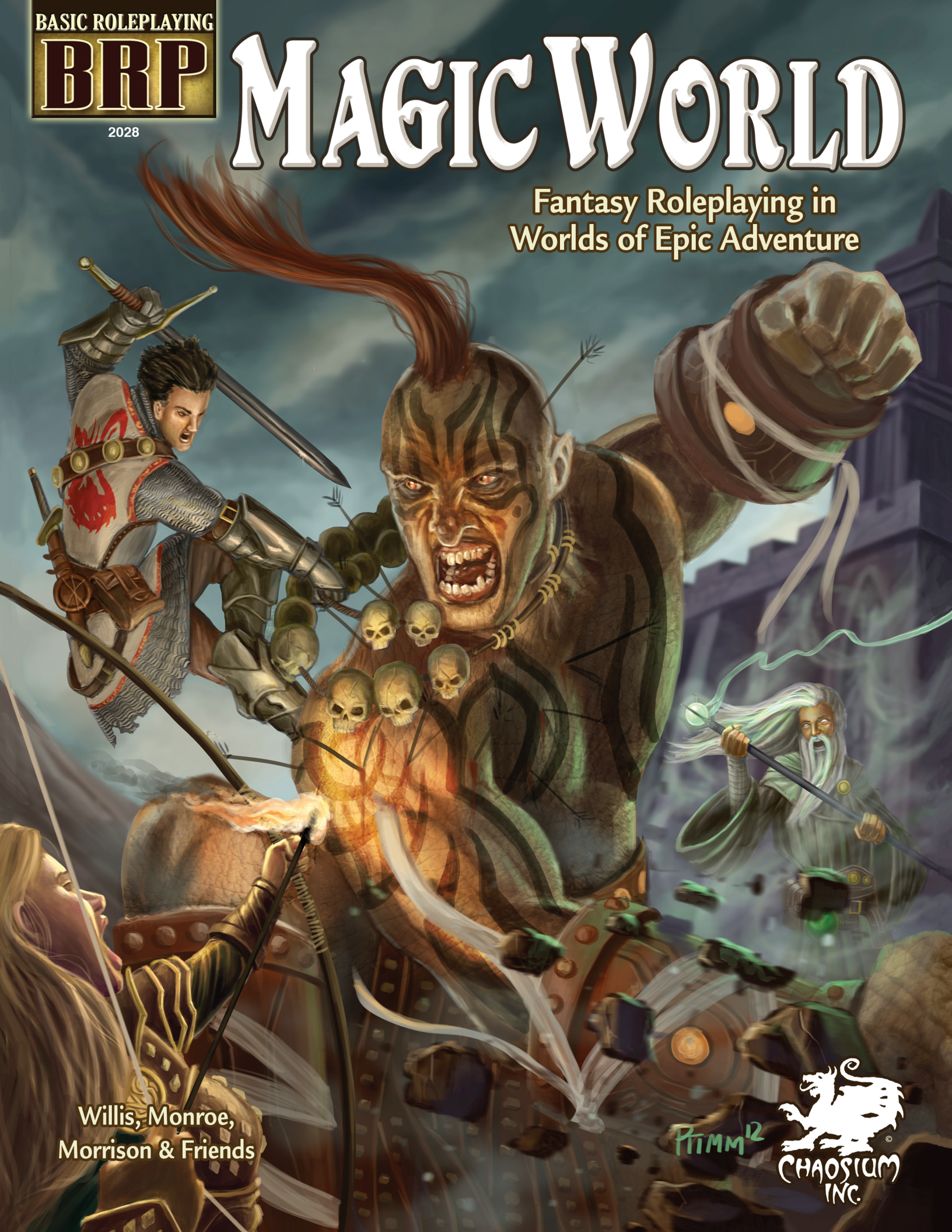
BASIC ROLEPLAYING

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2028

MAGIC WORLD

Fantasy Roleplaying in Worlds of Epic Adventure



Willis, Monroe, Morrison & Friends

PTIMM'12

CHAOSIUM INC.

2028

Fantasy Roleplaying in Worlds of Epic Adventure

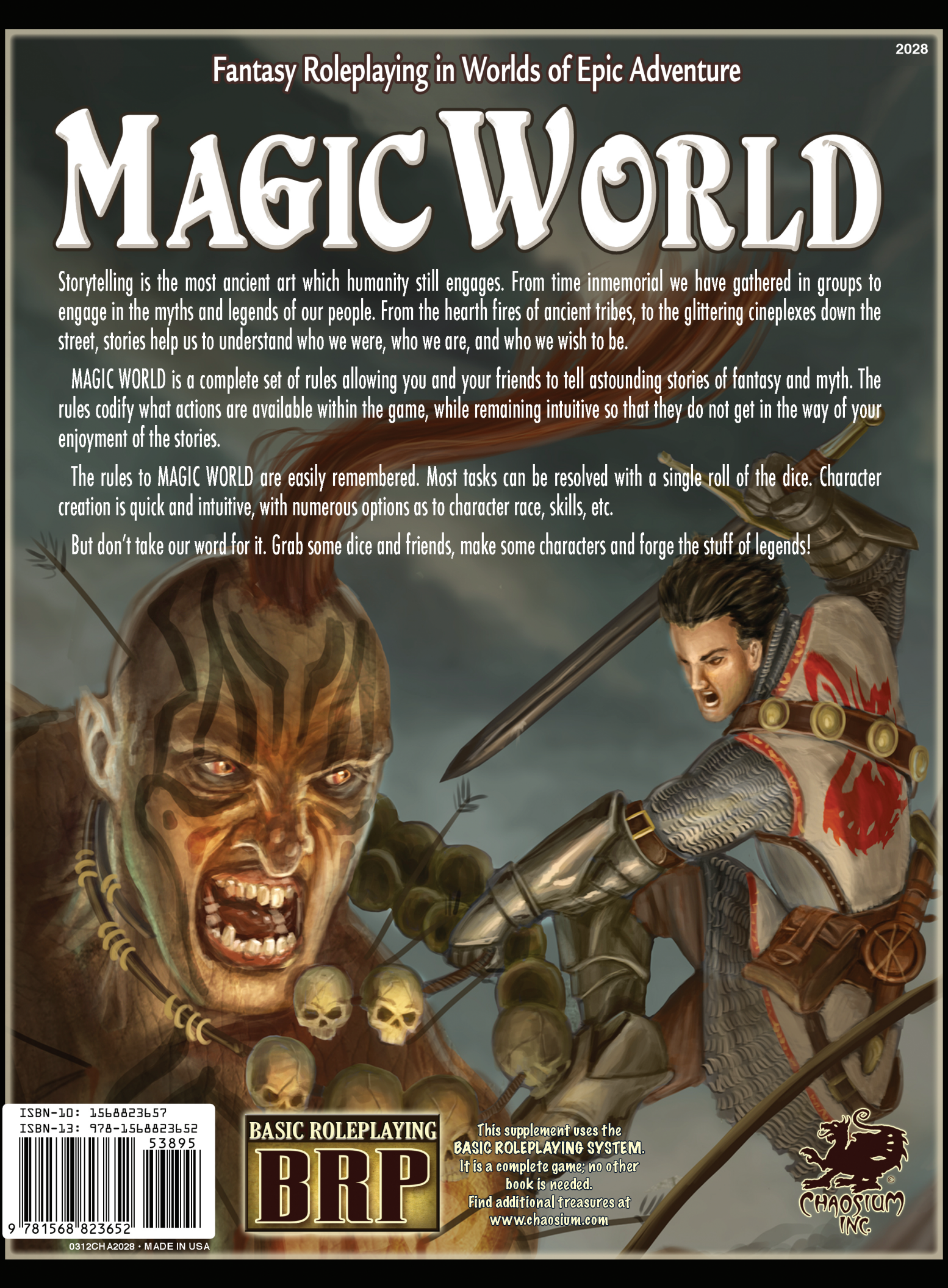
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BASIC ROLEPLAYING
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CHAOSIUM INC.

Magic World

Fantasy Roleplaying in Worlds of Epic Adventure

By Willis and Friends

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Meghan Mclean, Nicholas Nacario, Mike Mason,
and a few curious others.

Dedicated to the memory of Lynn Willis

Revised Version 1.1

This book is primarily a reprint and reworking of the Chaosium games and books originally published as Elric!, The Bronze Grimoire, RuneQuest Creatures Book and Sailing on the Seas of Fate. The text has been revised and expanded for this comprehensive edition; a few pieces were added from the Basic Roleplaying. New material has been added to enhance the themes of heroic fantasy. Many great supplements and rules additions have been published for Basic Roleplaying over the years. As a service to our many loyal fans and friends, Chaosium is currently working to bring many of these great supplements back into print, while at the same time revising them to bring them in line with the current Basic Roleplaying.

We hope that those of you who used these rules in the past as well as those who are new to this material will find enjoyment in this book, and that it will enhance your game.

As noted above, Magic World draws most of its text from previously-published works. The authorial credits to those books are as follows:

Elric!: Lynn Willis, Richard Watts, Mark Morrison, Jimmie Pursell, Sam Shirley

Bronze Grimoire: Ross Isaacs

RuneQuest Bestiary: Sandy Petersen, Steve Perrin

Seas of Fate: Mark Morrison

Basic Roleplaying: Jason Durall, Sam Johnson

Most, if not all of those books were skillfully edited by Lynn Willis and Charlie Krank. The compilations, revisions, and minor additions to the current text are by Ben Monroe. Special thanks also to David Ackerman, Jason Durall, Ian Kaufman and Steven Leary for helping out with a million bits and bobs throughout the revision, and to Professor James C. Monroe for insight into pre-industrial cultures. And many, many thanks to Nick Middleton for his invaluable insight, feedback and fact-checking.

David Ackerman wrote the entirety of the Southlands chapter.

Special note must be made to thank the writers and designers of the original RuneQuest game, of which Magic World is as a grandchild: Steve Perrin, Ray Turney, Steve Henderson, Warren James, John Sapienza, and Greg Stafford.

Ben Monroe, the revision editor of this edition of the game would like to respectfully dedicate the project to Lynn Willis: Teacher, Scholar, Gentleman, and Friend.

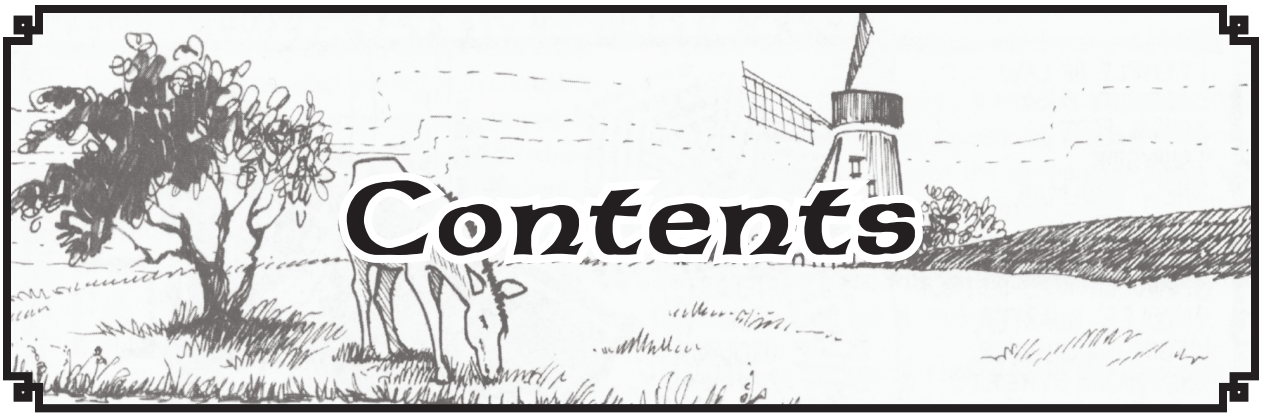
This book is a celebration of work done over the years by many people here in the U.S. and abroad. Much of the art was created for translated editions of Chaosium works-some of the overseas publishers no longer exist. Over the years we have lost track of some of the artists and are interested in finding them again. Please email us at magicworld@chaosium.com.

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A Foreword by Sandy Petersen

Long ago, the first edition of Dungeons & Dragons appeared and I was among the lucky few to get and play that game. Of course it wasn't the rules that attracted me - it was the idea of fantasy roleplaying. I bought plenty of other games over the years, and played them with my group. Each time a new fantasy game would come out (Chivalry & Sorcery, The Fantasy Trip, etc.) our group would back off on D&D and play the new game, typically playing about 50-50 - i.e., D&D one week, then the new game the next week.

In 1978, the first edition of Runequest came out, and I was among the lucky few to get and play that game, too. As with the other games we'd played, we initially played 50-50 D&D and Runequest.

But something different happened by the end of the year, our group was ONLY playing Runequest. Most people who were playing Runequest said they did so because of the cool fantasy world of Glorantha, but not me. I mean, I liked the world well enough, but I didn't see why it had to be attached to any rule system. In fact, I designed a D&D campaign set in Glorantha (how weird is that?). Runequest took over our fantasy gaming world because the rules were so great. We thought the combat was fantastically better than any other fantasy game we'd ever played. It seemed to fit fantasy books and movies better than the other games did, plus the skills system let us make any kind of character we pleased. It was terrific.



Really, the only flaw of Runequest was the comparatively weak magic. The sadly obscure Worlds of Wonder game tried to address this. Now it has been redressed in a much more skilled and balanced way. I am excited to try out the new Magic World game. I've already seen and love the rules!

- Sandy Petersen

IF YOU'VE NEVER PLAYED A ROLEPLAYING GAME BEFORE, READ THIS FIRST!

Don't panic! Despite all the rules, charts, and arcane language, you already know how to play this game. It's simply the same 'let's pretend' games you played as a child. But in Magic World, and other roleplaying games, there are rules to describe how the world works, and how your characters interact with it. And to solve the perpetual "I got you!" "No, I shot you first!" problems.

The size of this book may seem daunting at first, but don't let that stop you. We recommend you use a "SQR" method in reading the book:

Survey: You don't need to read the entire book at first. Just skim it, read over things that seem interesting to you. If you think you might want to play an erudite Sorcerer, look over the Sorcery rules. Want to play a battle-hardened warrior? Skim over the combat section. Like monsters, beasts and fantastic creatures? Take a peek at the Bestiary.

Question: As you survey the book, questions may arise about certain aspects of game play. Dig deeper and find the answers to those questions. This game has been written to be user-friendly, with simply-presented rules. It may seem that there's an awful lot of material to learn, but just remember that it's written down in a book so you don't have to remember it all!

Read: Once you've had a chance to survey the book, and answer any immediate questions, now go through and start reading the book again from the beginning. Try making a couple of sample characters to see how that process works.

Magic World has only a few core principles to keep in mind, and once you know these, you should be fine:

- Characteristics are usually 3-18 (the higher the better), human average is 10-11. Make a characteristic roll when there is no opposition and a resistance roll when there is an opposed force that can be rated.
- The Resistance Table is based on equal forces having a 50/50 chance against one another. The more unequal the forces are, the greater the difference. Both scores' chances always add up to 100%.
- Skills have percentile ratings (the higher the better), and you want to roll low to succeed. A roll of 99 and/or 00 is a fumble. A roll over your skill is a failure. A roll equal to or under your skill rating is a success. A roll of 1/5 your skill is a special success. A roll of 1/20 your skill is a critical success.
- Occasionally, skill ratings will be modified by a value (usually within the range of ±20%) if some contributing factor makes things more difficult, or if something makes the skill attempt easier.
- When you run out of Hit Points, you die.
- Most spells use Magic Points for fuel. When these run out, you fall unconscious.

Everything else can be determined during the course of play, or explained as required. If knowledge of the rules is getting in the way of actually playing, better to play.

Remember, this is a game! Have fun with it.



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The rules to *Magic World* are easily remembered. Most tasks can be resolved with a single roll of the dice. Character creation is quick and intuitive, with numerous options as to character race, skills, etc.

But don't take our word for it. Grab some dice and friends, make some characters and forge the stuff of legends!

An adventurer begins their journey...



ROLEPLAYING

Fantasy Roleplaying is a form of social gaming, akin to acting out a novel. There are two sorts of players. Most players act out the primary roles in a game, the heroes around whom the tales revolve. They might be swaggering warriors in plate armor, sly beggars whose weapons are the deformities with which they earn their living, or decadent Sorcerers of noble birth. One other player becomes the Chronicler, who devises and presents the adventures in which the rest of the players participate. The Chronicler describes the world in which the Adventurers roam, and how that world is affected by the players' actions. While a player acts out only one role, or perhaps two if playing two Adventurers, the Chronicler presents the entire fantasy world in which the game is set, with its people, places, monsters, and gods.

Play is mostly conversation: the Chronicler outlines some situation or encounter, then the players say what they, in the guise of the Adventurers, propose to do. Relying on the rules to keep everything consistent and fair, the Chronicler then tells them how to do what they proposed or, if impossible,

what happens instead. Dice rolls, the results of which are unpredictable, keep everyone honest and provide surprises, triumphs, dismal defeats, and hairs-breadth escapes.

Success in roleplaying comes not from players eliminating each other, as in chess or Risk, but in memorably adopting the personas of characters quite different from themselves, and in reacting as those people would to otherworldly scenes and creatures.

Part of the pleasure in roleplaying is the interaction and cooperation between players: a novel gives solitary pleasure, but roleplaying gives the satisfaction of theater. Cooperation among players is important in successfully completing the task or quest the scenario set forth, and in granting their own pleasure in the game—you are not only the actors, but the audience as well.

PLAYERS

A player has the duty to roleplay his or her Adventurer within the limits of the Adventurer's personality and abilities. Try to know as little or as much as the Adventurer would in life; you'll be aided in this by the skill rolls the Chronicler requests. If you develop the Adventurer well enough that everyone knows what he will do in a specific situation, you're among the best roleplayers.

No single player needs to know much about the game, especially when he begins. Read the two-page spread, Creating an Adventurer, since you'll want to create someone to play. Examine the Terms section at the back of the book. If you have time, skim the Adventurers, Skills, and Combat chapters. If you take magic spells for your Adventurer, you'll want to read about those spells in the magic chapter, to know what they can do. As you can, become familiar with the rules.

