g, 5p
Large box (15 lb)	10
Large cask (10 gal)	12
Large trunk (50lb)	45
Mallet	1
Medium box (5lb)	5
Mixing spoon	1
Planking (per yd)	2
Plate	1
Small box (1 lb)	3
Small cask (4 gal)	5
Small trunk (25lb)	25
Stakes (6)	2

Chandler

Earthenware candle holder (uncovered)	
Fast burning candle, lasts 1 hr.	5p
Flint/steel	5p
Glass candle lantern	4
Oil (1 qt)	2
Oil lamp	3
Oil lantern	4
Scented beeswax candle	3
Slow burning candle, lasts 3 hours	2
Tinder box	1
Treated torch	3
Untreated torch	1

Chemist*(All applicable items sold by the oz)*

Arsenic	10
Candy	5p
Carbonate	5p
Glue	1
Hemlock	2
Nightshade	2
Perfume	80
Quicksilver	50
Salt (per lb)	5p
Smoking papers (per 50)	3
Smoking pipe	10
Snuff	5
Snuff box	5
Soap	1
Spices	3
Sulphur	5
Tobacco	2

Clothiers

Apron	4
Belt	4
Blouse	10
Bodice	7
Cap	5
Doublet	15
Dress	12
Fancy dress	20
Fur Jacket	50
Heavy jacket	25
Heavy robe	18
Hooded robe	20
Hose	8
Knit gloves	9
Large brim hat	8
Large brim leather hat	15
Leather jacket	40
Light jacket	15
Light robe	12
Long cape	20
Long cloak (with hood)	30
Long leather gloves	18
Night gown	10
Night robe	12
Padded coif	5
Padded gambeson	18
Padded trousers	10
Scarf	2
Short brim hat	6
Short cape	10
Short leather gloves	14
Silk lingerie	25
Silk shirt	20

Skirt	7
Socks	2
Surcoat (emblazoned)	25+
Surcoat (plain)	10
Trousers	9
Vest	8
Wool muffler	8
Wool shirt	10
Work trousers	7

Cobbler

Boots	25
Cloth boots	12
Hip high boots	60
Knee high boots	40
Reinforced work boots	40
Sandals	8
Shoes	10
Slippers	8
Soft leather boots	20

Costermonger

Common Fruits (perlb)	1
Rare Fruits (perlb)	2
Common Vegetables (perlb)	5p
Rare Vegetables (perlb)	1
Dried Fruits/Vegetables (perlb)	2
Honey (per pint)	3
Jam (per pint)	1
Common Roots (perlb)	5p
Rare Roots (perlb)	2
Nuts (per lb)	2

Dairy

Butter (perlb)	1
Cheese (per lb)	2
Cream (per pint)	1
Curd (per pint)	1
Eggs (per doz)	2
Milk (per qt)	5p

Fishmonger*(All applicable items sold by the pound)*

Crab	4
Dried fish	2
Fresh fish	5p - 2
Lobster	5
Octopus/Squid	5
Sea serpent	10
Smoked fish	4

Inn/Tavern*(Room price includes morning meal)*

Basic Room, single, per night	10
Basic Room, double, per night	15
Luxury Room, single, per night*	30
Luxury Room, double, per night*	50
Bowl of Stew	2
Hot Meal	5
Prepared Meal to go	5
Ale (per pint)	5p
Wine (per glass)	1
Hot Cider (per pint)	5p
Hard Liquor (per shot)	2
Kilmoorian Rum** (perlitre bottle)	25
Banquet Room Facilities*	40
Hot Bath	2
Laundry Service (per garment)*	1

(* indicates where available)

(** indicates restricted substance, uncommon)

Jeweler

(All gems are per one carat weight and cut.

Metals are by the oz)

Gem cutting tools	20
Jewelry making equipment	15
Agate	3
Amber	5
Amethyst	40
Aquamarine	25
Copper	1p
Diamond	325
Dragonbone	50
Emerald	100
Fire opal	30
Garnet	15
Gold	10
Hematite	10
Ivory	5
Jade	5
Lapis Lazuli	25
Malachite	25
Moonstone	5
Mother of Pearl	4
Obsidian	3p
Onyx	3p
Opal	25
Pearl	25
Platinum	5
Quartz	3p
Rose quartz	5p
Ruby	110
Sapphire	80
Silver	1
Topaz	50
Turquoise	25

Livery

Bit	2
Bridle	25
Caravan wagon (enclosed)	500
Carriage (double team)	650
Carriage (single team)	400
Chariot	150
Donkey	500
Fodder (per day)	5
Goat	100
Goat cart	75
Harness set	100
Horse blanket	5
Horse, draft	2000
Horse, pack	2300
Horse, riding	4000
Horse, war	6000
Mule	800
Ox	600
Ox cart	175
Reins	15
Saddle	50
Saddle bag	10
Wagon (cloth covered)	350
Wagon (open)	200

Potter/Glassblower

Earthenware bowl	2
Earthenware goblet	6
Earthenware mug	4
Extra large glass jar (1 gal)	8
Glass bottle (1 pint)	4
Glass bowl	4
Glass goblet	7
Glass vial (2 oz)	1
Large earthenware jug (5 gal)	10
Large glass box (2 lbs)	10
Large glass jar (4 pints)	6
Medium earthenware jug (1 gal)	8
Medium glass jar (2 pints)	4
Plate	3
Pot	8
Small earthenware jug (5p gal)	5
Small glass box (5p lb)	5
Small glass jar (1 pint)	2

Shipwright

Fishing line (per yd)	5p
Fishing net	45
Heavy rope (per yd)	2
Light rope (per yd)	1

Oars	20
Rowboat	75
Sailboat, small (open deck)	220
Shipbuilding	100 per ft. length + (includes rigging) 50 per ft. beam

Stationer

Black ink (per 2 oz)	5p
Book (100 blank pages)	20
Bronze leaf (per oz)	5p
Brush set (4)	10
Chalk (5 pcs)	1
Charcoal (5 pcs)	1
Colored ink (per oz)	1
Crow quill pen	5p
Etching needle	3
Etching plate	2
Gold leaf (per oz)	2
Paper (10 sheets)	2
Parchment (10 sheets)	5
Powder pigments (per oz)	1
Silver leaf (per oz)	1
Silver point	4
Slate board	5

Tanner

Animal skins	4-100
Apron	20
Arrow quiver (10 arrows)	20
Arrow quiver (20 arrows)	35
Back pack	25
Bandolier (20 spaces)	14
Belt purse	6
Bolt band, arm (6 bolts)	7
Bolt band, leg (12 bolts)	10
Bolt quiver (12 bolts)	10
Dart case (6 darts)	5
Knap sack	15
Knife sheath	8
Large sack	4
Large shoulder purse	12
Leather handle bag	7
Quiver strap (for shoulder)	8
Small pocket purse	3
Small sack	2
Small shoulder purse	8
Sword belt	15
Sword sheath	20
Tobacco pouch	4
Water skin (1 gal)	15
Water skin (1/2 gal)	10
Water skin (2 pt)	5

Weaver

Plain cloth (per yd)	2
Fancy cloth, (per yd)	5
Small sack	1
Large sack	3
Nap sack	8
Back pack	15
Cloth handle bag	3
Cloth purse	1
Velvet purse	2

Snare cord	1
Rope ladder (per 10 ft)	20
Bedroll	25
Light blanket	5
Heavy blanket	10
Quilt	15
One man A-frame tent	30
Two man A-frame tent	40
Four man A-frame tent	50
One man pavilion	70

Two man pavilion	140
Four man pavilion	180
Eight man pavilion	260
Tent canvas (per yd)	2
Sail canvas (per yd)	3
Hammock	20
Mosquito netting (per yd)	2
Animal net	15
Man sized net	25

Weapons

The following weapons are listed by type, with descriptions for some of the basic or uncommon implements. Also listed are the weapon's qualities:

Weapon Accuracy (WA): Occasionally, weapons will be extra-accurate. Add this number to your target to hit **or parry** with this weapon.

Weapon Rating (WR): This number is good for many things. First, it is the minimum STR a character needs to wield it effectively. This is also the damage number. Multiply the number of successes by the WR of the weapon to get your base strike damage for that weapon. See Combat for more detailed information.

Damage Bonus (DB): These weapons are of superior quality, balance and blade-edge. Add the points listed to **the total amount of damage**.

Length: Simply the end-to-end length of the weapon.

Hand: Whether the weapon is 1- or 2-handed. Most 1-handed weapons may be used with 2 hands, adding 1½ times the character's STR for damage. 2-handed weapons may be wielded 1-handed with a-attack/defense penalty (unless the character is mounted and has the Cavalier armed combat skill).

Type (optional): Weapons are rated according to their primary destructive attribute... C (Crushing)/P (Piercing)/S (Slashing). On a successful strike, Slashing weapons gain an extra success (for damage purposes) against armors rated AV1 to AV3. Piercing weapons gain a success vs. AV4 to AV6, and Crushing weapons gain a success vs. AV7 to AV9.

Cost: How much the weapon costs, in geld.

Axes

Battle Axe

WA	WR	DB	Len.	Hand	Type	Cost
0	3	0	3 ft	1	C	300

Bearded Axe

WA	WR	DB	Len.	Hand	Type	Cost
-1	4	+1	4 ½ ft	2	C	375

Bipennis Axe

WA	WR	DB	Len.	Hand	Type	Cost
0	3	0	3ft	1	C	275

Hatchet

WA	WR	DB	Len.	Hand	Type	Cost
0	1	0	1 ft	1	C	1

Grango

This brutal Orc weapon features a handle made from the bronzed thigh bone of a large animal, two vicious steel blades and an assortment of spikes.

WA	WR	DB	Len.	Hand	Type	Cost
-1	3	+2	3 ½ ft	2	C	400

Made only by Orc weaponsmiths.

Ratamun

This Elf weapon, known as the “War Moon”, consists of two balanced crescent blades, one at either end of a steel pole. It is favored by tribal and nomadic elves (who make their own), and by connoisseurs of exotic weapons.

WA	WR	DB	Len.	Hand	Type	Cost
+1	3	0	4ft	2	S	450

Throwing Axe

WA	WR	DB	Len.	Hand	Type	Cost
+1	1	0	1 ft	1	N/A	50

+1 WA when thrown

Blunt Weapons**Club**

WA	WR	DB	Len.	Hand	Type	Cost
-1	2	0	varies	1	C	8

declare stun or wound

Mace

WA	WR	DB	Len.	Hand	Type	Cost
0	3	0	2 ½ ft	1	C	250

Maul

WA	WR	DB	Len.	Hand	Type	Cost
-2	3	+2	3 ½ ft	2	C	22

Morning Star

WA	WR	DB	Len.	Hand	Type	Cost
0	3	+1	3 ft	1	C	250

Quarterstaff

WA	WR	DB	Len.	Hand	Type	Cost
+1	2	0	5 ½ ft	2	N/A	10

declare stun or wound

Studded Club

WA	WR	DB	Len.	Hand	Type	Cost
-1	3	+1	3 ½ ft	2	C	250

Warhammer

WA	WR	DB	Len.	Hand	Type	Cost
0	4	0	3 ft	2	C	350

Whips and Chains

All of the following automatically entangle on a successful strike (if the intent to entangle is stated).

Ball & Chain

WA	WR	DB	Len.	Hand	Type	Cost
0	2	0	4-8 ft	1	C	120

Bullwhip

WA	WR	DB	Len.	Hand	Type	Cost
+2	1	-3	8 ft	1	N/A	45

Flail

WA	WR	DB	Len.	Hand	Type	Cost
+1	3	+1	5 ft	2	C	400

Mace & Chain

WA	WR	DB	Len.	Hand	Type	Cost
0	3	0	3 ft	1	C	300

Knives**Bracelet Dagger**

WA	WR	DB	Len.	Hand	Type	Cost
0	1	-1	3 in.	1	S	10

Crescent Dagger

WA	WR	DB	Len.	Hand	Type	Cost
0	1	+1	½ ft	1	S	40

Dagger

WA	WR	DB	Len.	Hand	Type	Cost
0	1	0	½ ft	1	S	25

Dirk

WA	WR	DB	Len.	Hand	Type	Cost
+1	1	0	½ ft	1	P	50

Dranenmun

Literally, “Cutting Moon”, this ancient-style Elf dagger is the assassin’s weapon of choice.

WA	WR	DB	Len.	Hand	Type	Cost
+1	2	+1	½ ft	1	S	200

Meat Cleaver

WA	WR	DB	Len.	Hand	Type	Cost
-1	1	0	1 ft	1	N/A	5

Sha’lekkar Claw

WA	WR	DB	Len.	Hand	Type	Cost
0	2	1	1 ft	1	S	180

Stiletto

WA	WR	DB	Len.	Hand	Type	Cost
+1	1	0	½ ft	1	P	35

Throwing Knife

WA	WR	DB	Len.	Hand	Type	Cost
+1	1	0	½ ft	1	N/A	7

Pole Arms

Awl Pike

WA	WR	DB	Len.	Hand	Type	Cost
-1	4	0	9 ½ ft	2	P	275

Beaked Axe

WA	WR	DB	Len.	Hand	Type	Cost
-1	4	+1	6 ½ ft	2	C	300

Halberd

WA	WR	DB	Len.	Hand	Type	Cost
-1	5	0	6 ½ ft	2	C	400

Half Moon

WA	WR	DB	Len.	Hand	Type	Cost
-1	4	0	6 ½ ft	2	S	250

Harpoon

WA	WR	DB	Len.	Hand	Type	Cost
-1	2	+1	6 ft	2	C	75

Javelin

WA	WR	DB	Len.	Hand	Type	Cost
+1	2	0	6 ft	1	P	35

+1 WA when thrown

Lance

WA	WR	DB	Len.	Hand	Type	Cost
-1	5	0	12 ft	1	P	50

Military Fork

WA	WR	DB	Len.	Hand	Type	Cost
-1	4	0	6 ½ ft	2	P	200

Pike

WA	WR	DB	Len.	Hand	Type	Cost
-3	3	+2	16 ft	2	P	50

Pitchfork

WA	WR	DB	Len.	Hand	Type	Cost
0	2	+2	4 ft	2	P	75

Pole Axe

WA	WR	DB	Len.	Hand	Type	Cost
-2	4	+1	6 ½ ft	2	C	250

Scythe

WA	WR	DB	Len.	Hand	Type	Cost
-2	3	+2	7 ft	2	S	85

Spade

WA	WR	DB	Len.	Hand	Type	Cost
0	2	+1	3 ½ ft	2	C	50

Spear

WA	WR	DB	Len.	Hand	Type	Cost
+1	3	0	5 ft	2	P	200

Trident

WA	WR	DB	Len.	Hand	Type	Cost
-1	3	+2	6 ½ ft	2	P	300

Swords

Bastard Sword

WA	WR	DB	Len.	Hand	Type	Cost
0/-1	3/4	0	3 ft	1/2	S/C	300

Broadsword

WA	WR	DB	Len.	Hand	Type	Cost
0	3	+1	3 ½ ft	2	C	350

Cutlass

WA	WR	DB	Len.	Hand	Type	Cost
+1	2	0	2 ½ ft	1	S	250

Falchion

WA	WR	DB	Len.	Hand	Type	Cost
0	2	+1	2 ½ ft	1	S	225

Foil

WA	WR	DB	Len.	Hand	Type	Cost
+3	1	-1	3 ½ ft	1	P	175

Great Sword

WA	WR	DB	Len.	Hand	Type	Cost
-1	4	+1	4-5 ft	2	C	325

Longsword

WA	WR	DB	Len.	Hand	Type	Cost
+1	3	0	3 ½ ft	1	P	325

Rapier

WA	WR	DB	Len.	Hand	Type	Cost
+3	2	0	3 ½ ft	1	P	300

Short Sword

WA	WR	DB	Len.	Hand	Type	Cost
0	2	0	2 ½ ft	1	S	275

War Sabre

WA	WR	DB	Len.	Hand	Type	Cost
0	3	+1	3 ½ ft	1	S	300

Ranged Weapons

Note: the range listed for the following weapons is the maximum EFFECTIVE range in feet, not necessarily as far as a missile will fly before it hits the ground.

Range Modifiers for All Distance Weapons

	Short	Medium	Long
Distance	¼ Range	½ Range	Range
Modifier	+1	0	-1

Blow Gun

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	Drug	0	1-2 ft	1	5xSTR	N/A	25

Blow Gun

WA	WR	DB	Len.	Hand	Range	Type	Cost
+1	Drug	0	3-4 ft	2	10xSTR	N/A	50

Crossbow

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	3	+1	2½ ft	2	150	P	275

Dart

WA	WR	DB	Len.	Hand	Range	Type	Cost
+1	0	+1	6 in	1	5xSTR	N/A	3

Dart Sling

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	1	+1	1 ft	1	10xSTR	N/A	3

Double Crossbow

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	3	0	2½ ft	2	150	P	350

Long Bow

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	3	0	6-7 ft	2	300	P	300

armor ½ at long range

Short Bow

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	3	0	3-4 ft	2	100	P	175

Sling

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	2	0	1½-2 ft	1	10xSTR	N/A	15

Intended for round bullets only (round river stones or crafted bullets). The more uneven the bullet, the larger the penalty. Subtract up to 2 points from the WA (-2 instead of 0) and from the Range (8xSTR). Crafted bullets cost the same as lead shot.

Spear Sling

WA	WR	DB	Len.	Hand	Range	Type	Cost
0	3	+1	2 ft	1	20xSTR	P	25

See note under Sling.

Wrist Crossbow

WA	WR	DB	Len.	Hand	Range	Type	Cost
+1	1	+1	1 ft	1	50	P	100

light armor ½ at half range, Fires short quarrels.

Black Powder Weapons

Note: Black Powder weapons will misfire on a critical failure (more than half results of 6 on the Black Powder skill check) Use the Critical Black Powder Mishap Table to find out exactly what happens.

Arquebus

WA	WR	DB	Len.	Hand	Range	Type	Cost
-1	4	0	1½-2ft	2	250	C	175

Blunderbuss

WA	WR	DB	Len	Hand	Range	Type	Cost
+1D3	4	0	2 ft	2	150	P	200

WA at half range or less

Flintlock Musket

WA	WR	DB	Len.	Hand	Range	Type	Cost
-1	4	+1	5½-6ft	2	400	C	575

Flintlock Pistol

WA	WR	DB	Len.	Hand	Range	Type	Cost
-1	4	0	1 ft	1	150	C	300

Black Powder weapons with multiple barrels are not uncommon, as each piece is crafted by hand. Multiply the cost of the firearm by the number of barrels integrated, keeping in mind that too many barrels with a single or separate trigger mechanism(s) will make the weapon unwieldy and dangerous (roll 1 time on the Black Powder Misfire Table for each barrel). All Black Powder weapons take 3 actions to load (each barrel).

*Note to all black powder users: Black powder is sold by most chemists (at 2pence per pistol/rifle charge, 1geld per cannonade charge and 2 geld per cannon charge), while lead shot (5p per dozen shot) can be found at the blacksmith's shop. If there is no lead shot handy, black powder weapons will fire rocks, broken glass, shards of metal, anything you can stuff down the barrel. But be careful! Using anything but lead or metal roundshot carries the following penalties: -2 to target number, and a critical misfire (weapon explodes, doing normal damage to user) on any critical failure roll.

Shields

The number in the Hits row is the number of penetrating hits the shield can take before becoming useless. The Weapon Rating (WR) of a shield is 1, regardless of size or material. The number in the Cost row is the price in geld.

Lt. Wood/Leather/Fabric

Size	SM	MD	LG
Hits	2	3	4
Cost	5	10	15

Wood

Size	SM	MD	LG
Hits	4	5	6
Cost	10	20	30

Metal

Size	SM	MD	LG
Hits	8	9	10
Cost	50	75	100

Armor

When purchasing Armor, it is important to note that the cost is per location, based on the Hit Location Table on the character sheet. Each box on the table must be purchased separately. Also, for each Torso location, the price is doubled (e. Ringmail armor covering the Upper and Lower Torso would cost 80g).

Dragon Skin armor cannot be pierced by normal weapons and absorbs one success in damage before allowing kinetic damage through. Only Rune or Dragon Bone Weapons can pierce (and thusly stage down) Dragon Skin. There is also no Stealth/Move Penalty for Dragon Skin, as it is a supple material, much like leather.

Penalties apply to anyone wearing 3 or more locations of the penalized armor. Subtract the Penalty from the character's target number whenever rolling a Stealth skill check or determining movement distance.

Keep in mind that, in an Initiative tie, the first move goes to the person wearing the least heavy armor.

When repairing armor, figure the price at being between 10 and 50 percent of the cost of a new piece. This may vary, depending on who is doing the actual work and the availability of materials.

Armor Table

Cost	Armor Type	Penalty	AV	Full Suit Cost
Light Armor				
3	Heavy Cloth	0	1	42
5	Soft Leather	0	2	70
6	Studded Leather	0	3	84
Medium Armor				
10	Hard Leather/Cuir Bouilli	0	4	140
20	Ringmail	1	5	280
30	Chainmail	2	6	420
Heavy Armor (must have Soldier Skill of at least 1)				
50	Scale-Mail (Jazeraint)	3	7	700
60	Bar-Mail/Splint	4	8	840
80	Plate Mail	5	9	1120
Special				
*	Dragon Skin	0	10**	*

*Although it is possible to purchase Dragon Skin armor, it is very hard to come by. Depending on the market, single pieces of Dragon Skin armor can range anywhere from 250 to 2500geld. A full suit can fetch amazing prices. Dragon Skin cannot be pierced by regular tools, so creating anything out of it takes a lot of time and special equipment.

Bestiary

The Bestiary for the release version will be much more comprehensive. A small but thorough sampling of several types of beasts is included with brief descriptions and relevant attributes for test purposes. All relevant Attributes, Skills (or Instincts) and Wound Status areas are included. If the creature has claws, teeth or other natural weapons, they are given a WEAPON RATING (WR) in the description. An average cost or value (if applicable) follows each description.

Standard Domestic Animals

Pic here	Horse, draft – This animal is specifically bred for pulling vehicles, either solo or as part of a team. Can pull 50% of its own weight on a good road at a sustainable rate of 20 miles per day (half thadis- tance on broken terrain). A 1000lb horse needs 30lbs hay and 10 gallons water per day while working. Cost: 2000g										Hit Locations: 2-3: Head 10: L. Front Leg 4-8: Torso 11: R. Rear Leg 9: R. Front Leg 12: L. Rear Leg												
	AGL	5	PER	5	STR	8	WIL	3	INITIATIVE	5/2													
	Athletics	4	Awareness	3	Endurance	8	Resist	1	SAVE	6/5													
	Brawling	1	Wilderness Skills	4	Swimming	1	MANA	1	AV	2													
	DEX	0	INT	0			SPIRIT	1	ACT	2													
<table><tr><td>Light (-1)</td><td>Moderate (2)</td><td>Serious (-3)</td><td>Grievous (-4)</td><td>Mortal (-5)</td></tr><tr><td><div><div></div><div></div><div></div></div></td><td><div><div></div><div></div><div></div></div></td><td><div><div></div><div></div><div></div></div></td><td><div><div></div><div></div><div></div></div></td><td><div><div></div><div></div><div></div></div></td></tr></table> Attacks: Kick -WR2.														Light (-1)	Moderate (2)	Serious (-3)	Grievous (-4)	Mortal (-5)	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
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Pic here	Horse, pack – This breed is specifically designed to haul loads. Properly packed, this kind of horse can carry 20-25% of its own weight on uncertain terrain at a sustainable rate of 25 miles per day, and 50% of its own weight at 10 miles per day. Cost: 2300g										Hit Locations: 2-3: Head 10: L. Front Leg 4-8: Torso 11: R. Rear Leg 9: R. Front Leg 12: L. Rear Leg												
	AGL	5	PER	5	STR	8	WIL	3	INITIATIVE	4/3													
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Pic here	Horse, riding – This versatile breed can be used for any single rider purpose, from racing to light cavalry. It can carry 20-25% of its weight 40-50 minutes of every hour. Cost: 4000g (combat trained, add 25%)										Hit Locations: 2-3: Head 10: L. Front Leg 4-8: Torso 11: R. Rear Leg 9: R. Front Leg 12: L. Rear Leg												
	AGL	5	PER	5	STR	7	WIL	3	INITIATIVE	5/3													
	Athletics	4	Awareness	3	Endurance	5	Resist	1	SAVE	5/3													
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Pic here	Horse, war – These heavy brutes are bred for one purpose: to thunder short distances down upon the enemy and trample him into the dust. Far from being a viable traveling animal, a warhorse is an excellent weapon for battle, but requires far too much upkeep on the road. A breed of this type can carry 30% of its own weight up to 10 miles a day.. Cost: 6000g (combat trained, add 20%, +1 ACT)										Hit Locations: 2-3: Head 10: L. Front Leg 4-8: Torso 11: R. Rear Leg 9: R. Front Leg 12: L. Rear Leg															
	AGL	5	PER	4	STR	7	WIL	3	INITIATIVE	5/3																
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Pic here	Ox – A versatile beast of burden, the ox is equally able to pull and carry great weights and distances, but at very slow speed. An ox can pull its own weight on good terrain at a sustainable rate of 10 miles a day, 150% of its own weight 8 miles per day (good terrain), and half the distance over broken terrain. Cost: 600g										Hit Locations: 2-3: Head 10: L. Front Leg 4-8: Torso 11: R. Rear Leg 9: R. Front Leg 12: L. Rear Leg															
	AGL	3	PER	3	STR	8	MANA	1	INITIATIVE	3/3																
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Pic here	Donkey – A smaller, less beautiful animal than the horse, the donkey is nonetheless a versatile, sure-footed beast used for pulling or carrying, at somewhat greater speed than the ox. Donkeys can pull or carry 20% of their own weight for a sustained rate of 15 miles per day, 8 miles per day over broken terrain. Cost: 500g										Hit Locations: 2-3: Head 10: L. Front Leg 4-8: Torso 11: R. Rear Leg 9: R. Front Leg 12: L. Rear Leg															
	AGL	4	PER	4	STR	6	WIL	5	INITIATIVE	4/5																
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	Brawling	5	Wilderness Skills	4	Swimming	1	MANA	3	AV	2																
	DEX	0	INT	0			SPIRIT	2	ACT	1																
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Light (-1)	Moderate (2)	Serious (3)	Grievous (4)	Mortal (-5)																						
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Pic here	Dog, working – There are a variety of hounds, shepherds and retrieving dogs bred for farm work, hunting and tracking. Cost: 100g pup, 200-300g trained adult.										Hit Locations:			
											2: Head	8: L. Front Leg		
											3-6: Torso	9-10: R. Rear Leg		
											7: R. Front Leg	11-12: L. Rear Leg		
	AGL	5	PER	5	STR	3	MANA	1	AV	1				
	Athletics	4	Awareness	5	Endurance	5	SPIRIT	2	ACT	2				
	Brawling	3	Wilderness Skills	4	Swimming	2	INITIATIVE	5/4						
	DEX	1	INT	0	WIL	3	SAVE	3/4						
					Intimidation	3								
					Resist	2								

Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)
□□□	□□□	□□□	□□□	□□□

Attacks: Bite -WR1
Claws - WR1

Pic here	Dog, fighting – Specific breeds of dogs have been selected for battlefield work due to large size and aggressive demeanor. Also used as guard dogs. Cost: 200g pup, 300-600g trained adult.										Hit Locations:			
											2: Head	8: L. Front Leg		
											3-6: Torso	9-10: R. Rear Leg		
											7: R. Front Leg	11-12: L. Rear Leg		
	AGL	5	PER	5	STR	4	MANA	2	AV	1				
	Athletics	4	Awareness	4	Endurance	5	SPIRIT	2	ACT	2				
	Brawling	5	Wilderness Skills	4	Swimming	4	INITIATIVE	5/5						
	Stealth	2	INT	0	WIL	4	SAVE	4/4						
	DEX	1					Intimidation	5						
					Resist	2								

Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)
□□	□□	□□	□□	□□

Attacks: Bite -WR2
Claws - WR1

Wild Animals

Pic here	Boar – Feral pigs are large, mean, tough and dangerous. Cost: a freshly killed pig is worth 1.50g per lb. and 10-20g for the pelt and head.										Hit Locations:			
											2: Head	8: L. Front Leg		
											3-6: Torso	9-10: R. Rear Leg		
											7: R. Front Leg	11-12: L. Rear Leg		
	AGL	6	PER	5	STR	7	MANA	3	AV	2				
	Athletics	3	Awareness	4	Endurance	7	SPIRIT	2	ACT	2				
	Brawling	5	Wilderness Skills	5	Swimming	3	INITIATIVE	6/5						
	Stealth	1	INT	0	WIL	4	SAVE	6/5						
	DEX	1					Intimidation	5						
					Resist	3								

Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)
□□	□□	□□	□□	□□

Attacks: Tusks -WR2.
Bite - WR2.