THE CHRONICLER OF EPIC DEEDS

The player who moderates the game is known as the Chronicler of Epic Deeds, or the Chronicler. Using a published scenario or one he has created, the Chronicler narrates the game universe and acts as the Adventurers' opposition. That opposition must be smart and tough, or the players will be bored, and it must be presented fairly, or the players will be discouraged. To be a Chronicler, become familiar with the entire book. The Chronicler's Resources chapter has some useful entries, advice for running the game, examples of rewards, and more. Know the general procedures for combat and magic, but don't feel you need to memorize everything—most questions can be answered as they arise.



The Chronicler must challenge the Players

Start with a published scenario, or create one of your own. Photocopy some Adventurer sheets, then invite some friends, and have them roll up Adventurers. Summarize the rules for them, and supply a copy of the game tables at the back of this book. You're ready to play.

THE PURPOSE OF PLAY

Like most social events, the purpose of roleplaying is to have a good time. It's fun to deal with dangers that are not truly dangerous, threats that vanish when everyone rises from the table, and demons that evaporate



when the lights go on. If you play well, you and your friends enter a world of heroism and adventure for a while, find strength in coping with it, and perhaps know victory. Emerging, you return to a world that is a darker or a brighter place because of what you experienced, and you see yourself as more active in it.

AIDS TO PLAY

DICE

People new to roleplaying may never have seen dice with other than six sides. Many kinds of them can be found at most game stores and hobby shops. For convenience, players normally bring their own sets of dice to a game.

This game mostly calls for three sorts of dice rolls in judging the success of a skill use, learning how many Hit Points were lost, etc. These three rolls are abbreviated as D100, D8, andD6. The dice generating these rolls also can derive D20, D10, D4, D3, and D2 rolls.

In those abbreviations, the letter D stands for the word die or dice. The number after the D stands for the range of random numbers sought: D8 randomly generates the numbers 1-8, for instance, while D100 gives an equal probability of rolling any result from 1-100.

D100 (PERCENTILE DICE)

Percentile dice usually consist of two D10 dice of different colors, rolled at the same time. Each die has ten sides, numbered 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 twice. Rolled, read the top number on each die to get the result.

Read the die of one color consistently as the tens-column, and the other as the ones-column: a result of 4-5 reads as 45, a result of 0-1 reads as 1, and a result of 1-0 reads as 10. The result 0-0 means 100.

D8 (EIGHT-SIDED DIE)

This single die has eight sides, each numbered once 1, 2, 3, 4, 5, 6, 7, or 8. Read the top number on the die.

D6 (SIX-SIDED DIE)

This is what everyone normally thinks of as dice. The D6 has six sides, numbered 1, 2, 3, 4, 5, 6. Read the top number on the die.

OTHER ROLLS

Players also may want to make other sorts of rolls.

- To make a D20, 20-sided dice exist, numbered 1-20. You also can roll a 10-sided die and a six-sided die. If the D6 result is 1, 2, 3, the result is the face amount of the 10-sided die (0 reads as 10, remember). If the D6 result is 4, 5, 6, add ten to the face amount of the 10-sided die.
- For a D10, roll one of the percentile dice.
- For a D5, roll one D10 and divide the result by two, rounding down: thus a result of 1,2 = 1, and 9,0 = 5.
- For a D4, pyramid-shaped D4 dice exist, or roll D8 and divide the result by two, again rounding down: thus 1, 2 = 1, and 7, 8 = 4. You also could roll D6 and ignore 5-6.
- For a D3, roll D6 and halve the result: 1, 2 = 1, etc.
- For a D2, roll D6 and divide by three: thus 1, 2, 3 = 1, and 4, 5, 6 = 2.

OTHER NOTATIONS

Sometimes an instruction for dice includes an extra number, such as 2D6. That tells the player to roll more than one such die, and to add the results together. For instance, 2D6 means that two six-sided dice should be rolled and then totaled. Roll again if you don't have enough dice of a sort to roll at the same time. Sometimes additions are given to die rolls, such as 1D6+1. Add the number following the plus sign to the result of the D6 roll. For a roll of 1D6+1, the result must be between two and seven. A notation may require the roll of different dice at the same time. If a monster has a claw attack of 1D6+1+2D4, roll the three dice requested, total the result, and add one.

The notation +db appended to attack damages reminds the Chronicler to add the damage bonus of the attacker. See more about damage bonuses in the Adventurers chapter.

ADVENTURER SHEET

While you can simply use a blank piece of paper to track your character's abilities, this book includes an Adventurer sheet that you may feel free to copy for the use of yourself and your play group. The sheet for Magic World is two-sided. A full-size version appears near the end of this book. Either version holds the same information: everything you need for a complete Adventurer. The next chapter explains how to create your Adventurer and fill out this sheet. Chronicler forms for warships and non-Adventurers are also found near the back of the book.

FIGURES AND POSITION

Magic World is a game of action and adventure. As such, much of the actual play of Magic World can be spent in hand-to-hand combat. If you need to keep track of the relative positions of the Adventurers and those they fight, use figures, tokens, or markers to show them. These indicators answer all sorts of relational questions:

- Who am I next to?
- Who's first and who's last?
- Can I move and attack this round or next?
- Can I see him?
- Could I overhear him?
- Can I shoot my arrow at him?
- ...and so on.

Many gamers use miniature figures to represent the characters and monsters in their game. These are small plastic, lead, or card statuettes about an inch high. Buy them at most game and hobby stores. Gaming miniatures come in an enormous variety of costumes, historical periods, and poses. Many people enjoy painting figures and showing off the results.

To keep track of movement, some find grids of squares or hexagons useful. These come in sheets of various sizes made of paper or sturdier materials. Stores that carry miniature figures also probably carry these. Some players despise grids as too rigid or too mechanistic. They prefer to eyeball distances and negotiate movement, and use rulers as last resorts. You may want to experiment, to see what suits you.

Chroniclers especially will want a few larger sheets of paper, on which to sketch out floor plans or to scribble general maps. Players may find graph paper an aid in mapping ruins or buildings.

Props sometimes lend drama and sometimes they look silly. If you cannot believe that a Styrofoam block could represent part of a castle wall, then avoid props. If you like to pretend, then a new world of model railroad accessories, doll-house parts, oddities from hardware stores, children's toys, souvenirs, aquarium decorations, and packaging await you. These things can endow any situation with intriguing possibilities for plans, surprises, and special uses for skills.

SOURCES

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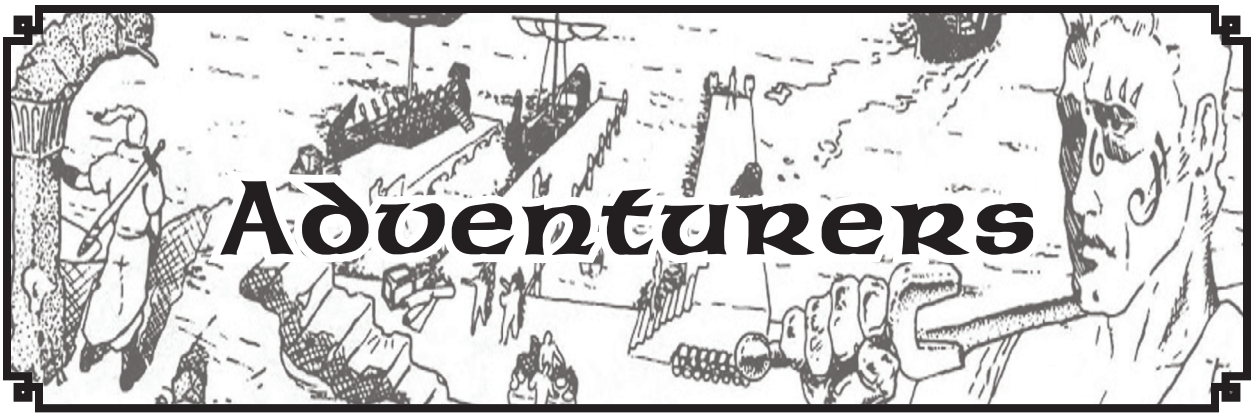
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DICE, GRIDS, ETC. – Search the internet under Games or Hobbies to find local or national outlets for gaming supplies. Even moderately-sized towns usually include a store that stocks such materials. Chaosium maintains a list of distributors in the United States and abroad who carry our titles in English. Retail stores should contact our Sales Manager for such information.



Adventurers

CREATING YOUR ADVENTURER

Before you begin playing Magic World, you must create the character which you will portray. Magic World characters are called Adventurers. This is your 'avatar', your alternate personality within the context of the game. This chapter describes the process involved in making your Adventurer, and getting him ready for a career of excitement and danger.

Before you begin, think about what sort of Adventurer would be exciting for you to play. It is advisable to talk with your Chronicler as well, as he may have restrictions as to what races, or careers are available. He may also be able to help you flesh out your idea within the context of the game's setting.

What sort of characters do you enjoy in Heroic fantasy fiction? Doomed Sorcerer princes? Noble knights? Crafty knaves? Mysterious elves? Bucolic halflings? Stout dwarves? Any sort of Adventurer you can imagine, you can create in the game.

CHARACTER RACE

Characters in fantasy worlds can come from a variety of racial/species backgrounds. For simplicity's sake, the rules in this chapter are concerned with human Adventurers only. However, the *Bestiary* chapter contains additional information on playing members of nonhuman species as characters. One of the hallmarks of Magic World is that any intelligent creature can be played as an Adventurer, if the players are willing to try it. For information on playing Elves, Dwarves, Orcs, Halflings, Goblins, Centaurs, etc., please refer to the Bestiary chapter.

CHARACTERISTICS

Each of the seven characteristics represents a general way of looking at an Adventurer's capabilities and likely behavior. By always calculating characteristics in the same way, players can compare characteristics, and anticipate the sorts of situations that are most favorable to their Adventurers.

A higher characteristic is statistically better. Within limits, characteristics can natu-

A group of Adventurers



rally increase or decrease. Characteristics can be increased and decreased by magic, without much limit. Injury can decrease any characteristic except Power. INT and POW can naturally increase without limit.

For human characters, roll 3D6 for each of STR, POW, DEX, CON, and APP. INT and SIZ are rolled on 2D6+6. Determining Characteristics for nonhuman characters is described in the Bestiary chapter (p. 151).

Each Characteristic has an associated Characteristic roll equal to that Characteristic x5. These are defined along with the relevant Characteristics below. For details on using the Characteristic rolls, see the Game System chapter (p. 48).

STRENGTH (STR)

Strength measures an Adventurer's muscle power. It shows how much someone can lift, or push or pull, or how tightly he can hold on. Strength decides if an Adventurer can wield the heaviest hand weapons at full ability. It is also a component in figuring the damage bonus which may increase the effect of hand-to-hand attacks.

Human STR cannot naturally exceed 21. An Adventurer reduced to zero Strength is an invalid, unable to leave bed.

STRx5 is the Effort roll. Additionally, STR influences Damage Bonus and Physical skills.

CONSTITUTION (CON)

Constitution summarizes the health, vigor, and vitality of an Adventurer. Constitution helps calculate how well an Adventurer resists drowning and suffocation, poisons, diseases, and magic—which makes him harder to kill.

If Constitution points are ever reduced to zero, the Adventurer dies.

The Stamina roll is equal to CONx5. CON influences Hit Points and Perception skills.

SIZE (SIZ)

The characteristic of Size represents the average of an Adventurer's height and weight. Can an Adventurer can see over something, or squeeze through a small opening, or be seen in tall grass? This characteristic also helps calculate the Adventurer's Hit Points and Damage Bonus. To show loss of one or more limbs, decrease SIZ and DEX.

Human SIZ cannot be higher than 21. If starving, loss of half or more of SIZ causes death. If an Adventurer somehow loses all SIZ he withers to a husk, or disappears entirely!

SIZ influences an Adventurer's Hit Points, and Damage Bonus.

INTELLIGENCE (INT)

This characteristic represents how well an Adventurer learns, remembers, and analyzes. INT equals the number of spells and other magic that an Adventurer can know and have ready to use. Much depends upon the INT characteristic.

Human Intelligence can rise indefinitely. Reaching zero INT reduces the Adventurer to a babbling idiotic state. The Idea roll is INTx5. INT influences Knowledge skills.

POWER (POW)

The more Power an Adventurer has, the greater is his or her force of will, confidence, and capacity for magic. (Power does not correspond to leadership: that is earned by roleplaying.) To cast magic, an Adventurer must have POW 16 or higher. The amount of Power equals the Adventurer's maximum Magic Points.

POWx5 is a convenient multiplier called the Luck roll. Power can rise indefinitely. An Adventurer without POW lacks will and behaves like a zombie. POW influences an Adventurer's Magic Points.

DEXTERITY (DEX)

Higher Dexterity makes for a quicker and more nimble Adventurer who has potential for more activity in a round. A successful DEX roll may prevent a fall, let an Adventurer stand in a high wind, do a delicate task, or take something without being noticed.

The multiplier DEXx5 is called the Agility roll. DEX also influences an Adventurer's reaction speed in combat, and Manipulation skills.

Human DEX cannot normally exceed 21. An Adventurer with zero DEX points is unable to accomplish any physical task without also receiving a successful Luck roll.

APPEARANCE (APP)

Appearance shows relative agreeableness, eloquence, gracefulness, dynamism, and physical attractiveness. It calibrates first impressions, and also indexes the eagerness of people to associate with the Adventurer. Low APP could indicate ugliness, or perpetual disagreeableness. High APP need not mean beauty or handsomeness so much as a memorable face or the ability to make a good impression.

A handy multiplier, APPx5, is called the Charisma roll. APP influences Communication skills.

Human APP cannot naturally exceed 21. An Adventurer with zero APP points provokes disgust everywhere.

Adventurer SIZ Table

SIZ	Range of Heights	Normal extremes of weight (lbs)
8	5′ to 5′2″	80-160
9	5′2″ to 5′4″	85-180
10	5′4″ to 5′6″	90-200
11	5′6″ to 5′8″	95-220
12	5′8″ to 5′10″	100-240
13	5′10″ to 6′	110-260
14	6′ to 6′2	120-280
15	6′2″ to 6′4″	130-300
16	6′4″ to 6′6″	140-320
17	6′6″ to 6″8″	150-340
18	6′8″ to 7′	160-360
19	7′ to 7′2″	180-380
20	7′2″ to 7′4″	200-400
21	7′4″ to 7′6″	220-440

CHANGES IN CHARACTERISTICS

It is possible that during the career of an Adventurer, his characteristic scores may fluctuate. The most common methods of changing a characteristic value are listed here:

- Magic can increase any characteristic, and injury and magic can decrease any characteristic.
- A successful Resistance Table roll can raise STR, CON, DEX, INT, or POW. The roll must be against an opponent who has an equal or greater amount of the matched characteristic. See the Game System chapter for more.
- Characteristics can be increased by training them (see p. 52).
- INT and POW can naturally and permanently rise higher than 21.
- When a characteristic changes, the associated characteristic roll (Idea, Luck, etc.) should be updated to reflect the new score.
- Hit Points and Damage Bonus might change, depending on the characteristic and the amount of change.
- If POW decreases, Magic Points do not diminish until spent; once spent, they regenerate only to the new POW maximum.
- Should POW increase, increase Magic Points immediately.

MAXIMUM CHARACTERISTIC VALUES

Note that the characteristics STR, SIZ, CON, DEX, and APP cannot rise above 21 for humans. If you are playing a nonhuman character from the Bestiary, similar restrictions apply, and are easily calculated. Simply add three to the maximum possible rolled. Example: Elves have 2D6+2 for STR. This means that an elven character's maximum STR is 17 (14+3).

Damage Bonus Table

STR + SIZ	Modifier to Damage Roll
2 to 12	-1D6
13 to 16	-1D4
17 to 24	0
25 to 32	+1D4
33 to 40	+1D6
41 to 56	+2D6
57 to 72	+3D6
73 to 88	+4D6
89 to 104	+5D6
105 to 120	+6D6
121 to 136	+7D6
137 to 152	+8D6
153 to 167	+9D6
168 to 184	+10D6

For each additional 16 or fraction thereof, add 1D6 more

ADVENTURER SIZ DEFINED

This is not the SIZ Comparison Table. See the Game System chapter for that. This table gives guidelines for determining an Adventurer's height and weight according to his or her SIZ. The ranges provide for the extremes of normal human weight—they are descriptive, and without game significance. A common option is for a character with STR higher than SIZ to be on the lean end of weight, and a character with a higher SIZ than STR to be on the large end. Unless your Chronicler feels otherwise, assume that nonhuman height and weight corresponds to the ranges on this table.

DERIVED CHARACTERISTICS

After determining your Adventurer's primary characteristics (STR, DEX, SIZ, CON, INT, POW, and APP) you will need to determine a number of other characteristics derived from those. These derived characteristics are explained below.

DAMAGE BONUS

(STR + SIZ, THEN SEE TABLE)

All physical beings have a damage bonus, though that 'bonus' may be zero or a negative amount. The idea is that bigger, stronger creatures can on average make more powerful attacks than smaller, weaker things. To calculate a damage bonus, add the Adventurer's STR + SIZ, then find that total's range on the Damage Bonus Table.

Occasionally the rules refer to halved damage bonuses. To halve a db, as damage bonus is abbreviated, roll the normal damage bonus, then divide the result by two. Round up any fraction to the next whole number. In hand-to-hand combat, add the damage bonus to all Adventurer attacks, even against inanimate targets (such as doors). For weapons thrown by hand or for bows-and-arrows, add half the Adventurer's damage bonus to the damage done. Do not add a damage bonus for magic spells.

Chroniclers should not add damage bonuses to Bite attacks by animals and monsters unless a +db is given for the attack.

When rolling for damage, a zero or minus result means that the blow was too light to cause harm.

HIT POINTS

(CON + SIZ)/2

Physical beings have Hit Points, which are a representation of physical health, and ability to absorb damage. When your Adventurer gets in a fight, sword blows, claws and fangs will damage his hit point total. Figure Hit Points by adding Adventurer Constitution and Size, then divide the total in half. Note that Non-Adventurers controlled by the GM may have their Hit Points calculated in a slightly different manner. This is further explained in the Chronicler's Resources chapter, on p. 220.