Pic here	Wolf – Northern wolf breeds tend to run large, and can be quite terrifying in a pack, especially if forced out of their hunting territory. Cost: an adult wolf pelt is worth 10-20g. A wolf pup is worth 200g and is used to breed with dogs for fighting.										Hit Locations: 2: Head 8: L. Front Leg 3-6: Torso 9-10: R. Rear Leg 7: R. Front Leg 11-12: L. Rear Leg															
	AGL	4	DEX	1	INT	0	WIL	4	INITIATIVE	5/5																
	Athletics	3	PER	5	STR	6	Intimidation	4	SAVE	5/3																
	Brawling	5	Awareness	5	Endurance	5	MANA	3	AV	2																
	Stealth	3	Wilderness Skills	5	Swimming	3	SPIRIT	2	ACT	2																
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Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)																						
□□	□□	□□	□□	□□																						
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Pic here	Bear – Many varieties of these large, solitary predators range throughout the northern continent. Cost: An adult bear pelt is worth 40-100g. A trained bear is worth 1000-2000g (an untrained cub a fraction thereof). Bear meat goes for 1g per lb.										Hit Locations: 2: Head 8: L. Front Leg 3-6: Torso 9-10: R. Rear Leg 7: R. Front Leg 11-12: L. Rear Leg															
	AGL	3	PER	4	STR	8	MANA	3	INITIATIVE	4/5																
	Brawling	5	Awareness	4	Endurance	8	SPIRIT	5	SAVE	7/4																
	DEX	1	Wilderness Skills	5	Swimming	2			AV	3																
			INT	0	WIL	6			ACT	2																
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Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)																						
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Pic here	Stag – Deer are plentiful in the woods and meadows of the northern continent. Cost: Venison brings 3g per lb. and 5-15g for the skin and antlers.										Hit Locations: 2: Head 8: L. Front Leg 3-6: Torso 9-10: R. Rear Leg 7: R. Front Leg 11-12: L. Rear Leg															
	AGL	6	DEX	0	INT	0	WIL	4	INITIATIVE	6/5																
	Athletics	5	PER	5	STR	6	Resist	1	SAVE	5/4																
	Brawling	4	Awareness	6	Endurance	6	MANA	4	AV	2																
	Stealth	3	Wilderness Skills	6	Swimming	2	SPIRIT	2	ACT	2																
<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Light (-1)</td><td>Moderate (2)</td><td>Serious (-3)</td><td>Grievous (4)</td><td>Mortal (-5)</td> </tr> <tr> <td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td> </tr> <tr> <td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td> </tr> </table>										Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	Attacks: Horns -WR2 Kick - WR1 Ram - WR2 stun	
Light (-1)	Moderate (2)	Serious (-3)	Grievous (4)	Mortal (-5)																						
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Flying Mounts

Pic here	Warhawk – Giant birds of prey favored by the many wood elf tribes as scouting and battle mounts. Stolen as eggs from the highest mountain aeries and raised and trained by their tribal masters. 20 to 30 foot wingspan, can carry up to 850 lbs. (350 on back, 500 in talons). Cost: N/A (only used by feral elves)						Hit Locations: 2: Head 9-10: L. Wing 3-6: Torso 11: R. Leg 7- 8: R. Wing 12: L. Leg			
	AGL	7	DEX	1	INT	0	WIL	3	INITIATIVE	7/6
	Brawling	7	PER	7	STR	7	Resist	2	SAVE	5/4
	Stealth	2	Awareness	5	Endurance	5	MANA	1	AV	2
			Wilderness Skills	4			SPIRIT	2	ACT	3

Light (-1)	Moderate (2)	Serious (-3)	Grievous (-4)	Mortal (-5)
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Attacks: Talons -WR2
 Beak - WR2

Pic here	Gryphon – A wider ranging winged beast with the foreparts of an eagle and the hindquarters of a lion. Smaller than the warhawk (18 to 24 foot wingspan), it is nonetheless a more versatile battle mount (as it is capable of aerial and ground assault). Can carry up to 500 lbs. (beak or talons). Cost: 50,000g						Hit Locations: 2: Head 9-10: L. Wing 3-6: Torso 11: R. Leg 7- 8: R. Wing 12: L. Leg			
	AGL	7	DEX	2	INT	0	Resist	3	SAVE	6/5
	Athletics	8	PER	6	STR	7	MANA	2	AV	3
	Brawling	6	Awareness	8	Endurance	7	SPIRIT	3	ACT	3
	Stealth	3	Wilderness Skills	5	WIL	5	INITIATIVE	7/7		

Light (-1)	Moderate (2)	Serious (-3)	Grievous (-4)	Mortal (-5)
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Attacks: Talons -WR2
 Beak - WR2

Pic here	Windlord – A domesticated breed of lesser dragon, the pterosaurian windlord is a popular riding mount amongst the gentry and wealthy adventurers. As a lesser dragon, it does not possess its greater cousins' magical advantages or disadvantages. Windlords do not breathe fire, but secrete and spit a highly corrosive acid. Most domestic mounts have the acid glands removed, however some well-trained war mounts keep theirs intact for assault purposes. Cost: 30,000g						Hit Locations: 2: Head 9-10: L. Wing 3-6: Torso 11: R. Leg 7- 8: R. Wing 12: L. Leg			
	AGL	8/5	PER	6	STR	7	MANA	2	AV	5
	Athletics	6	Awareness	5	Endurance	7	SPIRIT	2	ACT	3
	Brawling	5	Wilderness Skills	5	WIL	3	INITIATIVE	8/5		
	DEX	3	INT	0	Resist	2	SAVE	5/5		

Light (-1)	Moderate (2)	Serious (-3)	Grievous (-4)	Mortal (-5)
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Attacks: Bite -WR2
 Acid - WR3 (1x per 3 rounds, armor staged down by 1 each round for two rounds, 100 ft range, burns for 2 rounds, doing half initial damage on second round).

Dragons

Dragons are divided into two classifications – Greater and Lesser. The lesser dragons are of animal intelligence and do not have the magical advantages of invulnerability to normal weapons.

Lesser dragons consist of Firedrakes, Basilisks, Oudongs, Wyverns and Windlords. Windlords and Firedrakes can live up to 15 years in captivity and breed only once, resulting in a nest of two to eight eggs. Basilisks reproduce far more quickly and can live between 5 and 10 years. None are known to survive in captivity, due to their toxic nature.

Greater dragons are united by several common traits: great size; superior intelligence (including the ability to use magic and speak Ancient); solitary nature; long periods of hibernation; a volatile chemical gland making breath weapon possible; slow life-cycle and only three matings possible during sexual maturity (at 10 year intervals); invulnerability to normal weapons; four limbs and large wings for flight (these last two traits do not apply to the dragons' elder aquatic cousins). They also share a long life expectancy. Some more infamous specimens have been calculated at close to 1000 years (although none have been known to live beyond such an age). Some greater dragons have been magically enslaved, but none are generally kept in captivity.

Greater Dragon, forest – The most commonly encountered of the greater dragons, these immense creatures dwell deep in subterranean caverns in deep woodlands. Solitary and reclusive, they are among the most fearsome predators ever to roam the World. With batlike wings spanning 40 feet or more, fearsome fangs and fiery breath, these beasts have been known to burn crops and steal stock. Ranges in color from bright green to dusky brown with dappled markings on the neck and spine. As with all Greater Dragons, its skin can only be pierced by a rune weapon. **A dragon's breath weapon is biological, and uses the dragon's Combat skill.** Cost: A freshly killed dragon is worth anywhere from 20,000g to 150,000g in organs, skin, bones and other components)

Hit Locations:

None. Call all shots, no penalties.

AGL	7	DEX	3	INT	5	Swimming	5	MANA	8	SAVE	10/7
Athletics	5	PER	7	STR	14	WIL	6	Theory: Chaos	6	AV	10*
Combat	6	Awareness	5	Climb	5	Intimidation	5	SPIRIT	6	ACT	3
Stealth	5	Wilderness Skills	6	Endurance	7	Resist	7	INITIATIVE	7/6		

Light (-1)	Moderate (2)	Serious (3)	Grievous (4)	Mortal (-5)
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Attacks: Teeth – WR4, Claws – WR4,

Corrosive Fire Breath – WR5 (once per 3 rounds, takes all actions, +1 to hit, armor automatically staged down by 1 on a hit, even if nonpenetrated, residual fire damage applies.

Basilisk – The smallest of the lesser dragons (measuring about 3 feet from head to tail), the basilisk is potentially the most dangerous. It also defies many of the laws applicable to other dragon kind, and yet is surely a relative. It is not winged, but moves very quickly on reptilian claws, easily jumps 6 foot heights and 10 foot lengths, and secretes a flammable acid that it spits up to 12 feet, causing small fires. In addition, the basilisk is the only known creature in the world to have a biological rune. Whether a product of Creation or just random chance, an adult basilisk's optic nerves develop into the exact shape of a Rune of Metamorphosis. The "rune" is only visible from a direct angle, much like the reflection of a cat or owl's eye. Meeting a basilisk's direct gaze triggers a magic enchantment capable of transforming living flesh to stone. Viewing the basilisk's reflected image reverses the rune, thus negating the effect. Because the enchantment vibrates the Web of Life like a rune, the effects are permanent until disenchantment. The one positive aspect to this transformation is that the subject does not actually die, but remains in permanent stasis. Victims of a basilisk's gaze have been revived hundreds of years later with no ill effects except culture shock. If one basilisk is enough to cause trouble, imagine the destruction and havoc caused by a pack of these social creatures. One basilisk "swarm" reportedly attacked the walled city of Marigor just a few years ago, numbering an estimated two hundred beasts. Such large numbers and organized attacks are fortunately rare, however. The tiny dragons usually congregate in small groups of a dozen or less. Cost: a freshly killed basilisk is worth 100-150g for components, not including the eyes. The

preserved eyes are used as	AGL	5	PER	6	STR	4	WIL	3	INITIATIVE	6/5
magic talismans (which	Brawling	5	Awareness	4	Climbing	4	Resist	4	SAVE	4/4
retain the ability to turn	Stealth	3	Wilderness Skills	5	Endurance	4	MANA	6	AV	3
flesh to stone), and can be	DEX	3	INT	1	Swimming	4	SPIRIT	2	ACT	2
worth up to 500g apiece.										

Light (-1)	Moderate (2)	Serious (3)	Grievous (4)	Mortal (-5)
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Attacks: Teeth – WR1, Claws – WR1,

Fire Spit – WR1 (once per round, takes all actions, +1 to hit, residual fire damage applies

Direct Gaze – Metamorphosis: Flesh to Stone (-3 resist)

Outsider Races

Some races are not a part of ordered society in Corvel. This might be because they are creatures of chaos, or perhaps they just shun society. For whatever reason, these races are not meant as PC races, but they exist in the wilds and fringes of Corvel just the same.

We have provided these races' stats in the same format as player characters, so that the Referee might make unique villains and NPCs. Some players might wonder if, perhaps, this means that these races are available for player characters.

While it is certainly possible to play a Goblin, it is not recommended for most games. Corvel is a very structured and ordered society. Goblins in town not only worry people; but cause them to reach for their swords. In addition, most PCs will probably want to kill it on sight. So, if the player doesn't mind never being able to enter a city, having to convince all of his fellow adventurers not to kill him, he has a good reason for not wanting to wipe out humans, elves, and their ilk, and the Referee is willing to swallow all of these, ~~thar~~ perhaps a Goblin PC would work in the game. But we wouldn't recommend it. Goblins and other monsters should and will be primarily encountered as villains.

Goblins originated millennia ago from Chaos experiments on elf stock. They are slightly smaller and more wiry than their progenitors, and gather in small patriarchal clans of 100 or less. These clans will often unite under the banner of a single charismatic leader when the situation necessitates. Goblins have a lifespan of roughly 200 years. Most adults possess an earthy, gray skin color. They are born pasty white and proceed to darken with age to black.

AGL	7	DEX	4	Climbing	2	SPIRIT	2
Brawling	3	PER	5	Endurance	2	INITIATIVE	6/3
Missile Weapon	2	Awareness	3	WIL	3	SAVE	4/2
Riding	2	Wilderness Skills	2	Intimidation	2	ACT	2
Soldier	3	INT	3	Resist	2		
Stealth	4	STR	4	MANA	2		

Light (-1)	Moderate (2)	Serious (3)	Grievous (4)	Mortal (-5)
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Weapon: Head Catcher - 2 Handed,
WR3, WA 1, DB 2.

Armor/Hit Location	AV (upper)	AV (lower)
2: Head		
3-6: Torso		
7: R.Arm		
8: L.Arm		
9-10: R.Leg		
11-12: L.Leg		

Trolls are, according to legend, one of two races of Giant offspring created by Dalah's clever trickery. Trolls live in small matriarchal tribes in thick wilderness, and resemble giant elves who have suffered a terrible mutation. Long, matted hair and carved fangs, a primitive, skeletal visage and burning eyes are a few of their more common traits. They have a flair for Chaos magicks and have long history of forging nasty, soul-drinking rune weapons.

AGL	7	Repair	2	Climbing	2	SPIRIT	2
Brawling	3	PER	5	Endurance	4	Wounds	6
Soldier	3	Awareness	3	WIL	3	INITIATIVE	6/3
Stealth	4	Wilderness Skills	2	Intimidation	3	SAVE	5/3
DEX	4	INT	3	Resist	2	ACT	2
Craft: Weaponsmith	2	STR	7	MANA	2		

Light (-1)	Moderate (2)	Serious (3)	Grievous (4)	Mortal (-5)
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon: Battle Axe - WR3

Armor/Hit Location	AV (upper)	AV (lower)
2: Head		
3-6: Torso		
7: R.Arm		
8: L.Arm		
9-10: R.Leg		
11-12: L.Leg		

Religions of the West

Church of Rellian

Although there are many pantheons active in the World, this book will focus on the predominant faith in the kingdom of Corvel: the Church of Rellian. Future supplements will detail the other faiths.

The Church of Rellian dates back to the time of King Thorne “Witch-Killer”. It began as a cult focusing on the deification of an elf rogue-turned-prophet who had been tortured and burned alive during the Purge of Others.

Over the centuries, its philosophy of tolerance and forgiveness gained momentum, giving many Corvelians solace in times of war or famine. Rellianite theology states that one Creator was responsible for making the World, and, although the gods of other pantheons are acknowledged as lesser deities, their *exclusive* worship is strictly forbidden (thus Rellianites somewhat peacefully coexist alongside older religions). By 600 Post, this “elf-worshipping cult” developed into the largest organized religion in Corvel, and has spread rapidly into the other northern kingdoms.

Church Doctrine

The Rellianite religion uses the Tarnia (as translated by Ogrin of the North) as its sacred text, and espouses a four-tiered order of divinity: The Creator, Rellian the Prophet (“The Voice of Creator”), Saints, and the mortal realm. Saints are mortals chosen by Creator on the basis of their deeds in life (often, these saints are beatified heroes of ancient lore or famous kings, which generally urges the nobility into a close affiliation with the Church). The mortal world (animals occupy a sub-level of the mortal world) include Man, Elf, Dwarf, Orc, and Faerie. Those races or individuals of an evil or chaotic nature gain their status from Marg the Dark One, and have no place in the Rellianite tiers of divinity.