When an Adventurer loses Hit Points, mark off that number of Hit Points from the Adventurer sheet. Lost Hit Points return naturally, 1D3 Hit Points per game week. (The

Skill Category Modifiers

Skill Category	Characteristic	Skills
PHYSICAL	STR/2	Brawl, Climb, Dodge, Jump, Ride, Swim, Throw, Wrestle, all melee weapons.
COMMUNICATION	APP/2	Art, Bargain, Disguise, Fast Talk, Oratory.
KNOWLEDGE	INT/2	Evaluate, Nature, Navigate, Other Language, Physik, Potions, World Lore.
MANIPULATION	DEX/2	Conceal Object, Craft, Hide, Move Quietly, Pick Lock, Repair/Devise, Sailing, Scribe, Trap, all missile weapons.
PERCEPTION	CON/2	Insight, Listen, Search, Sense, Track.

Physik skill, and various healing spells also can restore Hit Points.)

DAMAGE TO HIT POINTS

Adventuring is dangerous business, and will often result in physical wounds to the Adventurers. This damage is represented by loss of Hit Points.

Half your total Hit Points is your Major Wound level. Taking this many Hit Points in a single blow represents a traumatic wound which may take years to recover from, or is sadly permanent. Consult the Major Wounds table in the Combat chapter for more information.

If Hit Points drop to two or less, the Adventurer loses consciousness. When Hit Points reach zero or below zero, the Adventurer dies at the end of the following round unless the Hit Points can be raised to +1 or higher.

Option: Heroic Hit Points

At the Chronicler's discretion, to make the Adventurers tougher, and able to wade through hordes of foes, increase their Hit Points to a total of CON+SIZ. The Chronicler could also consider making disposable NPCs (i.e.: a nameless mob of goblins) have Hit Points equal to (CON+SIZ)/4. If using Heroic Hit Points, the GM should also double healing values (whether natural or magical) for characters with the larger Hit Point totals.

MAGIC POINTS

(MAX. POW)

Maximum Magic Points equal the Adventurer's POW. Magic Points mostly are sacrificed performing magic.

Having used all Magic Points, unconsciousness follows for one hour, when the first magic point regenerates. A character's magic point total can never be negative. Spent Magic Points naturally return over a span of 24 game hours. No matter how few or how many points the Adventurer has, the first point always regenerates at the end of the first hour. The rest return in pulses, one-fourth each at the end of every six hours, until all have returned at the end of the 24th hour.

SKILL CATEGORY MODIFIERS

Adventurer Characteristic scores influence skill competency. Characters with higher characteristics find themselves show aptitude or talent within certain areas associated with those abilities. The skills in the game are thusly organized into five skill groups. All skills within a grouping are modified by adding half the value of a specific ability as percentiles. For example, Physical skills all have a bonus equal to half STR. The skill competency groupings and the associated abilities are noted below.

Particular injury, disease, poison, or a potion may influence Adventurer groups. Remember to recalculate the skills category modifiers if the associated ability ever changes.

Distinctive Features Table

For each distinctive feature choose a category. Then choose a feature or features from the entry. If the APP is low, then these features help make the Adventurer uglier; if a high APP then they somehow contribute to his or her attractiveness. As you choose, try to create a coherent picture. For instance, what might a bald head or a face covered with warts mean to your Adventurer, and how might he act or what he might wear in consequence?

Adventurer APP	Number of distinctive features
3 or less	4
4-7	3
8-9	2
10-11	1
12-14	2
15-16	3
17 +	4

1. HAIR ON HEAD (curly, red, black, brown, blond, gray, bald, bald on top, receding, shaven, crew-cut, matted, dirty, oily, full of lice, long, very long, curly, feature of your choice.)

2. FACIAL HAIR (long beard, braided beard, bushy beard, curled and perfumed beard, goatee, enormous mustachios, thick eyebrows, eyebrows grown together, sideburns, mystic designs cut in close-trimmed beard, feature of your choice.)

3. FACIAL FEATURE (large nose, broken nose, turned-up nose, hooked nose, deeply tanned, pale, black eyes, gray eyes, blue eyes, brown eyes, scar, thin lips, fleshy lips, sensuous lips, hairy ears, tiny ears, jug-handled ears, white teeth, yellow teeth, stained teeth, jagged teeth, broken teeth, high cheekbones, enormous chin, weak chin, double chin, pockmarked skin, warts, eye patch, tattoo, earrings, nose ring, feature of your choice.)

4. EXPRESSION (bright-eyed, proud, sneering, haughty, guarded, pleasant, leering, arrogant, dour, outgoing, curious, sneaky, naive, squinting, piercing, friendly, cringing, drunken, lecherous, meek, expression of your choice.)

5. CLOTHES (rich, expensive, full of holes, clothes leave wearer too hot or too cold, clothes leave wearer too wet, too much jewelry, lots of cheap jewelry, prim, new, ancient, partly nude, barefoot, fine boots, sandals, embroidered with special emblem, sexy, wide hat, peaked hat, conical hat, armored hat, ill-fitting, formfitting, for wrong sex, nightclothes, clothes of your choice.)

6. BEARING (stiff, casual, slouching, weary, nimble, sprightly, jaunty, swaggering, pushy, humble, angry, yielding, sensual, bearing of your choice.)

7. SPEECH (lisp, stutter, stammer, hesitant, sharp, nasal, shrill, deep, strong, soft, faint, accented, hard-of-hearing and hence loud, musical, demanding, aggressive, speech characteristic of your choice.)

8. ARMS AND HANDS (one finger missing, one too many fingers present, scar, tattoo, bulging biceps, powerful arms and hands, very hairy, deeply tanned, long skinny arms, very pale skin, left-handed, one arm longer than the other, calloused hands, feature of your choice.)

9. TORSO (barrel-like, thin, fat, muscular, hairless, very hairy, broad-shouldered, potbellied, tattooed, tanned, very pale, no navel, one nipple gone, prominent scar, many scars, tall, short, has short tail, every bone shows, feature of your choice.)

10. LEGS AND FEET (one toe missing, one too many toes present, scar, many scars, scars from flame or acid, tattoo, bulging thighs and calves, very long legs, very short legs, very hairy, deeply tanned, very pale skin, left leg limping, right leg limping, calloused feet, weathered skin, feature of your choice.)

BACKGROUND

Much about roleplaying your Adventurer is freely chosen, and needs no dice rolls. The headings below correspond with those areas of the Adventurer sheet.

NAME

Choose a name you find appealing. To further describe an Adventurer, give a birthplace, as in Conan of Cimmeria, Launcelot du Lac, or a distinguishing feature, as in Blackbeard.

Your Adventurer's name could describe something that the Adventurer has done (Bregdan Thief-Slicer). Perhaps his occupation gives a clue (Bregdan the Reaver). Perhaps the Adventurer has something (Bregdan Six-Fingers), or lacks something (Bregdan One-Hand). Perhaps the Adventurer wants something (Bregdan Who-Seeks-Vengeance). Perhaps the Adventurer behaves in a certain fashion (Bregdan the Rowdy).

You can make up your own names or adopt minor character names from your favorite fantasy literature. Avoid choosing names of characters everyone knows. Four Elrics, two Conans, and a gaggle of Frodos gets confusing.

SEX OF THE ADVENTURER

An Adventurer can be male or female. Choose either. No game rule distinguishes between them.

AGE OF THE ADVENTURER

An Adventurer begins as 17+1D6 years old. He can be made older by rolling additional D6s and adding the result of each roll. After five D6 rolls, each additional roll costs the Adventurer two points from any characteristics—this is the toll of aging. In compensation, distribute 20 percentiles among the Adventurer's skills for each extra d6 of age added.

LOOKS, ATTITUDE

Note whether the Adventurer is athletic, capable, confident, cunning, dominant, patient, nervous, sly, sprightly, etc., as you choose.

Record what a stranger would first notice about your Adventurer. If he habitually sneers, for instance, everyone sees that, or if an encounter with monsters had lost him an eye, everyone would see that. For these first impressions, find the Adventurer's APP Table rating, then roll the indicated number of times and incorporate the results from the Distinctive Features Table on p. 16. Write down each result.

CULTURE

Characters in Magic World come from one of four distinct, yet broadly-defined, cultural backgrounds, which are described below. Each culture has a list of skills and occupations associated with it. The skills are abilities the Adventurer would have been trained in on his journey to adulthood. As such, he receives a 10 percentile bonus to three of those skills at your choosing. For each culture, a handful of skills are listed. The Adventurer may choose among three of those to receive the bonus. The occupations are a listing of suggested typical occupations associated with that culture. (See the section on Occupations on p. 23). Note that these skill allotments are guidelines, and generalities. If your Chronicler creates specific cultures for the setting based on these templates, feel free to change the cultural skills to reflect them. For example using the Band culture to create a group of desert nomads would leave you with a "Swim" skill that makes no sense; switch that skill for something more appropriate.

Band

A band is a small unit comprising an extended family. Sometimes called a family, clan, etc. Bands normally are made up of less than 100 members. Sometimes tribes are stationary, relying on hunting and gath-

ering for sustenance. Others move with the seasons, or follow herds of animals.

Examples: Alaskan Eskimo, Kalahari Kung San, Western American Shoshone, Cro-Magnon man, Tolkien's Wood Woses, real and Hyborian Picts, Moorcock's inhabitants of Oin and Yu.

Skills: Craft, Move Quietly, Nature, Oratory, Swim, Track.

Occupations: Crafter (Tribal), Fisher, Hunter, Nomad, Shaman.

Tribe

Tribes are larger groups than Bands, often consisting of a number of separate family units which share some common cultural bond. A common ancestor, migration from a foreign land, or other similar connections can offer a reason for such groups to form. Like Bands, above, Tribes can be stationary, or follow migratory patterns. Families often claim descent from a common 'clan' ancestor (generally in mythical time), leaders emerge ad hoc to perform ceremonies which regulate public access to essential resources, resolve conflicts, etc. No hereditary power structure exists.

Examples: Pueblo Indians, Plains Indians, Highland New Guinea, Upper Paleolithic Europe in Southern France, Bronze-Age Celts.

Skills: Craft, Move Quietly, Nature, Oratory, Ride, Swim, Track.

Occupations: Crafter (Tribal), Fisher, Hunter, Minor Noble, Nomad, Shaman.

Chiefdom

A chiefdom is a political unit larger than a tribe or band, yet not as large as a state. Chiefdoms comprise a number of villages and communities which all owe Allegiance to a dominant chief. Chiefdoms are often characterized by instituted caste systems, and the resulting prejudices thereof. While individuals may change their social class during their lifetime, this is rare, and only done by extraordinary means. Lineages who all claim to be part of the same clan become ranked in order of primary succession from earliest common ancestor (mythical). Royal lineages emerge which are successful at forcing other lineages to pay tribute. This tribute supports public works, small scale palaces, and craft specialists who make fancy stuff for the chief and his family.

Examples: Dark Age Vikings / Anglo-Saxons, pre-contact Hawaii, early Feudal Europe, Powhatan Indians in 17th Century Virginia, Mycenaean Greeks, Bronze Age Wessex Chiefdoms, Tolkien's Rohirrim, Le-Guin's Kargs.

Skills: Craft, Evaluate, Nature, Navigate, Oratory, Ride, Sailing, Swim, Track.

Occupations: Bandit, Craftsman/Shopkeeper, Diplomat, Fisher, Hunter, Lost/Forgotten, Mercenary/Bodyguard, Merchant, Minor Noble, Peasant/Farmer, Shaman/Priest, Slave, Small Trader, Soldier, Sorcerer, Thief, Troubadour/Entertainer.

State

The state is a large government, overseeing many cities, towns and villages. Multitudes of people live in a state. The state is characterized by class-based hierarchical societies. Power is vested in royal families who extract tribute from producers. Tribute supports a bureaucratic class of officials and often a standing army to distribute commands and ensure order. The royal family has a monopoly of the use of force (i.e. standing armies). Tribute also supports investment in complex public works (irrigation systems, roads, etc) as well as lavish elite lifestyles.

Examples: Late Medieval Europe, Ancient Egypt, Classical Greece and Rome, Shang China, the Aztec, the Classic Maya, the Inca, Tolkien's Gondorians, Lewis' Narnians, Moorcock's Melniboneans.

Skills: Art, Craft, Bargain, Oratory, Other Language, Ride, Sailing, Scribe, World Lore.



Some of the peoples of Magic World

Occupations: Astrologer, Bandit, Craftsperson/Shopkeeper, Government Official/Diplomat, Hunter, Lost/Forgotten, Mercenary/Bodyguard, Merchant, Minor Noble, Paid Assassin/Thug, Peasant/Farmer, Physician/Apothecary, Sailor, Scribe/Engineer, Slave, Small Trader, Soldier/Guard/Watchman, Sorcerer, Tax or Rent Collector, Thief, Troubadour/Entertainer.

SPECIES

By default, all Adventurers are human. The setting of your game may include different sentient races playable as Adventurers. If this is the case, details on playing nonhuman Adventurers (e.g.: dwarves, elves, halflings, centaurs, etc.) is found in the appropriate entries in *Chapter 7: Bestiary*.

CHOOSING AN OCCUPATION

Any number of occupations exist. Those listed here are suggestions, and many more may be created. Players should consult their Chronicler first if doing so. Find your occupation among the Occupations summaries (starting on p. 23). There you find a very short portrayal of your Adventurer's situation as a starting character. Each is a suggestion. Better ideas will occur to you, and you should use them when they do.

Each summary also includes minor headings for skills, spells, and extra money. Note your occupation skills on your Adventurer sheet by underlining them.

SKILLS

After applying category modifiers, and cultural bonuses to skills, add the following skill allotments to your occupation skills:

- +60 to one skill
- +40 to three skills
- +20 to four skills

Skills may go higher than 100%. Skill bonuses may not be applied to the same skill. Most occupations allow at least one free choice from among those in the skills chapter and weapon tables. Weapon skills can include Brawl and Wrestle. If the Chronicler allows it, one listed skill may be traded for another from the general skill list.

Finally distribute 40 points to one skill and 20 points each to three skills not listed with

A Guide to Creating your Adventurer

Step 1: Name & Characteristics

Write your character's name at the top of the page.

Write your own name on the adventurer sheet.

Choose your adventurer's gender and write it in the correct space; neither has an advantage system-wise.

Roll 3D6 for the characteristics Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP). Enter the results in the appropriate places on your character sheet.

Roll 2D6+6 for Intelligence (INT) and Size (SIZ) characteristics.

Step 9: Starting Money and Equipment

Every Adventurer starts off with 5D100 Bronzes in cash, barter goods, etc. Most occupations endow the Adventurer with additional starting money. The amounts represent what you were able to save or escape with. The proportions granted loosely represent the earning power of the occupations.

In immediate possession:

- A complete set of clothes appropriate for your Adventurer's culture, species, and occupation.
- A personal item showing some relation to your Adventurer's family. This can be an heirloom, keepsake, or another item with significant sentimental value. Usually an item of little use, discuss with your Chronicler if you wish to have a weapon or enchanted item to be your family's connection.
- Any trade tools associated with your Adventurer's occupation.

Step 8: Occupation and Skills

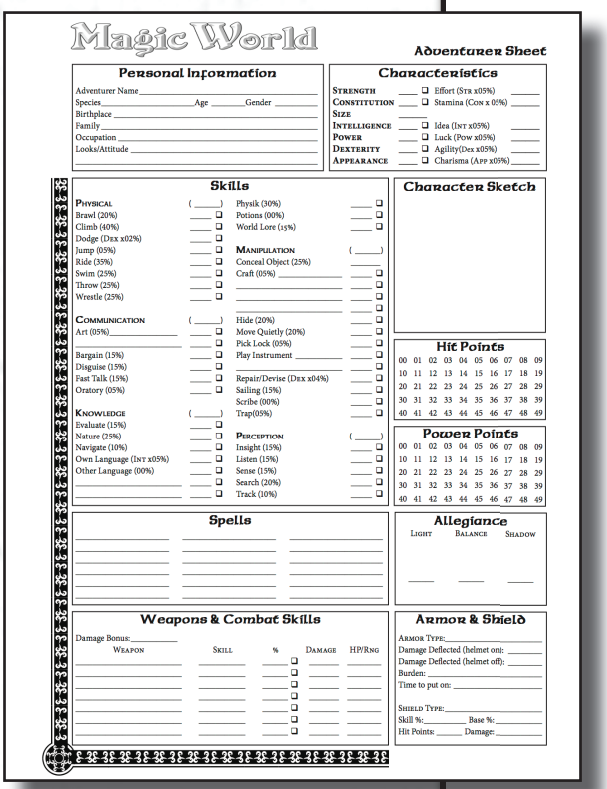
Choose an occupation out of the 20 listed on pages 23-28. If your Chronicler allows it, you may also create your own occupation. Read the occupation summaries and keep the suggestions in mind while coming up with better ideas on how to play your Adventurer.

After applying categorical modifiers and cultural bonuses, add the following skill allotments to your occupation skills:

- +60 to one skill.
- +40 to three skills.
- +20 to four skills.

Skill bonuses my not be applied to the same skill.

Distribute 40 percentiles to one skill and 20 percentiles to three skills not included with your occupation.