Magic is allowed for within the doctrine, and Mages are encouraged in their arcane study, as long as the line between Order and Chaos is never crossed. Many Magistae in Corvel are devout Rellianites.

For roleplaying purposes, Rellianite doctrine follows these basic guidelines (all characters of the faith will have this knowledge):

- Support the good, seek out and destroy evil.
- Charity, tolerance, forgiveness.
- Celebrate diversity, never forget the wrongs of the past.
- Strength through love, not force.
- Moderation.
- Support the family of spirit, as well as that of blood.
- Children are blessed.
- All life is sacred until it becomes tainted by the evil of Chaos.

Sin

The following is considered to be sinful behavior by the Church:

- Theft
- Rape, sodomy or sex outside of wedlock
- Murder (killing is acceptable in circumstances of war, self defense or the dispatching of evil to protect the good)
- Gross indulgence (in any variety of vices: food, sex, money, liquor, etc.)
- Laziness
- Envy or greed
- Physical or verbal assault
- Slander or gossip
- Dishonesty
- Exclusive worship of lesser deities
- Consorting with forces of Chaos

Rellianite Ecclesiarchy

Male	Female
Novice Monk	Novice Nun
Acolyte	Acolyte
Priest	Priestess
Abbott	Abbess
Chaplain	Chaplain
Confessor	Confessor
Bishop	Mother Bishop
Archbishop	Mother Archbishop
Cardinal	Mother Cardinal

Military chaplains lead and support soldiers on the field. Confessors are roaming priests charged with the extermination of evil. Regional bishops usually cover an area that's smaller than a duchy, but larger than a city. Many of the duchies are divided into regions, making it easier for the church to make a distinction. The governing Church body is the League of Cardinals in Blariston.

Instead of one permanent Church leader, all Cardinals vote on Church policy. The League elects a Presiding Cardinal each spring, and lesser officials are elected to supervise various aspects of Church interests: treasury, colleges, war, public relations, and so on.

Lesser officers may serve more than one year in a row, but Presiding Cardinals may not serve consecutive terms, although they may be re-elected after someone else has held the office.

Women are embraced by the Priesthood, and may hold office up to that of Presiding Cardinal.

Rellianite prayers are usually oriented toward blessing, healing and exorcism, but Confessors and Chaplains will

undoubtedly possess a few offensive lightning storms in their arsenal.

All Rellianite priest characters begin with a leather-bound copy of the Tarnia, as well as the standard Rellianite Book of Common Prayer. The Rellianite holy symbol is the X glyph, as Rellian was tied to a pair of crossed stakes and burned alive. A beginning priest will have a wooden holy symbol (more experienced Priests will usually have one made from metal and/or an enchanted substance).

Orders within the Rellianite Church

The Exhortiad

The most fanatical of all Rellianite orders, its doctrine focuses on Church power and wealth, and intolerance of heretical orders and religions.

Order of the Holy Vagabond

Many rural monasteries are dedicated to this doctrine, which preaches poverty and forgiveness, drawing from the example of Rellian himself.

Elderseekers

An obscure sect merging the ancient religions with the teachings of Rellian (The Holy Vagabond himself was an Elementalist), it is denounced by the Exhortiad as outright heresy, but still allowed by the more moderate League of Cardinals.

Saintors

A sect focusing on the worship of the pantheon of Saints (most followers choose one specific patron), viewed as borderline heresy by the Exhortiad.

Order of Rai

Following a hard-line doctrine of equality for nonhumans and swift justice for their oppressors, this warrior-cult has a growing roster in almost every province but Holaf. Although Rellianite on the surface, this sect actually has much older roots, as is evident by their invocation of Rai, the Sun God, Bringer of Fire (specifically, the fire of retribution). The Exhortiad tolerates them for their practice of destroying evildoers.

Order of Azoth

A small but dedicated and conservative order following the strict moral code of Azoth, Judge of the Dead. The League of Cardinals has not ruled in favor or opposition to the order, but the Exhortiad seems threatened by its growing popularity as a source of evenhanded civil judges by nobles and peasants alike.

Other Religions

Elementalist Church

Followers of the Elementalist Church acknowledge all of the following gods and spirits in their worship. However, deities do have followers who focus primarily upon them.

Dalahists

This sect is dedicated to the worship of the Earth Mother. Priests will almost always be vegetarian and often shave their heads (male and female).

Cult of Hausa

The sect dedicated to the Mother Wind. It is a dual theology separated by gender.

Brother Storms

The male division embodies the qualities of Zoen, the storm god and husband to Hausa.

Stormriders

The warrior-cult within the Zoenist discipline.

Initiates pass a test of endurance and are allowed magical weapons and horsebarding in Zoen's image.

Sister Winds

The female division embodies the qualities of Hausa.

Windriders

The warrior-cult within the Hausan discipline.

Initiates pass a test of endurance and are given the gift of feathered wings by Hausa. Wielding blessed weapons, they are the valkyrie-like honor guard of Hausan high priestesses.

Cult of RaiMun

The worship of Rai the Sun God, and Mun, his mistress.

Cult of Deyeus

A common theology among sailors and fishermen, this cult focuses on the worship of Deyeus the Sea Father, brother of Hausa.

Dalah Nyeh (Dalah's Children)

A newer pantheon than the Elemental Church, it is nonetheless a few hundred years older than the Church of Rellian, and is quite popular among elves everywhere.

Cult of Bhara

This sect worships the Mistress of the Hunt. It is a very earthy orientation, and is often merged with the older Dalahist practices.

Aeledonites

Peculiar to the elves of Corvel, this sect hails Aeledon the Caretaker as the Keeper of the Crown. This tradition has not been lost on many monarchs of Corvel, who travel several days to be coronated in Cathedral Wood, hopefully with the blessing of Aeledon himself. It is rumored that Aeledon appeared to coronate King Stephen II.

Heralds of Ellipol

The mysterious sect who roam the kingdom during the winter, distributing food, and retreating back to their icy temples in the frozen north for the rest of the year. Heralds of Ellipol are revered as powerful priests and expert surgeons.

Jinaldians

A very popular belief among scholars and mages, this sect follows the mystical, studious ways of Jinalda the Sorceress, natural law and the web of life.

Cult of Rahna

Devotees to the elven Mother of Man hold hearthside vigils and preach the sanctity of the home and marriage, lest a spouse be beguiled as Rahna was and bring forth atrocity into the world. Followers of this faith tend to adopt families of kinless humans.

Cult of Tothas

The rather strange and perverse fascination with The Horseman, Wagoneer or Carrier of the Dead. Mostly worshipped by fatalist warriors, Tothas likely has little knowledge of or (or interest in) the religious activities of his cargo.

Nyeh o'Deain (Children of Deain)

An old and private Dwarf pantheon followed almost exclusively by dwarves and some earthfolk.

Cult of Deain

Worship of the Mountain-Maker, father of all dwarves.

Cult of Daro

Worship of the Diamond-Eyed, cutter of gems.

Cult of Erdyo

Worship of the Speaker of Truth, defender of the accused.

Cult of Ordannis

Worship of the Fishbringer, master of the seas.

Cult of Roliel

Worship of the Rune-Mother, keeper of Rune Magic.

Cult of Stowaddy

Worship of the Wine-Maker, celebrator of life.

Cult of Torahn

Worship of the Stillborn, leader of the dead.

Church of Marg

No matter the specific sect, the Church of Marg is an old and powerful unseen force. Devotion to the Son of Shal'ek, Father of Chaos, is the common thread.

Winds of Chaos

Mostly populated by mages and dark-scholars, this sect deals with seeking ancient written knowledge and cataloging various prophesies of doom. Practices include demonic summoning and animal sacrifice.

Reapers

The most evil and chaotic religious practitioners are the Reapers, who form the armed priesthood of Marg the Dark One. Practices include the mainstay of human sacrifice, and wholesale slaughter of innocent communities whenever Marg demands a blood-quest. Because their activities are outright illegal, there are understandably few practicing Reapers in Corvel (as many are caught and executed for their crimes).

Cult of Aghali

A small but growing practice, the Cult of Aghali reveres the demon-snake that, according to the Tarnia, spawned mankind. Although a seemingly harmless snake-cult on the surface, the inner circle of high priests has been rumored to engage in human sacrifice and rape. Regardless of the rumors, this sect represents the "legitimate" face of the Church of Marg.

Deities, Saints & Holy Folk

The following is a listing of religious personalities in the Arrowflight world, their pronunciations, appearances or "avatars", the values they embody, who their followers are, their personal symbols and the invocations allowed their priests.

Aeledon (ay-leh-don): Father of Justice

Avatar: Tall elf with long white hair and flowing blue robes

Embodiment: Justice, fair play, truth and arcane law

Patron of: Mages, scholars, constables and scouts

Symbol: Pine branch

Invocations: Healing, Protection

Aghali (a-gall-ee): The Demon Serpent

Avatar: Enormous python with gold eyes

Embodiment: Mischief, deception and rebellion

Patron of: Patron of Chaos mages, thieves, assassins and some soldiers

Symbol: Coiled serpent

Invocations: Protection, Wrath

Azoth (az-awth): Judge of the Dead

Avatar: Thin, reedy ancient human with empty eye sockets

Embodiment: Justice, balance, punishment & reward

Patron of: Judges

Symbol: Scale with two skulls in the pans and an all-seeing eye at the top of the balance arm

Invocations: Protection, Wrath

Bhara (bar-uh): Mistress of the Hunt

Avatar: Dark skinned elf woman clothed in black furs and flowing cloaks, carrying a bow and knives, and accompanied by a black wolf

Embodiment: Nature, the natural cycle, hunting and fairness

Patron of: Scouts, hunters, archers and some clan warriors

Symbol: Wolf's paw print

Invocations: Healing, Protection

Caverns of Chaos

Never ending series of caves leading from the World to the Underworld, the most remote of which are the dwelling places where those of an evil nature go in the afterlife.

City of Truth

Enormous walled city in the center of the Underworld where the just and true go to dine and await their return to the World. It is also where a great many of the gods reside.

Dalah (doll-uh): The Earth Mother

Avatar: A kind old elf woman carrying a stone staff

Embodiment: Earth, fertility, bounty, harvest, happiness, renewal, comradeship and ancient magic

Patron of: Farmers, nature priests, scouts, mages and elves in general

Symbol: Sheaf of wheat

Invocations: Healing, Protection

Daro (darr-oh): The Diamond-Eyed

Avatar: A wide, bare-chested dwarf with black hair, gray-colored skin, and eyes that pierce the dark, carrying a pickaxe

Embodiment: Commerce, handiwork, smithing and all things precious

Patron of: Miners, gemcutters, and other craftspeople

Symbol: White diamond

Invocations: Healing, Protection

Deain (dane): The Mountain Maker

Avatar: A large, rotund black giant with a bald head and white beard

Embodiment: Strength and challenge

Patron of: Explorers, travelers, scouts and earth-priests

Symbol: Black obsidian eight-pointed star

Invocations: Wrath, Protection

Deyeus (day-us): The Sea Father, The Old Man

Avatar: Huge, bent old man with a flowing white beard which is the sea foam, sometimes appears riding a pod of white dolphins

Embodiment: The sea, fish, storms at sea, high water

Patron of: Sailors and fishermen

Symbol: White dolphin

Invocations: Healing, Wrath

Ellipol (el-lih-pole): Bringer of Winter

Avatar: Elf woman, completely silver and white, clad in arctic bear skins

Embodiment: Winter, sleep, ice, snow and cold

Patron of: Chiurgeons, arctic scouts and elemental mages

Symbol: Elongated quartz crystal resembling an icicle

Invocations: Healing, Wrath

Erdyo (air-dee-oh): Defender of the Accused

Avatar: Large dwarf in gleaming silver armor and a black shield

Embodiment: Justice, truth, retribution and judgment

Patron of: Advocates, merchants, dwarves in general, and people wrongfully accused

Symbol: Black Shield

Invocations: Wrath, Protection

The Gatekeeper: Guardian of the Underworld

Avatar: Well-preserved animated corpse

Embodiment: Transport into and out of the Underworld

Patron of: None

Symbol: None

Invocations: None

Hausa (how-shuh): Bringer of Wind

Avatar: Human female, either black or white, depending on her mood

Embodiment: Wind, sailing, travel, weather

Patron of: Adventurers, sailors, people in general

Symbol: Black or white cloud

Invocations: Wrath, Protection

Jinalda (jih-nall-duh): The Sorceress

Avatar: Beautiful red-haired elf woman in golden robes, carrying a yew staff and accompanied by a white owl

Embodiment: Magic, wisdom, and learning

Patron of: Mages and scholars

Symbol: White owl

Invocations: Wrath, Protection

Marg (marg): The Dark One

Avatar: Alternately, a vaporous black cloud, or a hideous winged purple demon with obsidian scales

Embodiment: Evil, chaos, discord and hysteria

Patron of: Any person of a Chaos orientation

Symbol: Pair of black bat wings

Invocations: Wrath, Protection

Mun (moon): Bringer of Night, Mother Night (wife of Rai)

Avatar: A tall, pale elf woman with an extremely long, flowing black cloak in which exist many tiny holes

Embodiment: Darkness, night, the moon, the stars, and eclipses

Patron of: Mages, thieves, assassins, clandestine lovers

Symbol: White crescent

Invocations: Healing, Protection

Ordannis (or-dann-iss): Little Father

Avatar: A huge green dwarf with a blue beard

Embodiment: Water, lakes, streams, the ocean

Patron of: Farmers, explorers, dwarves in general

Symbol: Blue fish

Invocations: Healing, Wrath

Oriaal (or-eye-all): The Dragonslayer

Avatar: Human male with bright gold armor

Embodiment: Daring, exploration, fortune and glory

Patron of: Soldiers, mercenaries, adventurers and explorers

Symbol: Dragon's head displayed on a sword

Invocations: Wrath, Protection

Rahna (rah-nuh): The Mother of Man

Avatar: Slender elf woman in an ancient style of homespun clothing

Embodiment: Love, trust, forgiveness, hearth, home and children

Patron of: Farmers, midwives and women of all kinds

Symbol: Stylized elf woman cradling a human baby

Invocations: Healing, Protection

Rai (rye): Bringer of Light and Fire, Keeper of the Sun

Avatar: A male figure engulfed by fire

Embodiment: Fire, heat, the sun, purification and renewal

Patron of: Mages, hunters, sailors, and those who seek revenge

Symbol: Alternately, a red eight-pointed star or a border of red flame

Invocations: Healing, Wrath

Rellian (rel-lee-an): The Martyr, The Anointed, The Holy Vagabond

Avatar: A slender male elf alternately dressed in rags or a pitch-tunic (canvas tunic smeared it pitch to burn better) and aglow with execution fire

Embodiment: Tolerance, forgiveness and charity, and revered by many thieves as the Master of All Thieves

Patron of: All who seek enlightenment through his teaching

Symbol: Crossed fire stakes in an X

Invocations: Healing, Protection

Roliel (ro-lee-el): Rune Mother

Avatar: An enormous, nude Wagnerian dwarf woman, tattooed with runic symbols and ancient incantations

Embodiment: Rune magic, the ancient art of encoding magical properties into inanimate objects (especially weapons)

Patron of: Any metalsmith with knowledge of rune magic

Symbol: The rune invoking Roliel is shaped like a stylized dwarf woman with a hammer

Invocations: Wrath, Protection

St. Barlo: The Just, The First King

Avatar: Tall, bearded human male in silveringmail and leather

Embodiment: Courage, truth and righteous causes

Patron of: All Rellianites

Invocations: Wrath, Protection

St. Joselyna (jah-suh-lee-nuh): The Hosteler

Avatar: Fair-skinned female human in a long court gown

Embodiment: Hospitality, courtesy and travelers

Patron of: All Rellianites

Invocations: Healing, Protection

St. Juliana (joo-lee-ahn-uh): Maiden of the Wood

Avatar: Slender female human in forest leathers with a longbow

Embodiment: Honor, virtue and marksmanship

Patron of: All Rellianites

Invocations: Healing, Protection

St. Kainall (kay-nall): The Explorer

Avatar: Tall, fair-haired male elf

Embodiment: Science, exploration and courage

Patron of: All Rellianites

Invocations: Healing, Protection

St. Kayla (kay-luh): The Winsome

Avatar: Tall, voluptuous human woman (usually nude or in gauzy robes)

Embodiment: Luck, wisdom and fertility

Patron of: All Rellianites

Invocations: Healing, Protection

St. Lissa (lih-suh): The Protector

Avatar: Dark-haired female human with ringmail and a crossbow

Embodiment: Protection and just causes

Patron of: All Rellianites

Invocations: Wrath, Protection

St. Michael: The Vindicator

Avatar: Tall, dark-featured, handsome male human in regal armor

Embodiment: Diplomacy, art and retribution

Patron of: All Rellianites

Invocations: Wrath, Protection

St. Ogrin (Ah-grin): The Wise One

Avatar: Short, bald male elf in monk's robes

Embodiment: Magic, learning and wisdom

Patron of: All Rellianites

Invocations: Healing, Communion

St. Oklyn (Ah-klin): Of the Quest

Avatar: Tall, red-haired human male in regal armor

Embodiment: Magic, art and The Quest

Patron of: All Rellianites

Invocations: Healing, Wrath

St. Thorne (thorn): Witchkiller

Avatar: Tall, fair-haired male elf, in regal robes and armor, carrying a magnificent runed sword

Embodiment: Purity, charity and vigilance

Patron of: All Rellianites

Invocations: Wrath, Protection

St. Trestamin (tress-tuh-min): The Valiant One

Avatar: Male human of medium stature, with dark hair and blue eyes, in silver plate mail

Embodiment: Chivalry and lost causes

Patron of: All Rellianites

Invocations: Wrath, Protection

St. Ulrich (ull-rick): The Courageous

Avatar: Tall, fair-haired male elf

Embodiment: Enormous bear of a man (human), with broad arms and chest, wearing furs, leather and some mail, carrying a giant battle axe

Patron of: All Rellianites

Invocations: Wrath, Protection

Stowaddy (sto-wah-dee): The Reveler

Avatar: A small dwarf with a frizzy white beard and a perpetually full tankard of ale

Embodiment: Revelry, drunkenness and alcohol

Patron of: Brewers, revelers, dwarves and some faeries & earthfolk

Symbol: Frothy tankard of ale

Invocations: Healing, Protection

Torahn (to-rah-n): Leader of the Dead

Avatar: A rotund dwarf wearing dirty white robes and a skull mask

Embodiment: Death and harvest

Patron of: Warriors, farmers, guides

Symbol: Skull bisected vertically (black on left, white on right)

Invocations: Communion, Wrath

Tothas (toh-thoss): The Horseman

Avatar: Old elf with black cloak and hood, driving a large, creaky wagon pulled by two black percherons

Embodiment: Restitution, balance, passage of time, the inevitable, herald of (and speaker for) the dead (only collects those of elf blood)

Patron of: Any fatalistic warrior of elf blood

Symbol: Skull emblazoned on an hourglass

Invocations: Wrath, Protection

Zoen (zo-enn): The Sword Master

Avatar: Large, dark-skinned human male wearing a flowing cloak and silver armor, carrying two long swords that symbolize thunder and lightning

Embodiment: Courage, strength, chivalry and honor

Patron of: Knights, paladins, soldiers, honorable men-at-arms (never deserts a true believer)

Symbol: Lightning bolt emblazoned on two crossed swords

Invocations: Healing, Wrath

Holidays and Festivals in Corvel

Although this section is dedicated to the religious and social holidays of Corvel, similar festivals can be found throughout the world.

Dalah Dance

Celebration of the harvest. Kingdom-wide festival of thanks to the Mother for a bountiful store for the winter. Usually a small gathering of individual communities for potluck feasting. It is good luck to announce a marriage on Dalah Dance. Children conceived on Dalah Dance will be wealthy and gracious.

St. Michael's Day

First full moon after fall harvest. Kingdom-wide celebration of nature's bounty, racial harmony and the memory of King Michael the Vindicator. It is the final feast before the traditional lean winter months, and includes various religious ceremonies, dancing, winemaking and general merriment. The Church of Rellian holds a candlelight service known as St. Michaelsmas, and there are many parades featuring effigies of King Michael I. Children conceived on St. Michael's Day will be born with the qualities of tolerance, charity and wisdom.

Ellipol

A tribute to the goddess of winter, signified by leaving an offering of grain, dried fruits or vegetables, or smoked meat in a tightly sealed box next to the door. It is a two-week-long event that begins after the first day of winter. The Heralds of Ellipol, thousands of white-clad monks, travel the kingdom on wolf-drawn sleds, taking the offerings from the doors. If there is an offering, the monk blesses the house and the family therein. If there is no offering, the family will be especially hard-hit by the cold and frost. But the monk will always knock upon the door before assuming any lack of faith on the family's part. If any family is starving, or has too little food to spare for the offering, the monk will leave some of the collected food for them. This way, people who might die during the winter will have a better chance of survival.

Hosting a Herald of Ellipol is an honor that should not be taken lightly. The monks have strong magical powers and do not hesitate to use them in accordance to their reception at a home. The Crown is usually very gracious at this time, both with Ellipol food offerings and with monetary donations to the needy public.

St. Trestamin's Mass

First full moon after first winter's frost. A dour observance of the death of St. Trestamin, who died in battle with Mortisse, the Queen of Darkness. Communities gather in circles, holding candles of remembrance. Any child conceived on St. Trestamin's Mass will be watched by the dark forces of the universe, and may become a wielder of the black arts. Children born after nightfall on this day are said to possess the "Soul of Trestamin", meaning they shall be brave, loyal and a force for darkness to reckon with.

Festival of St. Thorne

The week following the first spring melt is a celebration of the liberation of Corvel from Mortisse. Effigies of King Thorne the Witchkiller are paraded, dances and shows are held, and kingdom solidarity is reinforced for another year. Children born on St. Thorne's Day (the final day of the festival) will be pure and charitable.

St. Barlo's Day

The first full moon following the last day of winter frost. A celebration of King Barlo the Just and his war against the Dark Ones. This holiday is more nationalistic in orientation, and many inter-province sporting events are held (the winners of which usually go to the summer games in Blariston).

Deyeusday

A coastal celebration native to the shores of the southern provinces. It takes place one month after the first day of 'Glasswater' (an almost windless period in early spring, when the water becomes like glass). It is much like the other harvest festivals, only extremely heralded, because it is only during Glasswater that the big, deepwater fish come near to the surface to feed.

St. Ulrich's Day

Named for a mighty warrior in the age of Barlo, this observance is simply an excuse to make wine and get uproariously drunk. Originally Stowaddy's Day, the name was changed by the Church of Rellian who saw the holiday as much too decadent. Officially, it takes place on the first new moon of spring and celebrates St. Ulrich of Marigor, mighty general and defender of Corvel.

Festival of St. Kayla

A rather raunchy and boisterous celebration, this two-day event (beginning the first new moon after spring planting) entails a lot of promiscuous sexual activity. St. Kayla, the patron of luck, wisdom and fertility, is said to bless any amorous union between two consenting adults, and any child born of this union shall have Kayla's watchful eye to guide them. Fertility problems are said to be cured at this time, if a barren woman takes a sterile man into her bed. Of course, it doesn't always work, but everyone seems to admit it's fun trying.

St. Barlo's Fest

The first week in summer sees an enormous influx of citizens into Blariston, traveling from all over the kingdom to enter their champions in the Royal Games. There is a series of athletic competitions, including archery, sailing, staves, wrestling, melee and jousting, plus all sorts of additional contests: cooking, smithing, handicrafts, performance and sciences. This is an excellent opportunity to show off to the Noble Houses (many noble and royal employees were previously peasants who happened to be discovered at St. Barlo's Fest), and the winners of combat competitions are usually offered commissions and training in the military academy. Some truly outstanding fighters are given titles or knighthood.

Tax Week

A kingdom-wide holiday (except for nobles and officials), the first day gives the peasants time to round up tax money that will be paid to their lord. The lord's collection officials go around on the second day to collect. Contrary to some minority opinion, it is not a corrupt system full of bullies and inept bureaucrats. Each rung on the ladder is carefully accounted for, and no one is bled dry or abused.

Peasants who cannot pay their share might offer a child as an indentured servant to the lord or noble. The third day is left for accounting, then the officials for the baronial houses make their rounds on the fourth, collecting the lords' shares. The fifth is given to the barons to settle their accounts, then the barons haul their shares to the noble or governing houses on the sixth.

The seventh day is reserved for the governing houses to balance their books. When all accounts have been settled, a message is sent to Blariston, indicating the total tax revenue coming to the Crown. The governing house then prepares to make the journey to Blariston for the summer council. Taxes are delivered to the Royal Treasury upon their arrival.

Provinces of Corvel



Aerondel

Pronounced:ay-rahnn-del

Established: 920 Post

Population: 100,000 elf, 7,000 orc, 1,000 other

Status: Council House (Grand Province)

Capital: Barlotia

Arms: Vert over Gules per sinister, fess point Or a sacred oak

Motto: "Nature, Harmony, Magic"

Religion: Children of Dalah

Wealth: Moderate to Great

Representative: Lady Alicia Aerondel d'Barlotia

Description: Relatively new to the Council of Houses Aerondel is home to hundreds of miles of the most lush and beautiful scenery in Corvel. It is also one of the only two completely elf houses in the kingdom. The Aerondel territory was ceded to the family by Houses Green, Grey and Tseraq, with additional cessions by Blaris. The one territory bordering Green is presided over by the Cetimun tribe of elves who cite the elf heroine, Ceti, as their progenitor.

Lady Alicia is a 70-year-old elf, soft-spoken and strong. She has been known to speak out, however, on the subject of nonhuman rights.

Major Clan: Cetimun (setty moon) Tribe

Chieftain: Chief Ango of Cetimun, a 200-year-old elf warrior. He has seen many actions and battles, and has fought in most of them, usually on the side of fellow nonhumans or Houses Green and Grey.



Alonz

Pronounced:al-ons

Established: c.50 Pre (by the Rellianite calendar)

Population: 182,000 human, 10,000 orc, 12,500 elf, 12,000 faerie/other

Status: Noble House (Grand Duchy)

Capital: Alonz

Arms: Gules, within: Argent a great round fess point Azure "River of Blood" in Ancient

Motto: "Forget Not the Blood of Our Ancestors"

Religion: Varied

Wealth: Moderate to Great

Representative: Duke Peter Alonz

Description: Alonz was once a proud elfen kingdom, strong and self-sufficient. Ransacked by the Dark Ones during the first Age of Chaos, it was liberated by King Barlo the Just and his allies and became a noble house almost immediately. Now run by the human descendants of the original elf kings, House Alonz tends to side with the other eastern provinces on matters of state, and is outspokenly in favor of returning sovereignty to the provinces, effectively breaking Corvel into an empire of separate kingdoms. Alonz boasts a large, walled capital city (of the same name), and the trade center of Masdi. Their real wealth lies in their timber and farming industries, as the province has some of the most fertile soil on the continent.

Duke Peter Alonz is a serious, white-haired man in his sixties. He has never married and has no living relatives. It is said that he has hidden a charter that leaves control of the province to his loyal retainer, Osric (the rumor still persists that the two have been lovers for decades).

There are no major clans in Alonz.



Aristona

Pronounced:air-iss-tone-uh

Established: 624 Post

Population: 73,000 human of dwarf heritage, 20,000 human, 4,000 orc, 2,500 elf, 1,000 other

Status: Noble House (Grand Duchy)

Capital: St. Juliana

Arms: Argent over Sable per sinister dexter chief Gules a cors of truth, sinister base Argent "Sacred" in Ancient.

Motto: (Aristona) "Honor the Sacred, and Let Truth Prevail" (Clan Aris) "Ours by Right"

Religion: Church of Rellian

Wealth: Great

Representative: Duke Leo Aristona

Description: Aristona is all that is left of the once-grand dwarven kingdom of Sadra. The descendants of the dwarven Clan Aris reclaimed the area by taking the walled city of Daro's Forge in 620 Post. From there they swept north, solidifying the province between the southern coast and St. Juliana, where

their capital now lies. The Aristonas are traditionally very brave and proud. Once loyalty has been given (and it doesn't come easily), they are impossible to get rid of. St. Juliana is the most diverse of the major trading centers on the Sea of Trade, and the territory as a whole is growing rapidly due to Aristona's hold on the Corvellian River, the quickest and most direct route from the Sea of Corvel to the Sea of Trade.

60-year-old Duke Leo Aristona is a short man of dwarf heritage with a red beard who loves to trade, tradetrade. He is a direct decedent of a Royal Guardsman called Bullfrog who fought with the loyalists in the Cathedral War.

Major Clan: Clan Aris

Chieftain: Sir Balderi (ball-dair-ee) is a stocky man in his late 40's. He is wont to engage in any number of vices simultaneously, and is especially fond of strong drink. He constantly toasts "Stowaddy".