Magic World

Adventurer Sheet

Personal Information

Adventurer Name
Species Age Gender
Birthplace
Family
Occupation
Looks/Attitude

Characteristics

Strength ☐ Effort (Str x05%)
Constitution ☐ Stamina (Con x 0%)
Size
Intelligence ☐ Idea (Int x05%)
Power ☐ Luck (Pow x05%)
Dexterity ☐ Agility(Dex x05%)
Appearance ☐ Charisma (App x05%)

Skills

Physical
Brawl (20%)
Climb (40%)
Dodge (Dex x02%)
Jump (05%)
Ride (35%)
Swim (25%)
Throw (25%)
Wrestle (25%)

Communication
Art (05%)

Bargain (15%)
Disguise (15%)
Fast Talk (15%)
Oratory (05%)

Knowledge
Evaluate (15%)
Nature (25%)
Navigate (10%)
Own Language (Int x05%)
Other Language (00%)

Physik (30%)
Potions (00%)
World Lore (15%)

Manipulation
Conceal Object (25%)
Craft (05%)

Hide (20%)
Move Quietly (20%)
Pick Lock (05%)
Play Instrument

Repair/Devise (Dex x04%)
Sailing (15%)
Scribe (00%)
Trap(05%)

Perception
Insight (15%)
Listen (15%)
Sense (15%)
Search (20%)
Track (10%)

Character Sketch

Hit Points

00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49

Power Points

00 01 02 03 04 05 06 07 08 09
10 11 12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39
40 41 42 43 44 45 46 47 48 49

Spells

Allegiance

Light Balance Shadow

Weapons & Combat Skills

Damage Bonus:

Weapon Skill % Damage HP/Rng

Armor & Shield

Armor Type:
Damage Deflected (helmet on):
Damage Deflected (helmet off):
Burden:
Time to put on:

Shield Type:
Skill %: Base %:
Hit Points: Damage:



see pages 11-28 for advice on Adventurer Creation

Step 2: Characteristic Rolls

STRx5 for Effort.

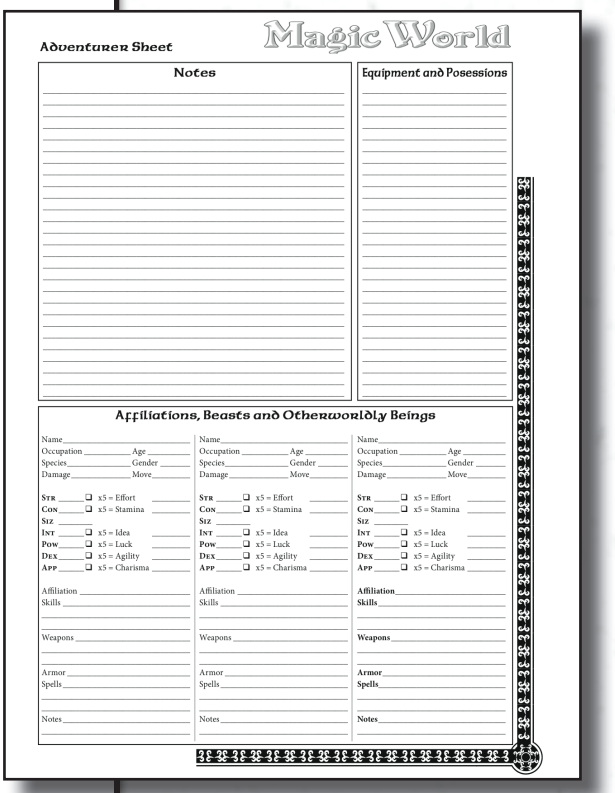
CONx5 for Stamina.

INTx5 for Idea.

POWx5 for Luck.

DEXx5 for Agility.

APPx5 for Charisma.


Adventurer Sheet

Magic World

Notes

Equipment and Posessions

Affiliations, Beasts and Otherworldly Beings

Name Occupation Age Species Gender Damage Move

STR ❑ x5 = Effort
CON ❑ x5 = Stamina
SIZ
INT ❑ x5 = Idea
POW ❑ x5 = Luck
DEX ❑ x5 = Agility
APP ❑ x5 = Charisma

Affiliation Skills Weapons Armor Spells Notes

Step 3: Derived Characteristics

Damage Bonus: STR+SIZ, consult table on page 14.

Hit Points: CON+SIZ and divide by two. Round up.

Major Wound is 1/2 hit points. Round up.

Circle the number equal to POW in the Magic Points box. Write the total.

Human MOV is 8.

Step 4: Age and Experience

The default age for Adventurers is 17+1D6.

Adventurers can be made older by rolling additional D6s. After 5D6 rolls, each additional D6 costs an additional 2 points from any characteristic. To compensate for this characteristic loss, distribute 20 percentiles among the Adventurer's skills.

Step 5: Magic

Adventurers must have POW of 16 or higher to be able to use Magic.

If you qualify, you may choose three levels of spells from the Sorcery chapter on page 95. Create a backstory for how your Adventurer learned these spells. Were they taught? Is it genetic?

Step 6: Culture and Species

Choose one of the four Cultures of Magic World that your Adventurer comes from. Select three of the skills from the Skills list included and add 10 percentiles to those skills.

Adventurers in Magic World are human by default. Chroniclers may allow players to choose different species to play as. See the *Creatures as Adventurers* section on pages 153-154.

Step 7: Skill Category Modifiers

Adventurer characteristic scores influence skill competency. Adventurers with higher characteristics find themselves showing talent or aptitude within certain areas associated with those abilities.

Consult the table on page 15 to see how your Adventurer's Characteristics affect their skills.

Experienced Adventurers

Often players may wish to create Adventurers who are more competent than the baseline Adventurers. This normally happens when the Chronicler wishes to create a more high-powered, epic-feeling campaign. All characters should begin play at the same level. To do this, use the following bonuses, at the gamemaster's discretion:

Veteran Adventurer

- +1 POW, and one additional point to allot among the other characteristics
- +60 to two skills
- +40 to three skills
- +20 to three skills
- +40 to three skills and +20 to six skills for hobbies and personal interests
- Possibility of 6 levels of spells (see below)

Heroic Adventurer

- +2 POW, and two additional points to allot among the other characteristics
- +80 to one skill
- +60 to two skills
- +40 to two skills
- +20 to three skills
- +40 to four skills and +20 to six skills for hobbies and personal interests
- Possibility of 9 levels of spells (see below)

Legendary Adventurer

- +3 POW, and four additional points to allot among the other characteristics
- +80 to two skills
- +60 to three skills
- +40 to three skills
- +40 to five skills and +20 to eight skills for hobbies and personal interests
- Possibility of 12 levels of spells (see below)

Note that the characteristic bonus points may be divided up among different characteristics, but the value may never exceed the species maximum.

your occupation. These represent personal interests, hobbies, and learning outside of the scope of your Adventurer's occupation, and the points may not be added to the previously selected skills.

MAGIC

To be able to learn magic, your Adventurer must be strong-willed enough (POW equal 16 or better). If you qualify, your Adventurer may choose three levels of spells from the Magic chapter (some occupations begin with more starting magic, as noted below). Your Adventurer may not have any magic, depending on the themes of your chronicle. List the names and magic point costs of the spells on the front of the Adventurer sheet under Magic in Memory and on the back of the sheet, under Grimoire, Notes. If your Adventurer accepts any spells, create a story for yourself of how he came to have them.

Depending on your game setting, often people despise and fear magic and hope one day to see an end to it, for they believe it produces nothing but misery and wickedness. In other settings magic is normal, and relatively commonplace. In still others, magicians are rare and respected as wise men, or channels of divine power. Nonetheless, others slyly benefit from it, and powerful nobles and merchants covertly hire personal Sorcerers. In the most interesting of settings, all of the above attitudes towards magic are present.

STARTING MONEY

Every adventurer begins with 5D100 Bronzes in cash, barter goods, etc. Most occupations endow the Adventurer with additional starting money. The amounts represent what you were able to save or escape with. The propor-

tions granted loosely represent the earning power of the occupations. The standard unit of currency in Magic World is a bronze penny called simply a "Bronze". At the Chronicler's discretion, this may be changed to a different type of low-value metal. Copper, zinc, or some similar substance would make sense. There are higher value metal coins, which will be described later.

ADVENTURER OCCUPATIONS

ASTROLOGER: A watcher of the stars, you are familiar with the face of the gods and the intricate movements of the constellations as they wheel across the heavens. You know the stars that watch over every aspect of life, and have charted their movements for years. Perhaps you have discovered dire prophecies of impending doom, and hope to spread the news of your revelation. Or perhaps the gods themselves have commanded you to go forth into the world and learn more of the people around you. Armed with your atlas and your astrolabe, you can predict for yourself an interesting future.

Skills: Art (Astrology), Art (Astronomy), Evaluate, Insight, Navigate, Oratory, Repair/Devise, one skill as a personal specialty.

Extra Money: 100 bronzes.

BANDIT: Gangs of bandits plague traderoutes, picking off lone travelers and attacking the caravans of the wealthy merchants. For all your life the bandit group has been your family—ties deeper than blood bound you to your brothers. Somehow though, you have always sought something else; tales of riches and splendors from those you captured and robbed have fired your imagination and now you want to see these things for yourself. Leaving the company of highway thieves behind you have wandered abroad in search of the life that awaits you on the other side of the bandit's sword.

Skills: Dodge, Evaluate, Hide, Ride, Track, Trap and two weapon skills.

Extra Money: 100 bronzes.

Option: Custom Adventurers

To assign skills for custom Adventurers, generate the character normally until choosing skills and occupation. Then choose any 7 skills, and allot 260 percentiles in any combination among the chosen occupation's eight skills. No more than 60 points may be added to any single skill. Then distribute 100 points of personal interest skills in the same manner. For extra money, roll 2D100 in bronzes.

The rest of Adventurer creation continues normally.

BEGGAR: Even the bravest Adventurer needs a handout now and then, but as a beggar you devote your life to niggling money from passersby. Think up the ways (fake wounds or false disabilities) by which you separate people from their cash. Maybe all your distinctive features are genuinely disgusting.

Skills: Bargain, Conceal Object, Disguise, Dodge, Fast Talk, Move Quietly, Pick Lock, and one other skill as a personal specialty.

Extra Money: 10 bronzes.

CRAFTSPERSON/SHOPKEEPER:You might have been a potter, weaver, carpenter, or innkeeper, etc. Choose the craft. You kept to one village or one part of town, and your neighbors acknowledged your skill. Then something happened that changed your life into that of an Adventurer. What was it?

Skills: Craft, Bargain, Evaluate, Fast Talk, Insight, Nature, Sense, and one other skill as a personal specialty.

Extra Money: 250 bronzes.

CRAFTER, TRIBAL: From wood and bone you carve the materials needed for your tribe. With flints and stones you can turn the detritus of the Land into items useful and ornamental, functional and precious. It was you who carved the great totem for your tribe; it was you who fashioned the Headman's costume for the great Festival

of the Summer Hunting. Your skill lives and breathes the way of the Spirit and you embody its ways in everything you craft. Yet you have seen the strange and wonderful things the travelers from the cities bring to the tribe and you have marveled.

Now has the come the time when you feel you must discover for yourself what other secrets the peoples of the cities possess; perhaps you can learn from their ways and bring these back to your tribe, extending the influence of the Great Spirit and making the ways of the city dwellers the ways of your people.

Skills: Craft (appropriate to a primitive society), Evaluate, Nature, Sense, two skills as personal specialties and two weapon skills.

Extra Money: Crafted items worth 200 bronzes.

FISHER: In your tiny coracle or large boat you fish the great lakes and rivers. With lines, nets and spears you hunt fish so that your village might eat. You understand the ways of the water, the habits of the fish, and the nature of the weather. But for some reason you have been forced to seek a life away from the rivers and lakes, forced to walk abroad in a land of strangers in search of some other means of survival. What caused this change? An accident that has shamed you into leaving your home? Maybe, in your dreams, you seek to let your soul sail on the vast oceans and find your way to other, far-flung lands.

Skills: Craft (fishing), Jump, Listen, Nature, Repair, Sailing, Swim, and one weapon skill, or one other skill as a personal specialty.

Extra Money: 25 bronzes.

GOVERNMENT OFFICIAL, DIPLOMAT: The business of government is tough; tougher than many realize, what with its intrigues, secrets, feuds and constant need to win the hearts and minds of the populace. You've spent a great deal of time in this arena, as a high-level bureaucrat, serving those that claim to serve the masses. You've been a party to it all: petulant kings, the aspirations of despots, the ruthless, unseen crimes that permeate every level of government. For some reason you've bored of the tensions of high office and seek new challenges-something more straightforward, something that cannot be predicted. Something away from the marbled halls and society dinners. The life of the itinerant Adventurer. What made you change? Corruption? A political scandal you couldn't survive in the public arena? Whatever, life has to be simpler out there ...

Skills: Bargain, Evaluate, Fast Talk, Insight, Listen, Other Language, World Lore, one skill as a specialty and one weapon.

Extra Money: 350 bronzes.

HUNTER: You prowl forests in search of boar, deer, and other prey. You are careful and quiet, and praise natural beauty. You see townsmen as foolish loud-mouths. You're also a wanderer, and curious about the great world.

Skills: Climb, Move Quietly, Throw, Track, Trap, one missile weapon skill, one other weapon skill, and one other skill as a personal specialty.

Extra Money: None.

LOST, FORGOTTEN: You're a drifter, or a person plagued by dreams and visions, or a young person newly orphaned, or you just woke up an amnesiac. You don't quite know who you are, and you can't remember a time when you knew. You grasp at strange clues and bewildering notions that never quite work, and scheme for riches that never quite appear.

Skills: Conceal Object, Fast Talk, Hide, Insight, Listen, Move Quietly, Search, and one other skill as a personal specialty.

Extra Money: 15 bronzes.

MERCENARY, BODYGUARD: You contract to fight for a set period in return for pay. You've finished your latest job and you're looking for employment. You tolerate people, but you respect only skilled fighters.

Skills: Brawl, Dodge, Ride, Throw, any three weapon skills, and one other skill as a personal specialty.

Extra Money: 200 bronzes.

MERCHANT: You once made a living from accounts and agents; documents flowed through your fat account books, and you didn't need to travel. But there was something missing in your life: maybe the exhilaration of being on the open road; maybe a deep-felt longing to join the freewheeling Adventurers who sometimes accompanied your caravans. Eventually you left behind your business and joined the ranks of the adventure seekers, placing the bright, heady life of the Adventurer above the margin of profit.

Skills: Bargain, Evaluate, Insight, Listen, Nature, Other Language, and World Lore and one other skill as a personal specialty.

Extra Money: 300 bronzes.

MINOR NOBLE: You are far removed from the title, or your family might have fallen on hard times. In either case, no regular income comes with your title; perhaps you have been disinherited, or the wrong faction now controls the throne. Adventuring has become as noble a profession as you can afford. Appropriate titles might include baronet, burgrave, knight, margrave, marquis, marchioness, or thane.

Skills: Art, Other Language, Ride, Sense, any two weapon skills, World Lore, and one other skill as a personal specialty.

Extra Money: 500 bronzes.

NOMAD: You are a warrior of the wilderness, honorable, dignified, and quick to anger. City people seem to enjoy trading honor for money-you despise their ways. Someday you will return to where the people are noble and honest, but for now you are in this foreign place, and must survive.

Skills: Bargain, Listen, Nature, Ride, Track, two weapon skills, and one other skill as a personal specialty.



Extra Money: 50 bronzes.

PAID ASSASSIN, THUG: You are ruthless and dangerous. Rumors and whispers precede you. You have less sympathy with your employers than with your victims, yet you faithfully attend to your murderous chores. You have many enemies. Recently something awful happened to you, and it changed you permanently. What was it?

Skills: Disguise, Hide, Climb, Move Quietly, Potions, Throw, one weapon skill, and one other skill as a personal specialty.

Extra Money: 100 bronzes.

PEASANT, FARMER: All your family and all you knew were bound as farmers to the land. All of you were treated like slaves. Somehow you escaped. Now you are your own master. You will never go back.

Skills: Craft, Nature, Listen, Sense, two impromptu weapon skills (see the weapon tables), World Lore and one other skill as a personal specialty.

Extra Money: 25 bronzes.

PHYSICIAN, APOTHECARY: Your family was able to apprentice you or buy you an education, but your real learning may have come later, when you try to alleviate human pain and suffering. On the other hand, perhaps your potion killed the Duke instead of curing him, and you had to leave town in a hurry.

Skills: Fast Talk, Insight, Physik, Other Language, Potions, Scribe, World Lore and one other skill as a personal specialty.

Extra Money: 150 bronzes.

SAILOR: You're skilled with sails, boats, and ships, and know tides, the wind, and the stars. You've already been to half the ports in the West, and you want to visit the rest. Life is glorious, except for storms, pirates, and the terrors of the deep, so why don't you ever have any money?

Skills: Sailing, Swim, Navigate, Climb, Craft, Nature, one other skill as a personal specialty, and a weapon skill.

Extra Money: 100 bronzes.

SCRIBE, ENGINEER: You are an idealist who helped administer laws or manage construction projects. You may have been independent of governments and rulers, but nonetheless became cynical because of the corruption with which you had to cooperate. You resigned in disgust. Now you respect only the sharpness of steel, and maintain the bright honor of an Adventurer.

Skills: Craft, Evaluate, Insight, Nature, Other Language, Scribe, World Lore, and one other skill as a personal specialty.

Extra Money: 200 bronzes.

SHAMAN, PRIEST, CULTIST: You were a seer who had been granted visions of the supernatural. Perhaps what you learned clashed with the ways of your tribe, village, or church, or perhaps you learned something so horrifying about the future that you wander the world, enlisting aid in the great struggle to come. Perhaps you quietly plot against things as they are. Perhaps you question your Allegiance. As a spiritual leader, you have already shown dedication to your path: add 1D6 points to Shadow, Balance or Light. Your Adventurer begins with 1D6+3 spell levels.

Skills: Fast Talk, Insight, Nature, Oratory, Physik, Potions, Track, and one other skill as personal specialty.

Extra Money: 100 bronzes.

SLAVE (FREED OR ESCAPED) : If from a wealthy family, you might be able to do almost anything. If from any other background, you usually did only menial and disgusting chores. Since a slave is helpless, you spent much of each day trying to keep out of trouble and in shifting blame. But now you are free. Did you earn it, or take it by force? Are your old masters after you?

Skills: Art, Craft, Dodge, Fast Talk, Hide, Move Quietly, Sense, and one other skill as a personal specialty.

Extra Money: None.

SMALL TRADER: You owned a string of pack animals, a caravan of wagons, or a small ship. You circuited inland and back from some port city, or up-river, or along a coast. You know a lot about that route. You were honorable with repeat customers, and dealt sharply with strangers. Then your business was wiped out by bandits, pirates, invaders, or rapacious competitors. Someday you'll take revenge.

Skills: Bargain, Conceal Object, Evaluate, Fast Talk, Insight, Ride, World Lore, and one other skill as a personal specialty.