Blaris

Pronounced:blare-iss

Established: 625 Post

Population: 264,000 human, 73,000 human of elf heritage, 20,000 elf, 1,000 other

Status: Noble House (Grand Duchy, former Royal House)

Capital: Blariston

Arms: (Blaris) Azure and Or quarterly, within: Argent over Gules per fess a great roundel,fess point Azure "Royal House" in Ancient

(Ellery) Quarterly,dexter chief and sinister base Azure, sinister chief Or, dexter base Gules

Motto: "Charity and Strength"

Religion: Church of Rellian

Wealth: Great

Representative: Baron Sir Jorgen oEllery

Description: The Royal House from 724 to 926 PostBlaris spawned such notables as St.Oklyn, King Jeffrey the Inquisitor, King Patrick the Invincible, King Stephen the Wise and King Barlo the Liberator. HouseBlaris has been brilliant, wealthy, dynamic and strong, at the same time being petty, gluttonous and corrupt. The individuals who have risen from this household have certainly left their mark upon the world. Blariston is not only the capital of the province, but also of the kingdom. Splendid palaces and cathedrals, as well as the military academy and theAcadem-Arcana,are a testament to its diversity. As for the bloodline, it has petered out to the point that, upon the death of KingBarlo II, the Council of Houses "elected" the house of Green as the royal family. There are some minor clans and families, but none have challenged Green as the rightful rulers.

Other notable items includeKingsfield, site of numerous battles, theRellianite monastery atArgostin, the Dalahian monastery atGenkirk, the fortress at Dragon Door and the ancient palace of the Kings ofCorvel, Castle Marigor.

There is also a wealthy mining community aSilverhead, a farming town calledBaldeshire (birthplace of King Stephen II), and the lovely riverside town ofPenbrook (birthplace of Lady Janna, High Mage Counsel to Stephen II). The booming city of Thorne's Gate boasts the best ale in the kingdom.

Baron Sir Jorgen ofEllery is a short, gruff-looking man with a heart of gold. In his late 50's, he has taken it upon himself to reverse the "bad press" of his forbears by not rocking the political boat, as it were. He is perfectly content to run his Grand Barony while the Greens live it up in Blariston.

Major Clans: The Caretakers, large elf community.Brindle's Brigands, organized mercenary household.

Chieftains: Aeledon (Caretakers), a 500-year-old elf, soft-spoken and extremely charismatic. He is regarded by some as a demigod. Sir Peyton of Frostmoor (Brindle's Brigands), a 47-year-old dark human, leads this extended clan of approximately 2,000 soldiers and their families.



Brudic

Pronounced:broo-dik

Established: 742 Post

Population: 30,000 elf, 27,000 orc, 22,000 faerie, 1,000 other

Status: Council House (Grand Province)

Capital: Sword Keep

Arms: Purpure with Azurefess, fess point Sable "Hunting Tribe" in Ancient.

Motto: "Hunt as the Gods Intended"

Religion: Varied

Wealth: Moderate

Representative: Lady SeraBrudic

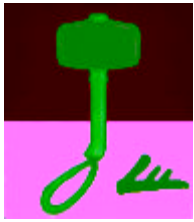
Description: Named forBrudic of Green, champion of nonhuman rights and hero of the Siege ofGreyhelm, this household was formed by histribespeople with a petition for land cession in mind. Green was actually happy to be rid of almost 60,000 square miles of dense,unoccupiable forest, and the entry of HouseBrudic into the Council of Houses was quickly ratified. Brudicis inhabited almost exclusively by elves, orcs, gnomes and faerie folk. In fact, whereBrudic ends and the Hexed Forest begins is sometimes a perplexing problem. The capital, Sword Keep, is at the southern border, purposefully placed there for accessibility.

Lady Sera Brudic is a 220-year-old elf with white hair and sparkling green eyes. She leads with a firm but gentle hand, and is quite patient with humans.

Major Clan: The Order of Rai, a racially-diverse hermetic order of Rellianite paladins dedicated to the abolition of the slave trade and general injustice to all beings. Factions belonging to the Order of Rai are found throughoutCorvel and Seris, and some have ventured as far south as theKainal Islands. Some consider their methods harsh or extreme, but people generally look away when a slave train fromOrdannisport is smashed to bits, the cargo liberated and all slavers killed. They are the

sworn enemies of Clan Fenris, and wanted criminals in Holaf and the Stone Islands.

Chieftain: Sir Brynn Forestborn, a solemn, religious man, in his mid 50's and white-haired.



Cirabur

Pronounced: seer-uh-burr

Established: c.228 Pre (by the Rellianite calendar)

Population: 158,000 human, 1,000 other

Status: Noble House (Grand Duchy)

Capital: Finbury

Arms: Azure over Argent pefess, fess point a warhammer proper, sinister base Sable "Blood" in Ancient
Motto: "Blood"

Religion: Church of Rellian

Wealth: Moderate

Representative: Duke Marshall of Cirabur

Description: One of the oldest human houses on the continent, Cirabur used to cling tightly to their royalist roots. In recent times, however, some members of the household have caused friction in times of civil war by siding with anti-royalist aggressors. The house claims Sir Lester of the Royal Guard as their own and revere him as a hero, though he was one of the most outspoken rebels in history. The majority of Cirabur's populace is proud to be exactly that, and tend to be strong-willed and obnoxious.

There are no major clans in Cirabur.



Garkan

Pronounced: gar-kan

Established: 118 Post

Population: 22,000 human, 18,000 elf or elf heritage

Status: Noble House (Grand Duchy)

Capital: Wolf Gate

Arms: Or and Purpure per pale, fess point Gules "Courage" in Ancient.

Motto: "Courage and Valor"

Religion: Children of Bhara, Church of Rellian, Zodiac

Wealth: Small to Moderate

Representative: Duke Sir Philip Wolf Garkan

Description: This household, once fiercely loyal to the throne, now is more selective in the actions it commits militarily to. Garkan lost one-half of its male population and one-eighth of its females in the most recent push on Kilmoor, and was left with virtually no civil defense when the province suffered an attack by dragons. Lord Sir Kivan of Greyhelm came to their aid with a small army and successfully gained an ally for Grey and Green where once there was an enemy. Kivan, Partoh, Garkan, Aerondel Brudic, Green and Grey are all part of a new liberal philosophy taking hold in the Council of Houses, dedicated to nonhuman rights, non-aggression and exploration. As long as

Green holds the throne, there is little hope for successful rebellion. Originally an exclusively Bharaist province, Garkan utilizes wolves as a central theme in their local lore and artistic design.

Duke Sir Philip Wolf Garkan is now very loyal to the new regime under King Cedric II, as policy leans toward internal affairs. 35 and somewhat tired and angry, he is critical of the more conservative houses' foreign policy of "go get Kilmoor" when the kingdom is falling apart. He is of average stature, with dark hair and a mustache, and he is missing his left eye and hand.

Major Clans: Some elements of Kivan, the Cetimun Tribe and Clan Rose are powerful enough to bend an ear in the Garkan citadel at Wolf Gate.



Green

Established: c.350 Pre

Population: 57,900 human, 44,000 human of elf heritage, 2,000 orc, 1,000 other

Status: Noble House (Grand Duchy, Royal House)

Capital: Green

Arms: Gules and Sable per saltire, within: Argent and Vert per sinister a great roundel, fess point Earthen "Forest Clan" in Ancient

Motto: "Stand Fast"

Religion: Church of Rellian

Wealth: Moderate

Representative: Duke Erik of Green

Description: Another of the "old" houses, Green was founded by elves, hundreds of years ago, as a single kingdom. King Barlo I finally persuaded them to ally with Corvel during The Cleansing, and they quickly became a staunch ally and the second household to join the Council. Sir William of Green, hero of the Cathedral War of 880 and the Kilmoorian Raid of 921 was the youngest son of Duke Alik of Green, and King Thorne Greystone was said to have been born and raised in that province. Green has almost always sided with House Grey in matters of war and peace, and helped to further the cause of nonhuman rights. They originated the Declaration of Amnesty with Grey, and mediated the Elf-Orc peace talks of 658. Though not quite as purebred as their elf ancestors, House Green is still proud and powerful.

Duke Erik of Green is a worried, middle-aged half-elf who tends toward conservative, non-committal policies. His older brother, Cedric, is actually King Cedric II.

The middle brother, Prince Marcu Greystone, a full-elf by his father's second marriage to Lady Nerissa of Clan Greystone, is an accomplished soldier and statesman. He is trying to revive the name of Greystone, bringing honor to the throne of Corvel, already having petitioned for Noble House status for Greystone.

Major Clans: Greystone, Druids of Green (hermetic order)

Chieftains: Dewan Thornehill Greystone, an elf, is chieftain of Clan Greystone. He is quick-tempered and militarily adept. The Druids of Green are a Dalahist order of elf monks, visible as a political presence in Green.



Grey (Greyhelm Province)

Established: c.500 Pre
Population: 210,000 human, 120,000 elf or elf heritage, 47,000 orc, 2,000 other
Status: Noble House (Grand Duchy)
Capital: Greyhelm

Arms: Azure and Gules per bend, sinister chief Or an estoile, dexter base Or a crescent sinister, fess point Argent a sword downturned

Motto: "Eternal Vigilance"

Religion: Church of Rellian

Wealth: Moderate to Great

Representative: Duchess Elsbeth Grey

Description: Grey is probably the oldest and proudest house on the Council. Despite this, they have never put in a bid for the Throne, and have declined nominations for the kingship. The most likely explanation for such reticence is that generations of Greys have instilled in their descendants a mindset of tending the home fires before tending the kingdom. A Corvel is basically an empire of smaller kingdoms, the Grey ethic puts an emphasis on taking care of one's immediate subjects rather than taking on the heavy burdens of a Crown.

Proud descent from elfen heritage has been both blessing and curse, and several instances have seen the family all but completely exterminated. However, their subjects are fiercely loyal and any attempt on Grey life or property would meet with severe disapproval from thousands of armed peasants. The house of Grey has always sided with nonhuman rights and the welfare of the public. They have kept the populace protected and fed, and boast no internal strife in over 600 years. Because of this record, any Greyhelm serf would gladly lay down his life to protect the duchy. Grey has been a staunch ally of Green since the reign of King Kainal, and no one has attempted to take either house since 741 when King Cedric the Greedy attacked Castle Greyhelm.

Grey boasts a wondrous capital city, and several thousand miles of beautiful coastline, including the Grey Isles to the south. The ghost of Lady Lorinda Grey, Duchess from 740 to 741, is said to walk the upper ramparts of Castle Greyhelm, though sightings of Lady Grey have become a kingdom-wide phenomenon.

Duke Aeron Grey was killed by dragons just recently, but not before he gave his youngest daughter in marriage to Baron Lord Sir Kivan. The eldest daughter, Duchess Elsbeth Grey, is only fourteen, but extremely wise. She is scheduled to marry Phillip of Lasfelt in two years.

Major Clans: Lasfelt, Darmrel

Chieftains: Phillip of Lasfelt is strong and well-mannered. His clan holds control of the Grey Isles and is a staunch ally of House Grey. Eric of Darmrel is chief of Clan Darmrel, fierce supporter of Grey. He is tall, slender, fair and good-humored.



Gryphon

Pronounced: griff-on
Established: c.300 Pre
Population: 240,000 human, 12,000 other
Status: Noble House (Grand Duchy)
Capital: New Seergard
Arms: Sable and Purpure per pale, fess

point Gules a gryphon passant sinister

Motto: "Strength and Character"

Religion: Church of Rellian

Wealth: Moderate to Great

Representative: Duke Sir Holen Gryphon

Description: It is said that this family was the first to land on these shores from the Kainal Islands several centuries ago. They can trace their ancestry back to the Land of Magic, and named their capital after their ancient citadel Seergard. The house of Gryphon has not always been strictly royalist. In fact, it was three Gryphons in the Royal Guard who rescued Sir Lester from his exile in 879. Because of their somewhat barbarian ideology, the Gryphons tend to side with the stronger opponent, feeling strength will ultimately always win out.

Duke Sir Holen Gryphon is a large, bearded man with long, braided, golden hair. He is 55, gruff and contemptuous.

There are no major clans in Gryphon.



Holaf

Pronounced: ho-loff
Established: 520 Post
Population: 168,000 human, 20,000 other
(most of this count is rumored to be slave

labor)

Status: Council House (Provincial Duchy)

Capital: Ordannisport

Arms: Azure and Or per pale, fess point Gules a bull's head caboshed

Motto: "Help Thyself"

Religion: Varied

Wealth: Great

Representative: Duchess Lea Holaf

Description: Originally Clan Myeri, an offshoot of the Gryphons, Holaf was founded when the clan seized Ordannisport from the Cirabur household and demanded their own state. With the help of Gryphon, they won their suit and began to expand. By the year 620 Post, they held over 90,000 square miles of former Cirabur territory. Cirabur built the fortresses of Zhardoun and Windhaven as a precaution against further advances, but Holaf stayed put, and have subsequently

become allies of Cirabur. The populace is generally poorly educated, and the household still engages in the trade of contraband, including slaves and Kilmoorian rum. They have also begun gladiatorial sports in the larger towns and cities.

Ordannisport is home to the Council of the Six, where members of the major “merchant” clans meet to discuss politics and business. Gryphon no longer supports House Holaf and its subsidiaries, and several provinces actively boycott anything that comes out of Holaf, though that doesn’t usually stop the underground from distributing merchandise northward, into the kingdom.

Duchess Lea Holaf is a large, blonde woman in her 40’s. She is arrogant, pig-headed and even brutal, and is certainly a force to be reckoned with. She lives with the chieftain of Clan Myeri, but has no plans for marriage, although they have produced four sons and two daughters. Clans: Myeri, Fenris
Chieftains: Dairn Myeri is chieftain of Clan Myeri. He is outspoken, roguish and shrewd. He frequently deals with pirates, from Clan Fenris (the infamous household of slavers) to the Corsairs of the Stone Islands, to Berret’s Bastards and Silver Kate’s Rough Traders. Andrew Fenris of Trader’s Cove is the ruffian leader of Clan Fenris, and he is said to keep a personal harem of elf slave-women.



Isles of Iron

Established: c.115 Pre
Population: 110,000 human, 1,000 other
Status: Grand Duchy (Noble House)
Capital: Porton
Arms: Gules and Sable per bend, fess point Argent “Flowing Blue” in Ancient

Motto: “All Things are Born from the Sea”

Religion: Varied

Wealth: Moderate

Representative: Duke Randal of Porton, Duchess Ondine of Porton

Description: Forming great stepping stones from the Western Ocean into the Sea of Corvel, the Isles of Iron territory was one of the first settled by humans on the continent. The Porton family has been the de facto ruler of the territory since recorded history began in Corvel. They have always chosen their enemies as carefully as their allies, although recent trade in contraband with House Holaf has made them somewhat unwelcome at court. This is not helped by the fact that the household knowingly harbors pirates in its coves. It remains to be seen whether the Isles will continue their relationship with Holaf, or abandon it in favor of better Council relations.

Duke Randal and Duchess Ondine are soft-spoken, yet tough negotiators. They like their territory, and do not mind sharing it with outlaws, smugglers and pirates who sell them nice things from around the World at greatly reduced prices.

Major Clans: Silver Kate’s Rough Traders

Chieftains: Silver Kate, a lean woman with blood-red hair and green eyes, leads the Rough Traders, another loose pirate confederation. It is said that she organized the clan after killing her own mother for command of her flotilla.



Kivan

Pronounced: kee-von
Established: 945 Post
Population: 10,000 human, 2,500 elf or elf heritage, 1,000 other
Status: Grand Barony
Capital: Kivan

Arms: Azure and Gules per bend, fess point Or a crescent sinister

Motto: “Alliance”

Religion: Church of Rellian

Wealth: Small

Representative: Baron Lord Sir Kivan of Greyhelm

Description: Kivan was ceded by House Garkan in gratitude for the heroism and bravery displayed by Sir Kivan’s forces in the protection of Garkan from a marauding herd of fire dragons. Duke Aeron Grey was killed in the battle, and Sir Kivan fought so tirelessly that he was ennobled by King Cedric himself. The barony is self-sufficient, producing mostly farm products for its own consumption.

Baron Lord Sir Kivan of Greyhelm is a tall, slender young knight with black hair and a ruddy complexion. He is famous for his exploits in Kilmoor, and in defending Grey against the Third Siege. He owns a priceless sword and suit of armor that is rumored to have belonged to King Barlo the Liberator.



Partoh

Pronounced: Par-toe
Established: 927 Post
Population: 17,000 human or human of elf heritage
Status: Grand Barony
Capital: Rael

Arms: Vert and Earthen per fess, Gules “Trust” in Ancient, fess point Azure a roundel

Motto: “Trust in Harmony”

Religion: Church of Rellian

Wealth: Small

Representative: Baroness Lillywhite Partoh

Description: Founded by King Rael the True, this province is home to the city of Amnesty and frequent meeting place in diplomatic encounters.

Baroness Lillywhite Partoh is 18 and very eligible. Her advisors are hungrily searching for a wealthy or militarily-powerful match, but she has issued a simple challenge: he who can pass three tests, one of courage, one of strength and one of

charity, will have her hand in marriage. Her advisors are furious, needless to say, and no one has passed her tests.



Poza

Pronounced: Poe-zuh

Established: 116 Pre

Population: 82,000 human or human of elf heritage, 1,000 other

Status: Noble House (Grand Duchy)

Capital: Tenmoor

Arms: Argent, base Sable embattled honor point Gules
"Accomplish" in Ancient

Motto: "Do and Do Again. Strength Through Action."

Religion: Church of Rellian

Wealth: Small to Moderate

Representative: Lady Elysse Poza Attenmoor

Description: Originally part of the kingdom of Krenn, the provinces of Poza and Reis were seized from the goblins by Barlo I and given to those two families. Poza has traditionally been royalist, to the point of being whiny, and they are relatively small enough to be given everything they asked for, which has spoiled them to no end. The capital, Tenmoor, was the site of a ferocious battle between Barlo's army and the goblins, called the "Battle of the Ten Moors". The entire duchy of Poza is made up of flat plains and lush grassland. The northern quarter is white with snowfall three out of four seasons.

Duchess Marla of Poza is 75 and not in the best of health. She has outlived all of her children (due mostly to wars), and so her beautiful granddaughter Elysse runs most of the show. She is presently arranging marriage plans with Duke David of Sigel.

Major Clans: Strauta (straw-tuh), Pozratil (pose-ruh-teel)

Chieftains: Gerard Strauta is chieftain of Clan Strauta. He is slight of frame, but quick and an amicable leader. Jeline a'Sten is chieftess of Clan Pozratil. She is small and dark of hair, eyes and complexion. It is rumored that she has the power to summon wild wolves to aid her clan in battle. Whatever the case, the clan hasn't lost a feud with her leading the charge.



Reis

Pronounced: rize

Established: 116 Pre

Population: 267,000 human, 75,000 elf or elf heritage, 9,600 orc or orc heritage, 1,000 other

Status: Noble House (Grand Duchy)

Capital: Targ

Arms: Argent, Azure saltire (the cross of Rellian)

Motto: "Courage and Faith"

Religion: Church of Rellian

Wealth: Small to Moderate

Representative: Duke Sir Garret Reis

Description: More knights have originated from this province than any other. This may be due to its relatively grand male population and its official doctrine of the Church of Rellian. The house of Reis has been on virtually every battlefield in Corvel's history, and claims its capital, Targ, as the birthplace of St. Trestamin (although that honor belongs to the farming community of Arides in Greyhelm). The populace is generally literate, politically motivated and excitable, and many generations of Corvel monarchs have used that quality to their advantage when soliciting troops.

Duke Sir Garret Reis is a 60-year-old veteran of every war in the past 50 years, with the exception of the most recent Kilmoor raid under King Michael II. He is religious, zealous, and a strong, competent leader. His grandson, Sir Pete Reis, is a cavalry instructor at the academy at Blariston.

There are no major clans in Reis.



Sigel

Pronounced: see-gell

Established: c.350 Pre

Population: 57,000 human or human of elf heritage, 4,000 elf, 1,600 other

Status: Noble House (Grand Duchy)

Capital: Bird Keep

Arms: Sable and Azure per sinister dexter chief Azure "Day" in Ancient, sinister base Sable "Night" in Ancient fess point Or "Honor" in Ancient

Motto: "Honor Forever"

Religion: Church of Rellian with Orionite themes

Wealth: Great

Representative: Duke David of Sigel

Description: An old household now dwindling in numbers, Sigel was established pre-Barlo, in the days of Orion. Originally a separate kingdom, Sigel allied with Tetryal when they joined Barlo's crusade to rid the northern continent of Dark Ones. Sigel boasts the northernmost fortified city (also with the highest altitude) of Bird Keep. It is at this site that the Tarnia says Orion killed the Great Bird and liberated Sigel from a terrible evil. House Sigel has been, is now, and always shall be strictly royalist.

Duke David of Sigel is a stocky man in his 20's. His bright red hair has earned him the nickname "Fiery Dave", and this amuses him to no end. He has plans to marry Lady Elysse Poza Attenmoor, which would combine both territories. Only his younger brother, Adam, seems to care about continuing the family's "purity". This is a source of argument, of course, and Adam has taken steps to continue the family name by impregnating every eligible maiden he can find, royal, noble or serf. David is currently seeking help for his brother.

There are no related clans.



Stengal

Pronounced:stenn-gall

Established: c.250 Pre

Population: 250,000 human or human of elf heritage, 120,000 dwarf heritage, 74,000 orc or orc heritage, 1,700 other

Status: Noble House (Grand Duchy,

Armors to the Crown)

Capital: Daro's Keep

Arms: Argent, within Gules a great roundel, fess point Sable "Prophesy" in Ancient

Motto: "Prepare for the Prophesy"

Religion: Varies

Wealth: Legendary

Representative: Duke Satari Stengal

Description: This territory was claimed centuries ago by eastern travelers by way of the Isles of Iron. They met and befriended the departing dwarf population, who showed them the countryside and gave them deed to what is now Daro's Keep: a mountainous region rich in precious stones and metals. The dwarves taught them mining techniques and, some say, Rune Magic (though that is generally credited to Barlo I). The weapons forged here are the finest in the kingdom, and the Stengals have been the Royal Armors for the past 400 years, a record that has been unchallenged, like their territory.

Duke Satari Stengal is short and bald with a black goatee. He is calm and wise, not given to emotion and outburst. The Duchess Kumiko Stengal is a renowned white-sorceress and historian. Aside from selling arms and armor to anyone with the means to pay for it, their policy is not to get involved in civil disputes. It is this neutral posture and their own defenses which have kept their culture intact, which cannot be said for their cousins in the Isles of Iron. Major Clans: Stenjata (stenn-jah-tuh), Baragal (bar-uh-gall) Chieftains: Hoshi Stenjata bears a remarkable resemblance to his cousin, Duke Satari. He is a bit more fun-loving, and will easily enter into favorable bargains. Kymita Baragal is a tall, regal-looking woman with raven-black hair and piercing blue eyes. She is single, and very prone to wild, emotional outbursts, letting the object of her tirade know exactly what she is feeling (whether it be anger, frustration, happiness or amour).



Stone Islands

Established: c.115 Pre

Population: 200,000 human, 5,000 elf or human of elf heritage, 3,000 other

Status: Noble House (Grand Duchy)

Capital:

Arms: Sable and Argent per fess

Motto: "Vigil"

Religion: Church of Rellian

Wealth: Moderate to Great

Representative: Duchess Lydiad'Stone

Description: Situated between House Gryphon and the Western Ocean, the province of the Stone Islands is remote and well-defended, yet close enough to the kingdom to engage in trade and affairs of state. The Stone Islands is one of the original houses in Corvel, and its citizens are notably proud of their history. One blemish on the record, however, is the pardoning of the Corsairs of the Stone Islands who reside in the Stone Islands' hidden coves. Duchess d'Stone justified her actions to the Council by explaining that after giving the Corsairs her letter of marque, piracy had declined in her province by a hundred-fold, and they need not fear attack from Kilmoor or raiders from the Isles of Iron, for the Corsairs now patrol the waters off the Stone Islands routinely.

Duchess d'Stone is a human woman in her mid-fifties. Saddened by the loss of her husband, Duke Carl, in the last attack on Kilmoor, she now focuses almost entirely on fortification and defense of her province. Would-be privateers will meet with a sympathetic ear in Duchess d'Stone.

Major Clan: Corsairs of the Stone Islands

Chieftain: A rogue calling himself Blackhawk Tyrill leads the Corsairs of the Stone Islands, a loose confederation of about thirty pirate crews. He has rarely been seen, but witnesses proclaim his rotund stature and barbaric cruelty (which may be legend, more than truth).



Tetryal (and Tetryal-Mickay

Protectorate)

Pronounced:teh-tree-all

Established: c.225 Pre

Population: Tetryal-278,000 human, 50,000 elf or human of elf heritage, 3,000 other Mickay-27,000 human, 10,000 elf or human of elf heritage, 2,000 other

Status: Tetryal-Noble House (Grand Duchy), Mickay-Honored House (Dead Household, Former Royal House)

Capital: Barongard

Arms: Tetryal-Sable and Gules per saltire, within: Argent and Purpure per sinister a great roundel, fess point Gules "Life Clan" in Ancient

Mickay-Argent and Sable per pale, within: Or and Gules per sinister a great roundel, fess point Azure "Death" in Ancient Motto: Tetryal-"Life"

Religion: Church of Rellian

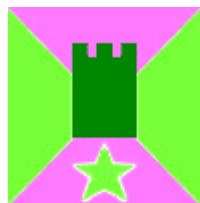
Wealth: Moderate to Great

Representative: Duke Sir Frederick V of Tetryal

Description: One of the largest and oldest houses in Corvel, Tetryal has unfortunately been strictly royalist, even perhaps when they shouldn't have. They are constantly warring with House Gryphon over trade or boundaries, and being attacked in council for their loyalist tendencies. They are, however, a strong military ally. It is estimated that one-third of the officers in the King's Militia are from Tetryal or the Tetryal-Mickay Protectorate.

Duke Sir Frederick V of Tetryal is the embodiment of knighthood and honor. Tall, dark and handsome, he has been offered marriage many times but has refused in order to run his territory “unhindered”. His brother Wilhelm will take over upon his death.

There are no major clans in Tetryal, but the Church of Rellian is highly visible as an socio-political force.



Troilanos

Pronounced: troy-lan-oss

Established: 224 Post

Population: 78,000 human, 24,000 elf or human of elf heritage, 4,700 orc, 2,000 other

Status: Council House (Provincial

Duchy)

Capital: Sif

Arms: Gules and Argent persaltire, fess point Sable a keep, on a mullet

Motto: “Strength”

Religion: Church of Rellian

Wealth: Great to Legendary

Representative: Lord Jakob Troilanos

Description: Three males from Clan Lanos married into House Tetryal and a province was born. Troilanos boasts four major fortresses, including one called “Brudic’s Keep” (referring to Brudic of Green, who disappeared in the mountains of Troilanos in 871 Post), as well as enormous forests, mountain ranges, and snowy landscape. Game is plentiful and there is an impressive silver mine at Orion’s Lock, just south of the Ra’althuuk border.

Lord Jakob Troilanos is a 72-year-old, white-haired human. His beard is legendary, as are his recorded marriages: 20. His present wife, Lady Trina, is 24.

Major Clan: Lanos

Chieftain: Lady Darrene of Boarstooth is chieftess of Clan Lanos. She is tall, slender and down-to-earth. She will not be intimidated, and rarely attends council meetings in Blariston.



Tseraq

Pronounced: sur-ack

Established: 660 Post

Population: 387,000 other (mixed races), 28,900 elves, 14,000 orc, 13,500 human

Status: Noble House (Grand Duchy)

Capitol: St. Joselyna

Arms: Purpure, dexter pale Sable a bar,

fess Argent a bar, sinister chief Or a crescent

Motto: “Strength Through Diversity”

Religion: Varies

Wealth: Great

Representatives: Duke Arkol & Duchess Nadine Tseraq

Description: The first and only Kilmoorian family to cross the Sea of Courage to settle, they have always been strict royalists. In order to protect themselves and rid the family of any stigma associated with Kilmoor, they adopted the Tetryal purpure and Grey crescent for their device, and encouraged interracial marriages. Now they are a military power in the kingdom, racially, ethnically and religiously diverse. The Tseraq Academy of Theatrics is the most respected school of the performing arts in the kingdom.

Duke Arkol and Duchess Nadine Tseraq are a model team. Both carrying elements of eastern, black-northern and elf, she handles affairs of the interior, education, trade and economy, while he handles foreign policy, the military and affairs of state.

Major Clan: Berquot (burko)

Chieftain: Chieftain Narl Berquot of Clan Berquot is a powerful military ally. He is half-orc and very serious as a leader.