Extra Money: 250 bronzes.

SOLDIER/GUARD/WATCHMAN: You might also be a marine. You used to work for some nobleman, a kingdom or a city, or a wealthy merchant. Week by week, you had little to do but practice with weapons and keep yourself in shape. You achieved nothing. Your boss gave you plenty to die for, but nothing to live for. Now that you work for yourself, great things could happen.

Skills: Brawl, Dodge, Move Quietly Shield, Throw, any two weapon skills, and one other skill as a personal specialty.

Extra Money: 50 bronzes.

SORCERER: You have spent years studying ancient tomes, or perhaps spirits have whispered the secrets of the cosmos into your sleeping mind. Whatever the cause of your eldritch knowledge, you are an adept at arcane powers of which most can only dream. You desire power, knowledge, revenge or solace. You may haunt a tower filled with arcane lore, or scour the world for knowledge in ancient ruins. Assuming you meet the requirement of having a POW of 16 or more to cast spells, your Sorcerer begins with INT/2 spell levels. If the Adventurer does not meet this requirement, he is assumed to still be in his apprenticeship, and will not be able to actually learn/cast any spells until his POW is 16 or higher. Note the spells in the "Grimoire" section of the Adventurer sheet, and wait to earn the required POW score through play.

Skills: Bargain, Evaluate, Insight, Nature, Other Language, Potions, World Lore and one other skill as a personal specialty.

Extra Money: None.

TAX OR RENT COLLECTOR: You are or were employed by some large property-owner, or by some nobleman. You understood that the money has to come in or you'll be out of a job. To be a real success, you might have used Bargains and Fast Talks to squeeze out even more money. Perhaps you grew sick of the suffering you caused, or perhaps you became as slimy as your boss, and stole from him. Now you're out for yourself.

Skills: Bargain, Evaluate, Fast Talk, Pick Lock, Search, Track, one weapon skill, and one other skill as a personal specialty.

Extra Money: 250 bronzes.

THIEF: You were a criminal specialist—a robber, a mugger, a pickpocket, etc. At first doing this seemed clever and profitable to you. Then some theft went wrong, or you robbed the wrong person and made a powerful enemy. Now perhaps you've reformed. Success as an Adventurer will put your past behind you, or will it?

Skills: Climb, Disguise, Hide, Listen, Pick Lock, Search, one weapon skill, and one other skill as a personal specialty.

Extra Money: 100 bronzes.

TROUBADOUR/ENTERTAINER:You're witty and interesting-looking, and you love to get attention. You might be adept with song, musical instruments, satirical poems, stories that everyone already knows, stage magic, wire-walking, tumbling, juggling, sleight-of-hand, or some other entertaining craft. You have little money, and you're tired of living hand-to-mouth. Maybe adventuring is a better life.



Where does your Allegiance lie?

Skills: Art, Bargain, Craft, Fast Talk, Insight, Oratory, one weapon skill, and one other skill as a personal specialty.

Extra Money: 150 bronzes.

THE BACK OF THE SHEET

The reverse of the Adventurer sheet is mostly self-explanatory. The top section, Background, will fill up gradually, as your Adventurer makes friends and enemies, meets great people, and does great deeds. This is a place to write down things that might be forgotten otherwise. The magic chapter has information about grimoires and how they are used. The grimoire on the Adventurer's sheet simply is a list of the magic that he knows. Like the background section, wealth will fill up gradually, if at all. Many players will not use these areas, but an Adventurer might have a human servant who could fit in one of these spaces. If your Adventurer can afford a horse, or other mount its stats may be placed in the indicated space.

ALLEGIANCE

Many heroic fantasy settings pit great cosmic forces against each other. Magic World abstractly calls these forces Light, Balance, and Shadow. Your chronicle may have different names for them, or not use them at all; as always, your Chronicler will let you know. The forces of Light and Shadow recruit Champions to their causes. The Balance is never personified, but benefits naturally accrue to him who follows the way of the Balance. These benefits differ from one another, roughly correspond in importance in play, yet leave the Adventurer free. Allegiance may change many times. Every Adventurer starts play indebted to one of the three forces.

GAINING ALLEGIANCE

The front of the Adventurer sheet includes three Allegiance boxes at the upper right. A number of up to 100 in each box shows the alignment to each force. The higher the number in a box, then the greater the Adventurer's disposition may be to that force. Most people do not act consistently. In game

terms they rarely build up large scores in just one of the forces. Gains with one in one week are neutralized by gains in another the next week. However, whenever the highest score is 20 points or more above the next highest score and the Adventurer wants a stronger relationship, that effort represents enough commitment that the Adventurer is said to have an Allegiance with that force. Benefits accrue while Allegiance exists; see further below.

See the Three Forces, boxed nearby, for the sorts of actions likely to promote the award of Allegiance points. The Chronicler's Resources chapter also lists sample awards which might be granted in the course of play, at the Chronicler's discretion.

STARTING ALLEGIANCE

Your Adventurer begins play with one Allegiance ranked at 25, one at 15 and one at 5. Everyone has a touch of Light, Balance and Shadow in them. Think about what your character has already done to earn points opposed to his highest Allegiance. Use that to inform your roleplaying of the character, as well as his back-story.

For example, Ranulf the Melancholy begins with 25 points in Balance, 15 in Light, and 5 in Shadow. What did he do to earn those points? Did he murder someone in a rage? Has he spent time caring for the sick and wounded?

INCREASING ALLEGIANCE

Actions that favor the Allegiance in turn increase the Allegiance score. After an adventure, the Chronicler may call for an Allegiance check. This is done in a fashion (and perhaps at the same time) similar to an experience check (see the game system chapter). Roll D100: if the player rolls less than the current Allegiance score, then the Allegiance points increase by 1D6 points.

The Chronicler may, in the midst of action, call for checks or unilaterally assign increases. Examples of Allegiance gains for Light, Shadow and Balance are given in the Chronicler Chapter.

Three Forces

Earning Shadow Points

Shadow seeps everywhere. Shadow points are easy to get, because Shadow is so eager to corrupt the minds of men. The main source of Shadow points is in practicing treachery, deceit, and mayhem. Acting on anger, hatred, and selfishness taints the Adventurer, tinting his soul with Shadow.

Earning Points for Balance

The Balance needs no spells or invocations: it is that state of being to which all of creation naturally inclines. It can be perverted, but not enhanced. Acts that promote increases in Balance Allegiance often have more to do with caretaking for the realms of nature, than its inhabitants. Tending a grove of trees, creating a bridge over a rushing river, as well as creating works of art can earn points for Balance.

Earning Light Points

Deeds that promote life—kindness, generosity, a rescue, mercy given, a truth told—may earn points for Light. Champions of Light roam the world, and some kingdoms are aligned with Light. Deeds done on their behalf may reap points of Light.

MULTIPLE ALLEGIANCES?

Notwithstanding Allegiance, humans have free will, and can act as they please. An Adventurer can have scores in one, two, or all three of the boxes. One's Allegiance is only with the highest of the scores and then only if the score for the highest force exceeds the next highest amount by 20 points or more, and then only if the Adventurer acknowledges the Allegiance.

MAINTAINING ALLEGIANCE

When an Adventurer acts contrary to the interests of his or her Allegiance, the Chronicler may require a D100 roll to test the Allegiance. If the player rolls above the current Allegiance score, reduce the Allegiance score by 1D8 (for Shadow) or 1D6 (for Balance and Light). If the player rolls equal to

or less than the Allegiance score, there is no consequence.

Adventurers with Allegiance scores of one hundred or more, and who have made a commitment to that cause, go against it at their peril. A beholden Adventurer may lose the benefits of the Allegiance and be held an enemy. At the Chronicler's discretion, punishment may strike or the Adventurer may have to undertake a ritual quest of purification in order to see benefits reinstated.

BENEFITS OF ALLEGIANCE

ALLEGIANCE TO SHADOW

Shadow desires absolute freedom from laws and morals. At its best, Shadow grants great opportunity and liberates the individual's impulses; at its worse, Shadow justifies cruel anarchy and selfish behavior.

Often, magic takes force and ubiquity from Shadow, though Light and Balance magic also exists. Shadow can also grant apotheosis; see further below.

BENEFITS: if the Adventurer has allied with Shadow, and only after his or her personal Magic Points are exhausted, an ally of Shadow may swear by the Lords of Shadow and allow the player to use as extra Magic Points the equivalent of 1/10th (round up) of current Shadow points. This can be done up to three times per game session. Each occurrence must be separate. The Adventurer's Magic Points regenerate normally. An Adventurer falls unconscious from loss of Magic Points only after using and exhausting these extra Magic Points all three times. Whenever using such Magic Points, the Adventurer also must undergo an Allegiance check at the end of the adventure.

ROLEPLAYING: Adventurers may serve Shadow voluntarily, as tricksters, criminals and nonconformists, or under duress. Pride, vengefulness, and other selfish emotions often motivate them. Shadow employs some allies, who devote themselves to that force. These are called Agents of Shadow.

ALLEGIANCE TO THE BALANCE

The Balance represents harmony between the opposition of Shadow and Light. The Balance combines stability with vitality.

BENEFITS: given Allegiance with the Balance, the Adventurer learns enough internal harmony and physical control to dodge or ignore some wounds and injuries. Once per game session, he may swear upon the Balance, causing the player to gain up to 1/5th (round up) of current Balance points as extra Hit Points. The Adventurer must undergo an Allegiance check at the end of the adventure.

ROLEPLAYING: servants of the Balance seek inner enlightenment as well as harmony in the world. They may display monastic purity and freedom from conventional vices, or live privately and kindly, or enjoy life as they will, but as unselfishly as possible. Unlike Shadow and Light, the Balance keeps no paid agents abroad in the world.

ALLEGIANCE TO LIGHT

The Light asserts grace and kindness. At its best, the rule of Light produces peace, stability, and security, and at its worse provokes totalitarianism, rigid conformity, and sterility of emotion.

BENEFITS: Given Allegiance with Light, the Adventurer owns enough discipline and proud ambition to unconsciously augment selected skills. He may swear upon the Lords of Light and cause the player to momentarily employ up to the whole of current Light points as extra skill points. This may be done not more than three times per game session. Call for the extra points before making the skill roll. These extra points increase the chance for a critical result. Once the skill use completes, the extra skill points disappear. The Allegiance points do not change during this process.

Whenever using extra skill points, the Adventurer must undergo an Allegiance check at the end of the adventure. The Adventurer does not receive an experience check for a skill use augmented by these extra points. Experience checks for skills not boosted by such extra points accumulate normally.

ROLEPLAYING: The follower of Light believes that the comfort of many outweighs the desires of a few. Light employs some allies, who devote themselves to that force. These are called Agents of Light.

APOTHEOSIS

An Adventurer who reaches 100 or more in an Allegiance score and who is allied to that force might be asked in a vision to become the servant of that force. Scores in other boxes do not matter. Apotheosis is not automatic. The Adventurer must demonstrate through the quality of conduct and aspiration that this great honor is warranted, and the force must want him.

The vision is of blinding intensity, never to be forgotten. If the offer is accepted, an apotheosis (literally, deification, but here a permanent alliance of purpose) occurs, changing the Adventurer into a Champion of one of the three forces.

Benefits accrue to each sort. He maintains free will, however, and conceivably could betray the force.

If the Adventurer refuses apotheosis, then his or her points merely continue to mount until death or retirement. Light or Shadow may woo such an Adventurer, offering temptations and bribes to gain commitment. The Balance does not intervene directly.

Accepting apotheosis or not, the benefits of Allegiance continue so long as Allegiance exists.

CHAMPION OF SHADOW

- A Champion of Shadow becomes invulnerable to death. When death normally would occur, he has two other chances instead. Multiply POW x 1D8, then roll D100. If the D100 result is equal to or less than the product of POW x 1D8, then the Champion evaporates foully and coalesces at the point of his or her apotheosis. Coalescence takes eight days and eight nights of great pain and anguish to complete, and strips five percentiles from every skill. After each coalescence, the Adventurer takes on a more cadaverous and death-like visage, and loses 1 APP. If the D100 roll is more than the product, then the Champion transmigrates to a higher plane to become the will-less companion of his or her patron Lord, to gleefully do whatever is bid, forever.
- The Adventurer's Magic Points permanently double, though POW does not increase.
- Further, a Champion of Shadow must choose a patron Lord of Shadow. He now has a POW x 3 chance of communicating with that Lord of Shadow when the need is great.
- The Adventurer becomes the chess piece of Shadow, subject to visions and bargains. Shadow may remove or augment Magic Points as it will, and the Champion must strike new bargains with it to restore or retain capacity with spells.

CHAMPION OF THE BALANCE

- A Champion of the Balance becomes worthy to seek spiritual peace. This usually involves a lengthy quest that reveals the Adventurer's role in the world. Having succeeded, the Champion has won the game, and leaves or enters play when he wishes, escaping the general doom of the world.
- Further, the Adventurer's maximum Hit Points forever after equal SIZ + CON + POW.

CHAMPION OF LIGHT

- A Champion of Light may settle one new land on the borders of civilization, and assume its rule. The new land is full of natural plants and animals, as the Adventurer wishes, and may contain a small population (1D100 x 1D6) of human peasants and villagers for him to rule. The player designs and populates the land with the Chronicler's approval, and chooses his or her title. This new

Lords of Light and Shadow

As noted elsewhere, Champions need to choose a "Patron Lord" of either Light or Shadow, depending on where their allegiances lie. This term is left purposefully abstracted within the Magic World rules book.

The Patrons should be as vague or specific as your Chronicle needs. They could be Gods, Concepts, Ideals, or anything else that seems to fit your vision of the Chronicle setting. Contacting a Patron could mean a physical manifestation of that Patron, messages sent in dreams, ominous portents, or understanding through meditation. In any case, the contact is presumed to be specific, and actionable.

Future supplements will go into more detail on these concepts.

land appears, or is discovered at the frontiers of civilization. The bounds of the new land in all equal about two days of persistent riding: D100+100 square miles.

- Finally, a Champion of Light must choose a patron Lord of Light if that has not already been done, and now has a POWx3 chance of communicating with that Lord of Light when the need is great.

SURVIVAL TIPS

Naturally you'll want the best of everything for your Adventurer, but that's not possible in a world where most people are poor. Across the board, you'll also want high characteristics and skills for him, but having high scores in everything won't be possible either. Nor would that be enjoyable to play for long. Here are some tips for creating Adventurers ready for life in the worlds of heroic fantasy, and for survival in this game.

WEAPON SKILLS: Most people carry weapons, and most don't shrink from using them. If you don't want other characters to hone their skills by defeating your Adventurer, have a weapon skill at 101% or better, since that percentage or higher halves the chance for a fumble. Since the parry percentage for a weapon drops by 30 percentiles each time the weapon parries in a round, a high hand-to-hand weapon skill can be quite useful. The percentiles of a high-percentage weapon skill can be split among several attacks. Not least, the chance for a critical success rises as your Adventurer becomes more skillful.

SHIELDS: if your Adventurer intends to do serious fighting, he needs a shield, or at least a second weapon. If your Adventurer parries with a shield, then the risk of breaking a weapon drops greatly, and he ignores certain fumble table results. If your Adventurer has skill, a shield is more reliable than armor, and blocks stronger attacks.

ARMOR: Entering hand-to-hand combat, wear the best armor possible. Armor in this game is not like a shield-a shield has a fixed defensive effect. Armor has weaknesses and openings, so the attack damage it stops each time must be rolled for. Bad rolls can occur. Nonetheless, armor can make the difference between a major wound and a minor wound, or between a major wound and death. It may be your Adventurer's only protection from an ambush or attempted assassination.

DODGE: Have the highest Dodge skill possible. As you might imagine, being able to dodge a blow from a battle axe, say, can be very handy. Dodge and parry are integrated maneuvers in this game; a high Dodge gives your Adventurer as much flexibility of choice as possible.

MAGIC: Often the central conflict in a fantasy saga is between Light and Shadow. High skills compensate for lack of magic, which can be a lot slower to get started than shooting an arrow. If your Adventurer intends to cast magic, he cannot have too much Power characteristic-at least POW 16 is necessary. A high POW also improves the Luck roll. Magic spells are mostly obtained during play. Adventurers could teach each other if given different spells during Adventurer creation.

CLUSTERING SKILLS: It's a good idea to have different sorts of skills, but it is also handy to have skills that work together. For instance, high percentiles in Move Quietly, Track, and Trap suggest a character who is a hunter or trapper, just as high Bargain, Insight, and Scribe suggest a merchant or trader. Clustering skills creates a general area of expertise, giving an Adventurer flexibility of action and response, and making his or her personality more understandable to roleplay.

COMMUNICATION SKILLS: Try to have a high Fast Talk, Bargain, Oratory, or Art-your Adventurer will want to influence and convince people as well as fight them. An Other Language skill will be very useful if you plan to visit foreign lands.

ASK QUESTIONS FIRST: Your Chronicler will be glad to tell you everything significant that your Adventurer sees, but you may have ideas about what you want to know. Don't be afraid to ask for information: is the swordsman looking confident? Is the merchant wearing much gold jewelry? Are the timbers of the ship bright and well kempt, or spotted with age and brine?

DON'T GET ANGRY UNTIL YOU KNOW THE OPPOSITION: Skills can be hundreds of percentiles high, magic can be almost invisible, and any well-dressed individual may have friends who can raise a whole city to the alarm. Picking a fight with the wrong person is foolish. Wait for good reason, then fight when honor demands it.

KNOW WHO YOUR FRIENDS ARE, AND KEEP THEM: If as a group the Adventurers are of different alliances, then at some point your paths may diverge. Over time, Adventurers will come to understand that the struggle between Light and Shadow drives people apart and creates needless agony. But Light and Shadow are elements within every person's personality: they do not have to be destructive elements. Players of Shadow-allied Adventurers need to find enjoyable ways to express creativity and changing moods; players of Light-allied Adventurers can be stem and legalistic, but also remember how to laugh; those playing Adventurers of the Balance must find scope for forgiveness and appreciation of everything that happens around them. Despite different alliances, try to roleplay toward friendship. If your Adventurer's character actively prevents it, then he may need new companions.