The History of the Monarchs of Corvel

NAME	LIVED	REIGNED	SUMMARY
Barlo I “The Just” (Barlo of Marigor)	138-66 Pre	116-66 Pre	Founder of Corvel as a confederation of elder kingdoms. Builder of Castle Marigor, the ancient seat of power. Killed in the Eastern Campaigns.
Touhek	342-12 Pre	67-66 Pre	Barlo’s close friend & regent. Upon news of Barlo’s death, imported the elfen family of Silver Eyes to rule. Only earthfolk (gnome) to have ever ruled Corvel. Died of old age.
Simon (Simon Silver Eyes)	111-46 Pre	66-46 Pre	Eldest of twin brothers. Arrogant and charming. Saw in an age of decadence, art, music, and expansion. Killed in a foreign campaign (assumed to be against the Akrindor Jun’Rata kingdom).
Shayle (Shayle Silver Eyes)	111-24 Pre	46-24 Pre	Simon’s younger brother, more compassionate. Increased the quality of living dramatically. Assassinated by Margist agents.

N'hal "The Traveler" (N'hal Clearwater)	109-12 Pre	24-12 Pre	Distant elf cousin to the Silver Eyes family. Competent interim ruler, but remained restless and reluctant to command from the throne. Spent most of reign in the provinces, and was killed in the first of Mortisse's dragon raids.
Mortisse "Queen of Darkness" (Mortisse d'Nor'kridor)	? -8 Pre	12-8 Pre	Foul-hearted, brutal woman. Began reign of terror by poisoning eastern lakes and rivers. Sent swarms of fire drakes to destroy crops and livestock. Killed by King Thorne I.
Thorne "Witchkiller" (Thorne Greystone)	33 Pre - 120 Post	8 Pre - 120 Post	Clan exterminated by Mortisse's dragons. Organized grass roots armed revolt, driving Mortisse from Castle Marigor back to the northern Akrindor steppes. Assaulted her Dark Towers, slayed Mortisse while in her dragon form, and ascended the throne of Corvel. Splendid reign. Killed during the Baronswar Campaigns. Rellian executed by racial purists during the 9th year of Thorne's reign, "Year Null" by the Rellianite calendar.
Siffe "The Fair" (Siffe Greystone)	31 Pre - 380 Post	120-380 Post	Thorne's beloved wife. Splendid reign. Bore a son and a daughter, both of whom died mysteriously. Third child Kainal, was hidden away at birth. Died from plague.
Ogrin of the North	97 Pre - 654 Post	380-400 Post	Wise Greystone family advisor and regent. Companion to Siffe after Thorne's death. Known as a detailed chronicler and keeper of ancient wisdom. Died of old age.
Kainal "The Chosen" (Kainal Greystone)	371-949 Post	400-618 Post	Son of Siffe Greystone and Ogrin of the North. Dynamic reign, until wanderlust struck and he abdicated to the noble house of Mickay. Known as an explorer and cartographer. Recently returned to partake in a battle against a mage attempting to topple the throne of Corvel in the name of Mortisse. Died in said battle.
Gar I (Gar Mickay)	584-642 Post	618-642 Post	First of the Mickay Dynasty. Rude and barbaric, but a stable ruler. Died of plague.
Gar II "The Scarlet King" (Gar Mickay)	604-659 Post	642-659 Post	Sadist and bigot, led a bloody rampage across Corvel, targeting nonhumans for torture and death. Atrocities led to social treaty between elves and orcs. Deposed and executed by his younger brother, Michael.
Michael I "The Vindicator" (Michael Mickay)	607-667 Post	659-667 Post	Compensated victims of Gar's crimes, integrated orcs into human/elf society. Splendid reign cut short when a group of Gar's supporters assassinated him at a public function.
Stephen I (Stephen Mickay)	632-724 Post	667-724 Post	Rewrote much of history, reducing nonhumans to mythology and brutal carnage to glorious fairy tale battles. Led campaigns against Kilmoor, improving treasury. Died at age 92, childless and alone. End of Mickay Dynasty.
Oklyn "The Great" (Oklyn Blaris)	689-730 Post	724-730 Post	Married Stephen's niece to justify House Blaris ascension. Moved seat of power to Blariston, founded the central military and magic academies. Captured and executed during a campaign against Kilmoor.
Cedric I "The Greedy" (Cedric Blaris)	691-741 Post	730-741 Post	Unpopular king. Unnecessarily raised taxes, snatched up provincial land and waged war against Duke Kenton Grey. Killed in a duel by nephew Patrick.
Patrick I "The Just" (Patrick Blaris)	719-789 Post	741-789 Post	Son of Oklyn. Deposed his uncle and took the throne at age 22. Restored Greyhelm lands and titles, and rescued the Grey family line by marrying the young duchess.
Jeffery I "The Inquisitor" (Jeffrey Blaris)	759-796 Post	789-796 Post	Rellianite zealot, decreed magic and "witchcraft" criminal, began to hunt down and execute mages and nonhumans, which began a civil war. Surrendered to provincial armies after a two-month siege. Tried and executed by brother, Patrick.

Patrick II “The Invincible” (Patrick Blaris)	768-868 Post	796-868 Post	Amazing ruler. Reign saw era of great wealth and prosperity. His armies never lost a battle, and he personally survived Kilmoorian attacks, 8 assassination attempts, 6 duels and outlived 3 wives and 7 children. Died in bed with 4 th wife at age 100.
Flynn “The Incapable” (Flynn Blaris)	830-880 Post	868-880 Post	Idyllic beginning, led to civil war. Sentenced a popular knight to exile to pacify the Kilmoorian crown during a sensitive peace accord. Assassinated by forces of his brother, the Baron oEllery, pretender to the throne.
Stephen II “The Wise” (Stephen Blaris)	864-921 Post	880-921 Post	Peasant son of Flynn by Maria of Baldeshire. Found and installed by a small loyalist army in the Cathedral War. Married a princess of Bachra, solidifying ties to the east. Killed in Kilmoorian invasion attempt.
Barlo II “The Liberator” (Tren Blaris)	901-926 Post	921-926 Post	Devout Rellianite, led a cleansing campaign against Chaos in its minions. Charismatic and popular. Disappeared during his Fourth Crusade and is presumed dead. Never married, sired no heirs. End of Blaris Dynasty.
Rael “The True” (Rael of Aerondel)	856 Post - ?	926-927 Post	Elf comrade of Barlo’s, claimed throne through obscure bloodline to Kainal. Disillusioned quickly and abdicated to Dorn Valpar.
Dorn “The Lion” (Dorn Valpar)	900 Post - ?	927-929 Post	Human from the kingdom of Tolak, regent to Rael. Immediately consulted with the Provincial Council to elect a new ruling house. Abdicated to House Green and retired to Tolak.
Michael II (Michael Green)	901-946 Post	927-946 Post	Began reign with lofty ideals and huge hopes. His last was a badly timed invasion of Kilmoor. Killed in the attempt, over 100,000 Corvelians captured and sold into slavery.
Cedric II “The Defender” (Cedric Green)	902 Post - ?	946 Post – Present	Held back 3 Kilmoorian counter-attacks, rebuilt the decimated army, and stoically fended off an organized Chaos invasion as well as an incursion from the Raalthu’uk Goblin Nation. Corvel is now as strong as before Michael’s regime, but Cedric is in increasingly bad health. Relying more upon his full-elf brother, Marcus, for mundane kingdom business.

Minutae

Welcome to the section of *Arrowflight* we’ve added for all those players who like to have rules for things normally not covered in rules sections. Many of these rules are simply ideas for the GM to use when creating different scenarios, and ways to solve arguments and problems that may crop up during game play.

Distance Running

This is used to determine how fast, how far and for how long a character can run over a distance. A character embarking on a Distance Run can pace himself to STR x 2 in miles per hour. When he has run his STR in minutes, he must make an Endurance skill check. If the check fails, the character cannot keep running and must stop to rest for at least ten minutes before trying to run again. If the check is successful, he’s passed the runner’s threshold and has locked in a sustainable pace, which lasts for one hour. After that first hour (and each hour afterward) the character must make

another Endurance check at –1 (cumulative). The character’s total distance is modified by some basic terrain examples: clear, flat, solid ground = no penalty; uneven or pitted ground = ½ distance; loose soil, mud, bog, sand = ¼ distance.

A failed Endurance check means the character must rest for as many hours as he has run so far before running again.

For example, Ulrich the orc soldier has a STR of 7 and an Endurance of 3, and he needs to get a message to the manor of Lord Rose before the goblin horde lays siege to the noble’s home. He strips off his heavy armor and stretches his long, sinewy limbs. Like a wild cougar he is off, across the flat meadow of Finbury Plain. After 7

minutes, he makes an Endurance check. With at least one success, he's found his pace and settles in for an hour. Since he runs 14 miles an hour and the terrain is solid and flat, he's covered a full 14 miles. Now he must make another Endurance check, this time at -1. A close call, but he earns one success, and gets his second wind. By now the terrain has broken and become rocky and uneven. At the end of the second hour, he's covered 7 miles, but he can see the walls of Rose Manor only a couple hundred yards ahead. He rolls another Endurance check at -2 and this time comes up empty. He collapses on the heath, legs numb and lungs burning.

A Note on Faeries & Scale

The inclusion of faerie folk (and to a lesser extent, earthfolk) as a player species brings with it certain dilemmas and certain responsibilities for both player and GM. The designers of this game have endeavored to balance the bonuses of playing a small character with the liabilities of diminutive size.

Faeries have a STRENGTH cap of 2. No faerie will ever exceed a STR of 2 without magical or divine assistance, no matter how much he hits the gym. Faeries may be incredibly quick and hard to hit, but if one is hit... it's pretty much over. Faerie players should black out all but the first two boxes on each wound level in the Wound Status area on the character sheet.

Although a faerie may have a STR of 2 (or higher, given magic augmentation), gravity, leverage and other physical laws still work. Even though in the strictest of game terms, such a faerie could dead lift a cutlass, he could not wield it as a weapon. Nor can a faerie parry an attack made by a larger foe. Faeries may parry each other, but all other defenses must be dodges.

All faerie weapons are WR1. They may be coated with various poisons and salves (some of which will incur a damage bonus), but all of the base weapon ratings for faerie-scale weapons are the equivalent of a knife. Faeries are likewise prohibited from wearing heavy armors, due to the weight and density of such materials (in essence, the faerie equivalent of platemail would have the Armor Value of hard leather). The armor issue is mostly a moot point anyway, as most faerie folk eschew the wearing

of most forms of clothing, unless they are urbanized, going into battle, or need to cover their natural luminescence in order to hide.

While all this may seem a bit harsh, it is perfectly reasonable when one considers all the extras to playing a faerie:

- ◆ You are bioluminescent
- ◆ You can fly
- ◆ You have the highest MANA & AGILITY caps of any species
- ◆ You get called shots without penalty
- ◆ Any hit made against you is a random location
- ◆ Only another faerie may make a called shot against you

Marching

Players move around a great deal in the Arrowflight world, so in order to simulate a real moving army, we present some guidelines:

On a regular march at a normal full army speed, a group can travel 20 miles in 10 hours. A forced march, where the group is asked to double time it, can go 30 miles in 10 hours. However, each player takes 10 points of stun damage. A sustained march, walking at normal pace for longer hours, can go 30 miles in 18 hours, and there is no stun damage taken.

Drugs and Poisons

Drugs and poisons have a rating. This rating is subtracted from your target number when you roll either your Endurance or your Resist, depending on which item you're saving against. Poisons roll against Endurance, and drugs (including alcohol) roll against Resist. The rating is a minus to the target number. For instance, as we may remember, Lars picked the lock on the wine cellar and got drunk on the vats of wine down there. Using this rule, he would roll his Resist minus the rating of the amount of wine he drank. For the sake of argument, we'll say he drank 4 glasses of wine. Each glass of wine as a rating of 1, so he's now down by 4. He's human, so he has a Resist of 3. Down by 4? He's got to make two successes at 1 in order to remain standing.

Different drugs wear off in different time frames. Alcohol, the most common drug, wears off a

glass an hour. So in 4 hours, Lars will be sober, but will probably be hating life, since he's behind bars in the local constabulary.

Fire

Materials catch on fire if the intensity rating of the fire is equal to or greater than the item's AV. If the intensity rating is greater than the AV, the item takes the difference in damage per round, until the fire is out or there is nothing left to burn. For each two rounds the fire is allowed to burn, the intensity rating rises by 1. If there is an item touching the original item that then can catch, it will. Each new burning item adds 1 to the intensity of the fire every other round. Once the fire reaches the intensity rating of 10, it is as intense as it can get, and everything will either catch or melt.

Swimming and Drowning

Players can hold their breath for one minute, and must make a Resist check for every minute thereafter, and take one level (not one point, one LEVEL) of stun for each minute after the first.

If the check fails, the character blacks out. Characters still submerged after blacking out take

one wound level per minute of submersion. A character that drowns and is resuscitated heals one stun level per minute.

Fatigue and Sleep

A character can function for up to his Endurance in hours after 12 (save+12 in hours) without sleep. After that, they must make a Resist check each hour. If they fail, they fall asleep.

Horses

Horses can travel 25 miles per day. Every 5 miles beyond that, they take 1 wound damage and have to make a death save. Roll every 5 miles until the horse dies or the character stops riding.

Encumbrance and Lifting

If your character is carrying over the limit (see Lift and Carry rules under STRENGTH, page 2), you have to make the same distance checks as running (see above).

If you lift over the limit, you have to make a STR check. If you fail, you drop whatever you're trying to lift. If you succeed, it goes up.



NAME _____

OCCUPATION _____

Race _____

Age _____ Height _____ Weight _____

Eyes _____ Hair _____

Marks _____

Geld _____

Character Pts. _____

LIFELINE _____

SUPPLIES _____

Agility (AGL) _____

Combat Skill _____

Combat Skill _____

Combat Skill _____

Athletics _____

Dance _____

Drive _____

Missile Weapon _____

Ride _____

Siege Weapon _____

Stealth _____

Sail _____

Perception (PER) _____

Animal Husbandry _____

Awareness _____

Bargain _____

Command _____

Con _____

Diagnostics _____

Gambling _____

Performing Arts _____

Seduction _____

Social _____

Streetwise _____

Wilderness Skills _____

Dexterity (DEX) _____

Black Powder _____

Craft _____

Play Instrument _____

Repair _____

Sleight of Hand _____

Thievery _____

Intelligence (INT) _____

Cultural Sciences _____

Domestic Arts _____

Education _____

Language _____

Language _____

Language _____

Law _____

Literary Skills _____

Lore _____

Medicine _____

Military Sciences _____

Natural Sciences _____

Theoretical Sciences _____

Strength (STR) _____

Climb _____

Endurance _____

Swim _____

Strength Feat _____

Willpower (WIL) _____

Interrogation _____

Intimidation _____

Resist _____

Spirit _____

Devotion _____

INITIATIVE

SAVE

ACTIONS

DESTINY

Armor/Hit Location	AV (upper)	AV (lower)
2: Head		
3-6: Torso		
7: R.Arm		
8: L.Arm		
9-10: R.Leg		
11-12: L.Leg		