HAVE A BELIEVABLE RANSOM: If all else fails, an enemy who has your Adventurer at his or her mercy may be diverted from murder by the promise of payment. The key here is believable: the amount promised has to be at least five thousand bronzes to warrant the trouble, the Adventurer has to have thought of a way to reliably deliver the cash and then to get out of the clutches of his or her captor, and has to convince the captor that everything being said is pretty much true.

PRICES

COINS

Costs are usually given in standard units called bronzes. One bronze buys you a mug of ale, or a loaf of bread. A bronze has just enough value to be useful, and yet not so much value that anyone is much upset at losing one. We presume that each land in your chronicle has one or more equivalent coins and, for ease of play, that all of these coins are worth about the same and are therefore interchangeable though their designs, names, dates, and shapes vary.

The realistic alternative to this bland solution to the problem of coinage would be the introduction of dozens or hundreds of different coins, of confusing exchange. Chroniclers who wish to make a more realistic coinage are encouraged to do so, but must do so without guidance from this text. Further, though their exchange is equivalent, it is politically dangerous to try to spend coins of foreign manufacture in warring kingdoms.

Gold and silver coins also exist, but bad management, piracy, and wastrel princes cause people to hoard their gold and silver

Value of Gemstones in Bronzes

Size	Flawed	Good	Fine
small	D100	D100x5	D100 x20
medium	D100x2	D100 x20	D100 x1l00
large	D100x5	D100x100	D100 x1000

coins, and the circulation of them is rare. A silver has face value roughly equal to five bronzes. The value of a gold is nearly 100 bronzes.

Lacking face value, silvers and golds are often melted down and converted into jewelry or into household plate.

GEMSTONES

Perhaps stirred free during some ancient magical cataclysm, gemstones are found in every land. Among buyers' favorite stones are agates, chalcedony, diamonds, emeralds, jade, lapis lazuli, onyx, opals, rubies, sapphires, topazes, and turquoise. No one stone is thought of as better or more wonderful, as now we think of diamonds.

For game convenience, evaluate gemstones by relative size and beauty of color. Use the table nearby, or the Chronicler can create an alternate scheme. Thus a medium stone of good quality is worth between 20 bronzes and 2000 bronzes. If the stone's rolled value is relatively low, it looked to be rare but proves to be an agate or a large quartz crystal, or else the stone is cracked or unpleasingly shaped. If the stone's value is very high but not the highest, the gem is an excellent example, flawed in some small way only. A table offers only a general guide; Chroniclers should adjust value as they see fit.

SAMPLE PRICES

Prices are in bronzes, unless noted. The fact that something costs so much to buy does not mean that it can be sold for that amount; there may be no buyers at all. Prices change from buyer to buyer as conditions, locations, and seasons change. Calculate the worth of used gear in good condition as half of that which is new. Locate weapon. armor, and shield costs in the combat chapter, in the right-hand columns of the weapon tables. Otherwise, these are average prices.

FOOD & DRINK

Item	*Cost (Bronzes)*
mug of sour milk	½
mug of ale	1
jar of ale	6
goblet of poor wine	1
goblet of good wine	3
decanter of good wine	20
bowl of cold gruel	1/2
whole roast chicken	5
whole steamed salmon	10
whole roast suckling pig	40
whole boiled ham	15
roast haunch of beef	25
three old hen's eggs	1
three fresh hen's eggs	2
handful of quail's eggs	5
loaf of fresh bread	1
square of trail bread	1
six onions	1
string of garlic bulbs	1
jar of honey	5

suet pudding	4
raspberry ices, one spoonful	3-4

CLOTHES

Item	*Cost (Bronzes)*
warm hat	10
good boots	75
pair of sandals	10
linen shirt	10
fine silk shawl	200

OUTER CLOTHES

Item	*Cost (Bronzes)*
for a beggar	1
for a laborer	20
for a journeyman	50
for a mercenary	50
for a merchant	200
for a minor noble	500
excellent travel cloak	140

SERVICES

Service	*Cost (Bronzes)*
ordinary medical attention	5
haircut or shave	2
indifferent meal	2
good meal	6
excellent meal	25

SHELTER. PER NIGHT

Service	*Cost (Bronzes)*
floor of an inn	3
dormitory bunk	8
private room	45
stable a horse. per night	2-8
have a letter written	4
skill training. nominal per week	50
carpenter. bricklayer, per day	40
blacksmith. per day	50
armorer. per day	60
a reliable servant. weekly	30
bribe to official	20+
praiseworthy temple offering	10+
representation in legal court. daily	60+
send a messenger across town	1

THINGS

Item	*Cost (Bronzes)*
saddle and tack	300
book of lays or of history	100+
blank book suitable as grimoire	50
old grimoire (10 useful entries)	15,000
old grimoire (100 untested entries)	50,000
leather backpack	40
rope (30 yds., STR 40)	20
iron lock & key	40
slave collar	10
steel chain (15 yds., STR 64)	290
bundle of 20 arrows	20
lock pick set	75
canteen (2 liters)	10
tarpaulin	20
smallish tent for 2	100
3 candles	1
3 torches	1
larger tent for 4	200

oil lamp	5
lamp oil for 7 nights	5
5 steel fish hooks	1
bronze skillet	15
iron stew pot	45
2-wheel cart	300
4-wheel freight wagon	1,000
large rowboat	300
smallish fishing craft	3,000
10-slave harbor galley	20,000
200-slave war galley	150,000
deep-sea merchant sailer	90,000
wood and thatch hovel	100
3-room stone & tile house	2,800
3-yard-high stone wall around that house	2,400
home of minor noble	20,000
home of wealthy merchant	140,000
king's palace	all the nation's taxes for 4 years
10-yard wooden bridge	560
100-yard wooden stockade	3,000
adult slave	8,000
adult slave, educated	20,000
herb from local area (3 doses)	1-120
herb from distant lands (3 doses)	5-500

LIVING ANIMALS, AVERAGE CONDITION

Item	*Cost (Bronzes)*
burro	1,000
laying hen	10
milk cow	1,500
watchdog	40
fine hog	650
piglet	25
saddle horse	2,000
mule	1,400
ox	1,900
sheepdog	150

JEWELRY, ETC.

Item	*Cost (Bronzes)*
antique silver torque	2,000
gold ring set with fine gemstone	4,500
new emerald and silver brooch	2,500
3-strand polished agate necklace	200
gold amulet worthy of a king	15,000



DEFINITIONS

Each entry includes the name of the skill, base or starting chance for the skill, and a description. Most entries conclude with an example of a special and a fumble (see p. 48) for the skill; in play, the actual special or fumble should derive from the situation. Results of a critical success may be extrapolated from the description of a special success. Strive for different, interesting effects. The Chronicler may choose to keep the results of a skill roll secret until later, so that its consequences can unfold in play. The parenthesized percentages represent the base chances for the skills. A base chance is that proportion of knowledge or ability common to everyone. Since no one knows everything, no upper limit to skill percentiles exists. Expect skill levels to regularly exceed 100 percent.

All of the entries for skills are as explicit as possible. The notion of a skill is necessarily broad and general, though more specific than characteristic rolls. Discuss special interpretations or applications with your Chronicler.

Please note that base chances are given only for human characters. Nonhuman characters' skill bases are listed with the racial information in the Bestiary chapter.

SKILLS

ART (05%): Art permeates most cultures in the myriad worlds of fantasy. From primitive cave paintings, to epic sagas, your character may have experience in any number of creative fields. Specify Conversation, Courtly Manners, Declaim Poetry, Formal Dance, Song, Tell Story, or Torture, or choose a portable musical instrument such as Lyre or Flute. Or maybe something that might work up a sweat, such as tumbling or juggling. To pass as a person of culture, be within 30 or so percentiles of any Art held by the person who is doing the judging. Too much is as bad as too little.

A special success accomplishes something more memorable or more entertaining than usual. A fumble provokes groans, protestations, or anger from the audience.

An Adventurer can have more than one Art. Blank art spaces appear on the Adventurer sheet.

BARGAIN (15%): This is the skill of negotiating and convincing. If selling or buying and the difference is slight, the lower Bargain roll prevails. If debating some issue and the difference is slight, then the lower Bargain roll prevails. Should the difference between bargainer and target be great, then Charisma, Fast Talk, and Oratory rolls, new information, accusations, flattery, and threats might help achieve the desired end. An Insight roll might shift the terms or intent of the bargaining. Once convinced or once the deal is struck, the terms do not change. A success with one of these rolls increases the chance for a success with Bargain by ten percentiles.

Do not apply this skill to profound issues, such as whether Light or Shadow is preferable. Keep it to debates such as the value of a horse or boat, or whether to ford a

swollen river. Intending to cheat or lie, use Fast Talk instead. To sway by emotion, use Fast Talk or Oratory.

A special success could show a friendship formed, money saved, or desirable extensions or limitations. A fumble could emphasize the reverse, perhaps costing the Adventurer everything.

BRAWL (20%): Brawl is the skill of unarmed combat. A brawler uses every natural attack—kicks, gouges, bites, head butts, forearm smashes, and so on, and aims to do damage by every means possible. A good brawler knows whether it is easier to pull off a human ear from the top down or from the bottom up. He knows whether a foe's upper lip or lower lip is the more vulnerable.

Halve the percentiles for the skill if fighting an armored foe.

Add another 1D3 damage once Brawl reaches 101 percent—thus Brawl does 2D3 at 101 percent and higher.

Despite weapon class, combine Brawl with Cestus or Iron Claw if Brawl and the other weapon skill are both 101 percent or higher. Choose the skill percentage that is the higher. Use the Brawl/Cestus damage plus the 1D3 adds for Brawl at 101 percent and up. For instance, an entry might read: Brawl/Cestus 112%, damage 1D4+1+2D3+db. Such an attack can achieve devastating damage.

With a special, an unarmored target might drop unconscious, and an armored target might be stunned, incapable of action for a combat round. With a fumble, the attacker might slip and pull a muscle or crack a rib, losing 1D3 Hit Points.

CLIMB (40%): Do not roll for simple climbs of four meters or less. If the climb is longer, roll for Climb, perhaps reducing the chance by 10-20 percentiles, or more for handicaps such as night, rain, wind, a slick surface, and being in full armor. A climber with a failed Climb roll might then get a Agility roll or a Luck roll to save against falling.

To climb quietly, match the player's D100 roll against the Adventurer's Climb and Move Quietly. Succeeding in Climb but failing in Move Quietly, he climbed successfully but made noise. Failing Climb but succeeding in Move Quietly, he fell, or gained no height, but without noticeable noise.

A special result could increase the climber's speed, or make it easier to carry something. A fumble is always a fall that makes a horrible racket upon hitting ground; see the game system chapter for damage from falls.

CONCEAL OBJECT (25%): To cover or mask an object, use other objects, debris, cloth, or illusion-provoking materials. Using a secret panel, a false compartment, and painting or otherwise changing an item's appearance is possible. With a success, palm-sized or knife-sized objects concealed beneath clothing cause no revealing bulges.

With Conceal Object, a person might be out of sight, but could not be disguised. Use the Disguise skill for that. Larger objects are harder to conceal. Elephantine things should not be concealable by single people, though a group of people could build something that might do the trick. With a special, the object might be undetectable except by magic or by a special Search roll. A fumble

"I love you too, dear"



might draw the attention of others to the hiding place.

CRAFT (05%): Crafts are skills used to make practical things or to create pleasing effects. Subject to Chronicler approval, nearly any job or profession that earns income is a craft. Ordinary crafts include armorer, boat-builder, brewer, carpenter, mason, macramé and knot-tying, shipwright, weaver, and so on.

In many fantasy settings, sculpture, painting, jewelry-making, and most musicianship are also seen as crafts. Of the crafts of entertainment, several have application beyond garnering pennies from gawking farmers.

- Sleight-of-hand gives useful facility in manipulating all sorts of small objects. The user is facile with cards, shells for the shell game, can pick up small things surreptitiously (good for picking pockets or cutting purses), and can cause some Small thing to appear seemingly out of nowhere. it cannot be dodged.
- Wire-walking grants skill in moving at heights and in maintaining body moving about on ledges, battlements, and roofs. A wire-walker can routinely tread a rope or wire of length equal to less in feet than his or her percentiles in skill. You need no skill roll unless the distance is greater than the percentiles, or unless there is rain, wind, missile fire, etc.
- Acting, juggling, and tumbling are time-honored entertainment. Add tumbling to wire-walking to produce a trapeze artist.
- The card-reading and palmistry skill does not grant psychic powers, but skill-users are practiced at putting people at ease and knowing what people want to hear. To read a person's face successfully, try the skill Insight.

A special success with a craft might mean that an item or service is more durable or more memorable, perhaps good enough to warrant extra payment; a critical even more so. A fumble suggests a fall, a gaffe or a bad product.

A Craft at 101 percent or more could mend an object and at the same time add one or two Hit Points, so that the object became stronger than new. Or the performance could be so spectacular that someone of influence approaches the Adventurer afterward, and seeks to be a patron.

Blank spaces for crafts appear on the Adventurer sheet.

DISGUISE (15%): The user changes posture, costume, and/or voice. Theatrical makeup may help. Dim lighting definitely helps. Lower the chance for differences in sex, age, SIZ, or race. To look like a specific person, halve the effective skill percentage: this sort of illusion is maintainable only at a distance.

Insight or Search skills might lead an observer to suspect someone in disguise. In disguise, a successful Charisma roll lowers the success chance for either by 10 percentiles. A special success could give the disguised Adventurer some ability to issue convincing orders or evade detection by intimates. Failing a Disguise roll, onlookers notice uncharacteristic behavior. A fumbled Disguise roll declares in effect, "This person has a suspicious appearance! Investigate him immediately!"

DODGE (DEX x2%): This useful skill allows an Adventurer to instinctively evade blows which can be seen, and to close or open the distance with an enemy. Missile fire can miss, but it cannot be dodged.

Dodging and parrying are both defensive actions. See p. 61 in the combat chapter for more information on defensive actions.

Use the Dodge skill to attempt to evade an attack. A combatant armed with a short or medium-length weapon can use Dodge to close with and attack an opponent armed with a long-length weapon. Any combatant can use Dodge to feint and by that to open the distance between him and an opponents and disengage. Missile weapons cannot be Dodged.



The Adventurer dodges her enemy's slash

Having fallen to the ground, a successful Dodge allows a fighter to get to his or her feet without being hit.

Dodge against Dodge, if both opponents receive the same level of result, then the foes keep their relative distance. If one character's result is of a higher level, then he may choose to close or to disengage.

Using Dodge against parry is not possible, since parry occurs only in response to an attack.

The Attack and Defense Matrix table in the Combat chapter relates success levels of Dodge to an attacker's level of result.

EVALUATE (15%): A successful Evaluate grants a good estimate of an item's worth, whether it's a cut emerald, an old sword, or a riding horse. Worth depends on the existence of a purchaser. Apparent worth and actual worth may differ: caviar, after all, is just salted sturgeon eggs. With a special success, the Adventurer understands the value and significance of an item. With a fumble, the Adventurer pays too much, sells too low, or ignores evidence of value.

FAST TALK (15%): With a success, the target agrees with the user's words for a little while. Perhaps he loans a small amount of money, gossips about family secrets, or whatever other small single effect is sought. Given a few minutes alone and a successful Idea roll, the target comes to his senses and the Fast Talk loses effect.

Fast Talk is flippant: it aims small and takes little time. In contrast, Bargain and Oratory could concern weighty matters taking hours or days to conclude.

A successful Charisma roll increases the chance to succeed for Fast Talk by ten percentiles.

At most, Fast Talk affects a handful of listeners; for more, use Oratory. Fast Talk does not work on people already convinced: use Bargain or Oratory instead.

A special success might cause agreement for a longer time. A fumble not only fails, but could anger or wake the suspicion of the target.

HIDE (20%): Cover must be present. Employ Hide to escape detection during pursuit, during surveillance, or in an unprepared position. The Adventurer chooses the best bushes, rocks, deep shadows, etc., to hide in or behind.

In an area watched by guards, Hide could help in shifting position without detection. Figure the chance by halving the Adventurer's Hide percentiles. If the distance to be moved is more than a couple of meters, also roll for Move Quietly.

If a motionless Adventurer is mostly but not entirely hidden, halve the observer's chance to notice.

A special result negates a successful Search roll. With a fumble, the Adventurer somehow attracts attention.

INSIGHT (15%): The Adventurer can learn another person's character and motives with this skill. This understanding takes a few minutes within the target's presence. Skillful deceit cannot be penetrated unless the Adventurer jars the target's confidence by revealing unexpected events or knowledge.

With a special result, the target's motives are laid bare, and the skill-user says just the

right thing to get immediate agreement. With a fumble, the Adventurer badly misinterprets everything.

JUMP (05%): With a success, the standing Adventurer can leap up vertically and grab to his own height-and-a-half, or leap down vertically to his own height. He can jump horizontally his own height from a standing start, or run and jump horizontally to twice his own height.

If falling from a height, a successful Jump prepares the Adventurer for the fall: roll 1D6 and subtract that many Hit Points from those lost from the fall for every three meters fallen. Armor does not offer protection from falling damage.

Jumping in full plate armor is not possible. Halve the ability to jump in half-plate or leather and mail. Ignore the extra weight of leather or wooden armor.

A special Jump could be further than normal, or quieter. A fumbled Jump could increase damage from the resulting fall.

LISTEN (15%): This is the ability of the Adventurer to understand and interpret the significance of sounds. These include a faint conversation, a snapping twig, a distant footstep, or the whisper of a blade pulled from its scabbard. Some sounds are impossible to understand.

A special result understands a conversation at an unusual distance, or comprehends the number and intent of people approaching in the dark. A fumble misinterprets information.

MOVE QUIETLY (20%): Employ this skill to move and make little or no sound, to creep up on an unaware opponent, or to sneak across a passage while a guard looks the other way. To run and to Move Quietly in armor is difficult: armor squeaks, rattles, clangs, and rings unpredictably. When moving at running speed or higher, an Adventurer wearing metal armor trying to move quietly subtracts 25 percentiles from his skill.

With a special success, an Adventurer could run in armor and not make noise. A fumble signifies extreme clumsiness-even guards from far away come running when the Adventurer trips and clatters to the floor.

NATURE (25%): General knowledge of animals, plants, sea life, and climate in the areas with which the Adventurer is familiar. The Chronicler should decrease the effect of this skill to 50 percent or less in unfamiliar lands, and lower it to a flat 25 percent if on another plane. This skill relates to what is generally known, not to all of what might be knowable.

A special result might identify some rare animal or uncover some secret. A fumble could wrongly identify or mislead.

NAVIGATE (10%): Day or night, stormy or clear, the user finds his or her way. Those of higher skill are familiar with astronomical lore and the implications of weather and climate.

Since the mental tools are somewhat similar, one could also use this skill to measure and map a corridor or area, but do not

A knight hides from a basilisk



employ it at a percentage higher than the person's Scribe skill.

On board ship or boat, this skill cannot be at an effective percentage of higher than the character's Sailing skill.

A special result finds exactly the right way; a fumble leads the way opposite to that desired, or the way most dangerous.

ORATORY (05%): Successful orators sway crowds to particular moods and actions. To use this skill, the orator must be addressing a group or crowd; for a handful of people, use Bargain or Fast Talk instead. Orations are of long duration, twenty minutes to several hours.

A successful Charisma roll increases the chance for a successful Oratory by ten percentiles.

A successful oration carries the crowd for the rest of the day, or overnight. A special success might convince nearly everyone for a week or more, and some would remain convinced for years. A fumble causes the crowd to mock or stone the Adventurer.

OTHER LANGUAGE (00%): To start another language, study it, or live where it is spoken. No numerical limit exists to the languages that can be known. This skill represents the user's chance to speak and understand a particular given language of the chronicle setting. The skill includes rudimentary ability to read and write the tongue, if it has a written form.

When using other languages, an Adventurer's Bargain, Fast Talk, and Oratory is never higher than his or her skill in that language. Occasionally a Chronicler may decide that several complex points exist in a document or speech, and call for several Other Language rolls, one for each point. Similarly, the Chronicler may momentarily reduce a user's skill in a language if encountering archaic speech or writing in the language. To comprehend a book in another language normally takes one successful Other Language roll.

Higher percentiles of skill show more accomplishment, more elegant phrasing, and convey more status.

If an Adventurer has points in a particular Other Language, he always grasps the gist of normal conversation. Sixty points or better in an Other Language allows the speaker to pass for a native.

A special or a fumble influences what is understood in a difficult or archaic text, or in a dangerous situation.

Blank spaces exist on the Adventurer sheet for several Other Languages.

OWN LANGUAGE (INTx5%): All Adventurers should start with their native language as the language that they learned as children. Normally no skill roll is necessary to use Own Language. If a document is extremely difficult to read, or written in an archaic script or dialect, the Chronicler may reduce the user's skill chance.

The skill includes a rudimentary ability to read and write the tongue, if the Adventurer is wealthy or educated. Employ the separate skill Scribe for fine lettering, extensive organization, or evocative wording.

As examples, a special success greatly impresses the listeners, no matter the situation. A fumble might cause listeners to believe that the speaker is a foreigner, impostor, or other suspicious sort.

PHYSIK (30%): The percentage chance of awakening an unconscious or stunned comrade, successfully setting a broken limb or treating burns, etc. It includes incidental knowledge of human structure and physiology.

This skill little influences the course of diseases and ailments where Hit Points are lost over time. Physik has slight effect on many poisons; see poisons in the spot rules. A successful Physik roll can identify bones and remains as human or not.

It takes one round to apply Physik to an ailment or wound.

- Apply a successful Physik roll once per ailment.
- A failed Physik roll requires that the Adventurer wait an hour or so to try again. Another person could apply Physik to the same target in the following round,



A lot of concentration goes into each potion

since the new person may know the correct thing to do.

- A success with this skill restores 1D3 Hit Points to the target per separate attack or injury. Separate attacks by round, attacker, and weapon.

A special result for Physik automatically restores 2D3 Hit Points to the patient. A failure restores no Hit Points. A fumble subtracts 1D3 Hit Points for bad treatment.

PICK LOCK (05%): Normally, locks in fantasy settings are simple, since magic guards everything of much value. A set of metal lock-picks is needed to move heavy wood or iron levers and tumblers.

By extension, use this skill to open secret drawers without destroying them, to break seals and restore them, and similar specialized tasks.

A special result might open a lock immediately, without a sound. A fumble jams the lock so that it cannot be opened, or else the lock breaks and its innards clatter and roll noisily across the floor.

For cutting purses or picking pockets, see the Craft Sleight of Hand.

POTIONS (00%): With this skill, recognize, compound, and dispense part of the pharmacopoeia of the chronicle setting, as philters, infusions, poisons, antidotes, hallucinogens, etc.

Finding ingredients may require considerable Nature skill. Potions that require no sacrifice of Magic Points are non-magical, and can affect any human.

Those of 101 percent and higher can find the correct ingredients for a potion and brew it in the desired strength, except on a roll of 00. Failing a Luck roll, Adventurers of those of 100 percent and less must roll on the substitutions row of the nearby hours of potion effect table.

A special result suggests a potion unusually strong or virulent, or that the Adventurer has learned to make a compound more quickly or more cheaply.

Fumbling could mean that the potion is unexpectedly harmful.

A non-magical potion can influence general consciousness or perception. It might enhance or diminish one characteristic, but not two unless concerning Hit Points or damage bonus. Or it might affect one or more of

Duration of Potion Effect
(In hours)

	Half Dose	Normal Dose	Double Dose
substitutions	1D4-3	1D4-2	1D4-2
dried herbs	1D3-1	1D4	1D6+2
fresh herbs	1D6+1	2D6	2D6+6

the skill groupings noted at the end of the skills chapter. Generally it enhances or diminishes that which it affects, and does not create an alternative. This last is the province of magic.

Potion strengths and effects vary with the freshness of the herbs and the strength of the brew. The substitutions column in the table above shows what happens when not all the proper ingredients for a potion could be found.

REPAIR/DEVISE (DEX X4%): Every Adventurer can fix or devise simple equipment, tack, rafts and boats, and so forth. Tools and special materials may be needed. The thing to be fixed cannot be magical—only magic fixes magic. If an Adventurer has an appropriate Craft that is higher than Repair/Devise, use the Craft.

A special result makes an item as good as one made by a craftsperson, one that withstands long use. If a Repair/Devise roll fails, the object could not be built or fixed, or else it breaks when tried. A fumble produces an article that breaks or fails to work at some crucial moment.

RIDE (35%): This skill applies to horses, donkeys, and mules. It includes knowledge of animal care, riding gear, handling the steed at a gallop, using it as a pack animal, protecting it in storms, rivers, mountains, deserts, etc., and of steed-drawn wagons and chariots.

Should a mount shy, rear, trip, or bolt, the Adventurer's chance of remaining safe equals his or her Ride. If an Adventurer falls from a mount, he loses 1D6 Hit Points in the accident: a successful Jump roll saves 1D6 Hit Points.

A mounted Adventurer's attacks and parries cannot exceed his or her Ride skill.

Thus, an Adventurer of 200 percent Broadsword and 70 percent Ride fights on horseback at 70 percent with Broadsword until he dismounts.

For other unusual natural steeds such as elephants, camels, giant lizards, bears, etc. halve this skill. For a steed rarely ridden by men, such as a dragon, whale, jabberwock, or other unusual creature, start a new skill, Ride (insert steed's type here). Start it at 01%, in a blank space. Get the permission of your Chronicler to do this.

A special result might evade pursuit, keep the mount under control in the presence of some horrible monster, or perform some unusual or difficult maneuver. A fumble might incapacitate the mount, snap a rein or cinch strap, or toss the rider into a thorn bush.

SAILING (15%): The skill-user understands the behavior of smaller poled, oared, and sailing craft in wind, storms, and tides. He can spot hidden obstacles, signs of land, and weather changes.

Sailors of little skill find it difficult to dock a rowboat, while competent sailors can alternately maneuver their craft and swing swords or navigate. Sailors of 101 percent or more can maneuver oceangoing vessels to evade damage from non-magical attack or force of nature in the same way that a falling person can Jump to try to lessen damage: at 101 percent or more, subtract 1D6 Hit Points off the damage to the ship per additional 100 percentiles of skill. Example: the player of a helmsman with 301% Sailing could subtract 2D6 Hit Points from the damage done when the sailor's craft hit a rock.

In larger vessels, one character is the captain, and should always be 101 percent or more in Sailing; a first mate should be 90 percent or more. His or her Sailing rolls decide the vessel's general fate. Navigate rolls may be important. Other characters may need Sailing to accomplish specific tasks aboard.

Special successes and fumbles may only trigger or eliminate additional skill rolls. In battles between ships, a special or fumble always represents advantageous or poor maneuvering.

SCRIBE (00%): The Adventurer can create impressive manuscripts, plans and instructions, understandable grimoires, navigation maps, and so forth. A scribe can also duplicate or imitate documents of many sorts, with the chance of detection decreasing as the scribe's skill rises. A combination of Scribe and Art can be used to create illuminated manuscripts.

A special Scribe might create a map reliable in every detail, or write military orders that could not be confused or ignored, or successfully forge a letter of release from the local authorities. Failure leaves out something important. A fumble results in trash at which people of discernment sneer or which gets you tossed into prison.

SEARCH (20%): This skill might let the Adventurer see a secret door, or see an assassin lurking behind a wall hanging, or see metal gleaming in a distant grove, and so on. It is a visual skill, and specific: the Adventurer needs some idea of the sort of thing that he wants to find. For getting a general sense of a town or landscape, or spotting potential trouble at sea, use an Idea roll.

A special success with this skill might detect what is very difficult to see or notice. A fumble with Search represents a failure to notice the obvious.

SENSE (15%): A success alerts the character to anomalies, or strangeness in the area. It is the skill that raises lets the character know that something is not quite right. The Adventurer might detect a poison or drug in wine or food, or notice the lingering scent of an animal, or identify the origin of a perfume. He might get a subtle hint that danger is afoot, or that something has been recently moved.

With a special success, the Adventurer might expose a poisoner by finding traces of the poison on hand or clothing, or be able to correctly identify every wine served at a banquet. A fumble exposes the Adventurer to danger or embarrassment.

SWIM (25%): Swimmers can stay afloat and moving in water or other liquid. Immersed, any Adventurer swims adequately unless the player declares that he cannot. In surprising or life-threatening situations, use a Swim roll to keep swimming. A failure starts drowning; see those rules in the game system chapter. A drowning swimmer receives a Swim roll each round—with a success, he can stop drowning and begin to move through the water. If a later Swim roll fails, a fresh episode of drowning begins.

A swimmer averages one-quarter of the maximum land movement per round. For short distances, that rate might increase to one-half.

A swimmer can tow something buoyant of SIZ up to his or her SIZ+2. A swimmer can indefinitely carry something that does not float, of up to STR in pounds.

A special result shows notable speed or strength of stroke. Failure may begin drowning. Fumbling begins drowning and disorients the swimmer. Disoriented, he fights off rescuers, drops weapons, or heads into deeper water.

THROW (25%): To pick up something and hit a target from a distance, use Throw. Large rocks and smallish stone blocks take both hands and travel a yard for each STR point exceeding its SIZ. Hurl a balanced hand-sized object five meters for each STR point above its SIZ. Smaller objects travel six meters or more for each STR point above SIZ. Both bounce on for more.

- A palm-sized stone does 1D3 damage. Hurled from a moderate height, add another 1D3 of damage for every six meters the thing falls; thus a palm-sized

rock hurled down from a 18-yard-high tower does 4D3 damage.

- A head-sized stone does 1D4+1 damage. Hurled from a moderate height, add another 1D4+1 of damage for every six meters the thing falls. Thus a head-sized stone hurled down from a 18-yard-high tower does 4D4+4 damage.
- A torso-sized boulder does 2D4+3 damage. Add another 2D4+3 points of damage for every six meters the thing drops; falling from a 18-yard-high tower, it does 8D4+12 in damage.
- Boulders of larger size yet kill humans automatically when they hit, either by crushing directly or as a by-product of the shock from the injury.
- Dropped from a moderate height or higher, boulders of SIZ half or more of the target's SIZ kill it or, if its Luck roll succeeds, do it major wound injury.

Armor naturally defends against this sort of attack. Each thrown weapon is represented by a skill; see the weapon tables, See also Thrown Objects, in the spot rules for combat.

With a special success, the target might receive extra damage, or perhaps something else beneficial to the thrower occurs. A fumble could cause incidental damage to comrades or bystanders, or the thrown object could break.

TRACK (10%): With a successful Track roll, an Adventurer can follow the sign of a person, animal, or vehicle over soft earth and leaves. While the tracks are readable, tracking can continue. The chance for success decreases by 30 percent every 24 hours since the tracks were made. Bad weather may make tracking impossible. A being cannot be tracked across water, over stone, or at night, except in unusual circumstances.

For broken tracks, tracks brushed over, or tracks walked back upon, a successful Search roll or special Track roll picks up the trail again. If the tracker knows the tracked, a successful Insight roll might also do the trick.

A special result might let tracking continue where it ordinarily could not. Fumbling perceives a false trail as the right one, or exposes the tracker to an ambush.

TRAP (05%): With Trap, an Adventurer can create and disarm mechanical dead-falls, spring-loaded devices, sliding blocks, pitfalls, etc. He is familiar with the sorts of traps encountered in the chronicle setting. This skill does not include knowledge of potions, nor how to deal with demons and magic.

A success means that the trap works as designed or that the Adventurer disarms it as intended. Disarming a trap may not need a roll, but detecting a trap by someone else takes a successful Search roll. To make a trap particularly hard to find, use the Conceal Object skill, then allow detection only by means of a special Search.

With a special success, only another special can disarm the trap. A fumble provokes an accident connected with creating or disarming the trap.

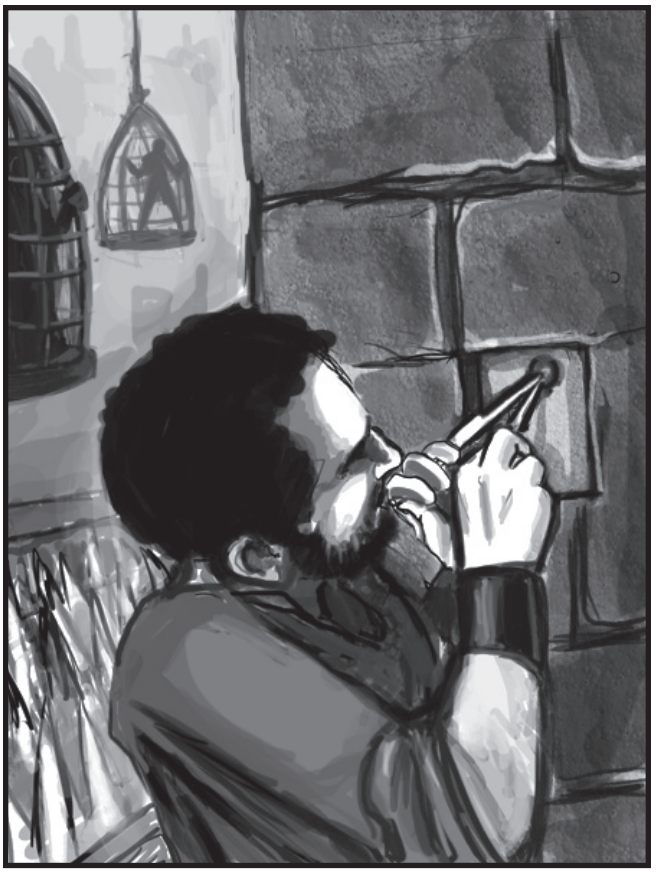
WORLD LORE (15%): The Adventurer knows something about the peoples, histories, and legends of the setting of the chronicle. This information comes from memoirs, chronicles, and gossip, and from broad traditions of dubious accuracy (e.g., "Everyone knows that the people of Draugurheim are undead monsters.")

A special World Lore roll could deduce an important secret or discover an important new source or chronicle. With a fumble, the Adventurer failed to make a logical connection or forgot something.

WRESTLE (25%): Wrestle is a natural attack that aims first to subdue an opponent. Parry Wrestle with Wrestle or Brawl, or make it less convenient by counterattacking (with a knife, say), but only in the first round of the Wrestle. If a Wrestle attack succeeds and it is not parried or broken off from, then the attacker holds and has subdued the target.

The attacker then chooses one of several options.

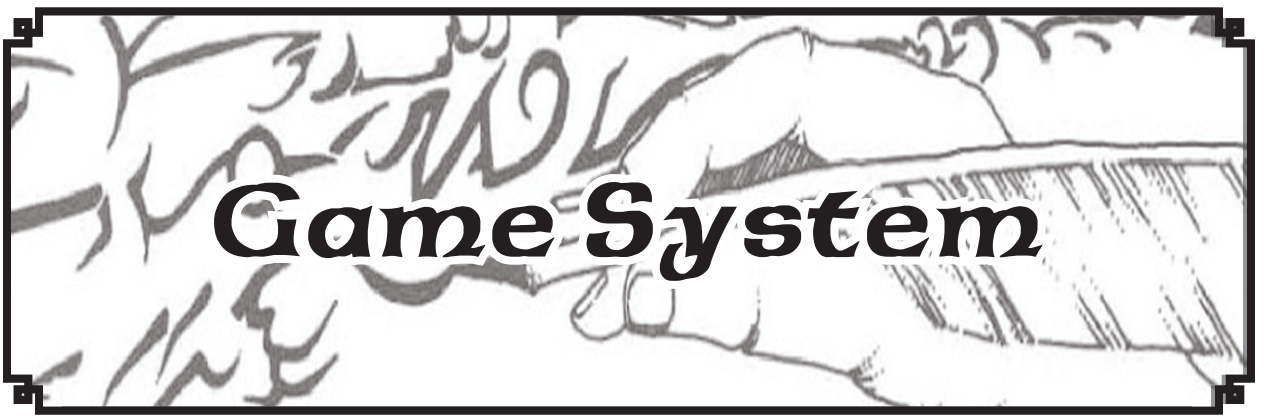
- Immobilize the target by overcoming the target's STR with his or her own STR on the Resistance Table. With a success, the target is held fast until the attacker attempts another action. If rope or chain is present, the foe could be firmly bound after a successful Agility roll.
- Knock down the target. If chosen, this option automatically succeeds.
- Knock out the target. See the knockout rule.
- Disarm the target. With successful Wrestles in consecutive rounds, an Adventurer could Wrestle to prevent a hand-to-hand attack in the first round and then seize the weapon or weapon hand in the second round.
- Physically injure or slay the target. A Wrestle must already have succeeded. Then the attacker must receive a second successful Wrestle roll in that or a later round. Each success costs the target 1D6 Hit Points plus the attacker's damage bonus. Perhaps the attacker slams the foe's head against the ground, or attempts to break bones.
- Strangle the target. Subdued, the target asphyxiates according to the Drowning rules. The attacker needs no further Wrestle rolls, but see the next paragraph.



A prisoner disables a hidden trap

If the intent is to injure or slay, the victim is caught and can escape only if the player successfully matches STR against STR on the Resistance Table.

Many sorts of Wrestle specials and fumbles exist.



Game System

ROUTINE ACTIONS

Routine game actions in routine circumstances always succeed. There is no need to roll dice to walk or to run, or for the routine use of any skill. When the routine becomes dramatic or extraordinary, however, roll dice for resolution. You'll want to know if skills succeed when danger threatens, or if your Adventurer escapes notice by a guard. Dice allow crises and decision points to be resolved without the intervention of a Chronicler, just as events occur in life.

Some skills, especially weapon skills, are inherently dramatic and dangerous, and always are rolled for, as are accidents such as falls.

Make most skill rolls and all Resistance Table (see p. 50) rolls with percentile dice (D100). Other sorts of dice establish the damage done by various weapon attacks. Armor and shields block attacks. The combat chapter discusses attacking and defending, including weapon tables containing scores of war-tools.

The Chronicler tells when to roll dice and tells what sort of roll to make: a skill roll, a Resistance Table roll, a characteristic roll, etc.

SKILL ROLLS

To learn if an Adventurer succeeded or failed with a skill, the player usually rolls D100. If the result equals or is less than the Adventurer's current percentile amount with the skill, then the action succeeded. If the result is more than the Adventurer's current skill, the action failed. Failure might be resolved as either complete failure to achieve the given goal, or as an opportunity to create an unforeseen wrinkle. If an Adventurer is attempting to Fast Talk the town guard, and fails, perhaps instead of ignoring the Adventurer, the guard inadvertently gives him false information, sending him on a wild goose chase.

If a non-weapon skill fails, game time may need to pass before the Adventurer can try again. The Chronicler decides the interval. If a weapon skill fails, that's just a whoosh of air and a miss. A result of 00 is always a fumble.

In all, every skill has five levels of die-roll result: critical success (usually just critical), special success (usually just special), ordinary success (usually just success), failure, and fumble.

CRITICAL & SPECIAL SUCCESSES, FUMBLES

The lower the D100 roll result, the better the Adventurer's performance. A special is a roll of one-fifth or less of the Adventurer's percentiles in a skill. Round up fractions. A critical result occurs on a roll of 1/20th of the skill rating.

It's always possible to fail abysmally: this is called a fumble. Fumbles happen more rarely than criticals because people practice succeeding, and guard against failing.

For skills of 100 percent or less, a fumble occurs on a D100 result of 99 or 00. For skills of 101 percent or more, a fumble occurs on a D100 result of 00 only. Details on criticals and fumbles with weapons are covered in greater depth in the combat chapter.

OPPOSED SKILL ROLLS

Sometimes the skills of two opposing characters are used in direct opposition to each other. For example, your character hides in a thick hedge while attempting to break into an enemy outpost. An alert sentry passes by, searching for intruders. Will your character elude notice? In this case, the sentry's Search skill is pitted against your character's Hide skill.

In situations where two skill rolls are opposed, both characters roll against their respective skills. The character that achieves the highest degree of success wins the contest. However, if the loser's skill roll was successful, he can modify the winner's degree of success, shifting it downward one degree for every degree of success he achieves above failure. In the event that both parties achieve the same degree of success, the skill result is a standoff, with neither party overcoming the other. .

For example, your character's Hide skill is 65, while the sentry has a Search skill of 78. You roll a 47, a success. The sentry rolls a 13, or a special success! The sentry wins the contest, so he is alerted to your character's presence. Your character's successful roll downgrades the sentry's result from a special success to a normal success. In this case, the Chronicler rules that the sentry catches a glimpse of your character, but does not pick out any of his or her identifying features. If the sentry had rolled a 30, your character would have eluded notice, but the sentry is alerted that something is amiss: both had successes, but neither party had a clear victory over the other.

COMBINED SKILL ROLLS

In some cases, your character's actions can be complicated by having to do two things at once. Trying to spot a drowning sailor while sailing a boat in a storm, shooting a bow from horseback, or climbing a tree without making a sound are all examples. In such cases, the Chronicler can link two skills together in one roll, using the lower skill rating as the base chance. If the roll succeeds, your character accomplishes both tasks. A failed roll that is below the second skill rating can be treated as a partial success.

Using the examples above, the boatman might miss the sailor but avoid a boating mishap, the horseman stays in the saddle but misses his shot, and the tree climber reaches the upper branches but makes noise. If both rolls fail, the consequences can be more extreme.

THE RESISTANCE TABLE

This table allows opponents to pit characteristics against each other: for instance, use STR:STR to arm-wrestle or INT:INT to play chess. In this way Adventurers can accomplish many tasks for which they have no skill percentiles.

Looking at the table, find along the top that number equal to the active or challenging characteristic. Then find along the left side the defending number. The respective file and rank intersect on the table at a third number, representing the highest D100 result at which the active characteristic can have success.

CHARACTERISTIC ROLLS

This sort of roll is often used when a skill roll is inappropriate. The Chronicler will indicate which Adventurers are eligible for the roll. The players of those Adventurers then roll D100 and try to get results equal to or less than the product of the appropriate characteristic multiplied by a modifier. For example: DEXx4, CONx3, etc.

Lower multipliers are for more difficult tasks, and higher ones for easier tasks. A result of 00 is always a failure. Always make characteristic rolls with D100, no matter how high the characteristic nor how high the multiplier.

Six characteristic rolls, all at x5 multipliers, have been named.

EFFORT ROLL (STR x5)

Most feats of strength involve matching your character's STR against the SIZ of the lifted object on the Resistance Table (see p. 50

The Resistance Table

Active Characteristic

Passive Characteristic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—
2	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—
3	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—
4	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	Range of Automatic Success			—	—
5	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—				—	—
6	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
7	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
8	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
9	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
10	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—	—
11	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—	—
12	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—	—
13	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—	—
14	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95	—
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90	95
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85	90
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80	85
18	—	—	Range of Automatic Failure			—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75	80
19	—	—				—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70	75
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65	70
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60	65
22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55	60
23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**	55
24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	**50**

For success, roll D100 equal to or less than the indicated number.

for more details). In cases when a SIZ rating is not available or is difficult to determine, use an Effort roll. Effort rolls can also be used as an easy alternative to encumbrance or fatigue. Is your heavily-laden character worn out at the end of a march? An Effort roll is a quick way to decide.

STAMINA ROLL (CONx5)

Based upon CON, Stamina rolls measure endurance. Use a Stamina roll whenever physical or intestinal fortitude is in question. To list a few examples, a Stamina roll might determine whether or not your character can stay awake all night, or endure seasickness, ill-prepared food, or strong drink with no ill effects.

AGILITY ROLL (DEXx5)

The Agility roll allows actions to be judged for which no game skill exists. It could decide, for instance, if the Adventurer was able

to snatch up all his armor, or was able to grab the vine at the edge of the cliff.

IDEA ROLL (INTx5)

This roll represents the Adventurer's ability to make a correct guess or a canny decision, or it can show awareness: for instance, does the Adventurer understand the meaning of that gigantic descending fist carved into the wall?

Save the Search skill for hidden things, use the Insight skill for understanding people, and employ the Evaluate skill for seeing the value in things.

LUCK ROLL (POWx5)

Luck is the knack of being in the right place at the right time, or else the knack of escaping the consequence of being wrong. Did the Adventurer bring enough rope? Does the giant choose to attack the Adventurer, or the Adventurer's horse?

CHARISMA ROLL (APPx5)

Did he make a good impression? Did she catch everyone's attention? What was the result of that flirtatious glance? Who is the person to whom a group turns to first?

A successful Charisma roll also might help improve the chance for a Bargain, Fast Talk, or Oratory skill roll.

EXPERIENCE

Succeeding at a low-rated skill is hard, but you learn a lot when you succeed. An expert in a skill usually succeeds at it. Since he already knows most of what there is to know about it, the expert improves at a slower rate than a novice. Adventurers are good at some skills, and bad at others, just as in the real world.

Sometimes, but not always, your Chronicler will instruct you to check a skill just used successfully in play. The check goes on the Adventurer sheet, in the hollow box beside the skill. Checks show what skills are eligible for improvement.

The Chronicler decides when it's time for experience rolls. This may be at the end of adventures, or after every game week or so or when some major action has concluded, or when some major task has been accomplished. The Chronicler is not obliged to call for experience rolls at any particular time.

Then examine your Adventurer sheet to see which skills are checked. For each skill checked, roll D100. Make only one roll per checked skill.

- If the result is higher than the current skill percentage, then the Adventurer improves in that skill. The player rolls 1D6 and immediately adds the resulting number of points to that skill. Occupation skills increase by 1D8.
- If checked, a player can select a single occupation skill to automatically increase by 1D8 without having to make an experience roll.
- When the Adventurer's skill rises above 100-INT percentiles, then the Adventurer has INTx1 chance to learn something new about the skill. After that, the chance never changes, unless the INT score does. Even if a character is 1,000 percent in a skill, his or her chance to improve remains INTx1. Example: a player whose adventurer has INT 16 must roll D100 and get 01 through 16 to increase the adventurer's rapier skill of 85 percent: a result of 17 or higher will always fail to improve the skill.
- If the result is equal to or less than the Adventurer's skill points, or above INT when rolling for a skill above 100-INT then the player-character learned nothing, and the skill percentage is unchanged.

Optional Rule

To create greater variety between adventurers, switch out the INT characteristic in experience rolls for the relevant skill category characteristic. See the Skill Category Modifiers table on p. 15.

- Repeat the procedure for each skill checked. Erase the check when you finish with the skill.

See also Changing Characteristics, nearby.

TRAINING

Improving fighting skills through training takes longer, teaches less, and costs more than learning by fighting foes. But foes want to kill your Adventurer—teachers want him to stay alive.

TRAINING COMBAT SKILLS

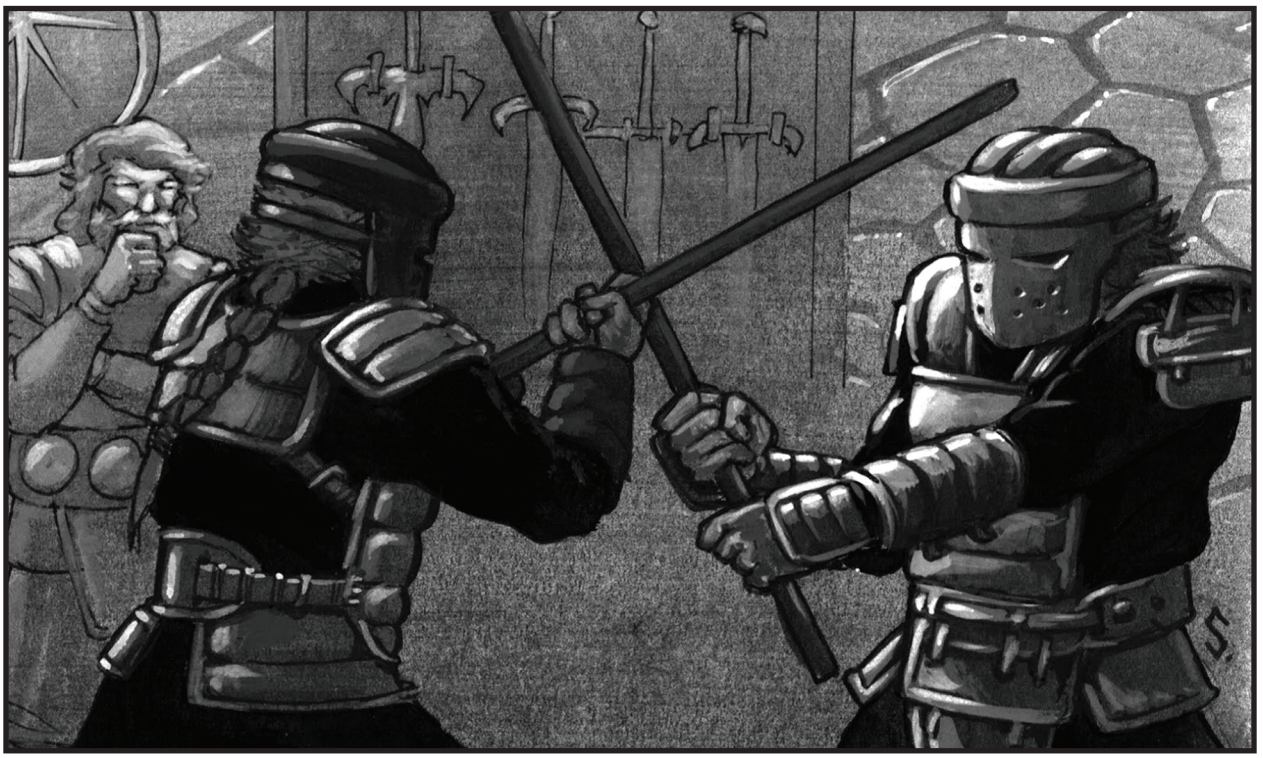
Combat training is an intimate apprenticeship in the life-and-death world of the warrior. To increase a weapon or shield skill by training, the student must find a teacher. The teacher must have a higher skill than the student, and must wish to teach. The student can continue to learn until he has as many percentiles in the skill as the teacher, or until reaching 80 percent. The Chronicler plays the role of the teacher, unless another player obliges.

- The student needs enough STR and DEX to use the weapon. Find this on the weapon tables, in the columns reading minimum STR/DEX.
- Teacher and student train daily. Every three game weeks, the student's player attempts an INTx3 roll on D100. With a success, the Adventurer adds 1D3+1 points in the skill (1D6+2 for occupation skills).
- Nominal cost for a week's training is 50 bronzes. Cheaper teachers may not be good ones. Good teachers may want more money.
- A student trains only one skill at a time. However, tandem fighting skills such as sword and shield or trident and net are learned together, 1D6 percentiles each.
- Training never increases a skill above 80 percent. At 81 percent and above, only experience increases a skill.

TRAINING OTHER SKILLS

Instruction for other skills resembles instruction for weapon skills. It is also done one

Proficiency requires practice



skill at a time. (Places of learning and scholarship may exist in your setting, but may be rare and expensive.) Since non-combat skills are often more complex, the training interval for them is three game months. At the end of that time, roll INT x4 or less and increase the skill by 1D6 points (1D8 for occupation skills). As in combat, training never raises a skill above 80 percent.

Any skill is trainable, if a suitable teacher can be found.

CHANGING CHARACTERISTICS

Some characteristics can increase through special response or through systematic training, as well as by magic.

SPECIAL RESPONSE, EXERCISE

The characteristics STR, CON, DEX, INT, and POW can be raised by a successful Resistance Table roll during play. The situation must be a dangerous one, and the opponent must be a foe—not another Adventurer—who was higher in the characteristic rolled for. With a success, check the box next to the appropriate characteristic, just as is done for skills. These characteristics also earn an experience check when the player rolls a Critical success on an associated Characteristic roll.

When the Chronicler calls for experience rolls, also roll D100 for each checked characteristic. If the result is equal to or less than 21, it increases the characteristic by one point. The normal maximum for human beings is 21. Make only one roll per checked characteristic per session.

The characteristic SIZ can increase and decrease by up to one point per week if the Chronicler agrees. This represents only gluttony or fasting, respectively. If starving, loss of half or more of SIZ causes death.

The characteristic APP increases only through training.

TRAINING CHARACTERISTICS

The characteristics STR, DEX, CON, INT, and APP can be deliberately increased by exercise and training, to a maximum of 21. If the Chronicler allows a SIZ increase because of increased STR, that increase should be a point, and never more than two. Training STR mostly consists of weight training and other exercise. Training CON stresses the body, especially the heart and lungs, to improve its capacity. Training DEX constitutes exercises in flexibility, balance and agility.

Training INT is a matter of exercising one's mind. Education, research, solving puzzles, and other such things can grant the adventurer an increase in INT.

Training APP is as much a course in psychology as in physical conditioning. The student learns how to create a more flattering appearance, how to move more gracefully and dynamically, and how to present these accomplishments as natural.

The regimens and routines needed to train a characteristic differ from skills training in two ways.

When the proper interval of training has passed, roll D100. A result equal to or less than 21 increases the characteristic by one point. (An optional rule for maintaining such increases exists in the Chronicler's Resources chapter.)

- The teacher must be 16 or higher in the characteristic, and be at least one point higher than the student.
- The minimum interval needed to train up a characteristic varies. The first attempt to increase a particular characteristic occurs after 30 days. With a success, try for the second increase after 60 days. With a success, the third interval doubles again, to 120 days, and so on until achieving maximum in the characteristic, or until suspending the training. Failing, the interval till the next attempt stays the same. If a second characteristic were then trained, the interval would again start at 30 days, and double with each success.

TIME, MOTION

Chroniclers typically mix scales of movement and time. For instance, a fight hap-

Road, Open-Country Movement

This table assumes a ten-hour day, with regular stops for rest. Desperate men can move faster with forced marches, but require daily CONx5 rolls or lose a hit point daily.

	Miles	Kilometers
walking	20	32
forced march	40	64
casual horseback	35	56
forced horseback	60	97
wagon-speed	10	16

pens in combat rounds, played out blow-by-blow and almost second-by-second. Though a fight may be over quickly in game time, resolving a general combat may take an hour of real time.

On the other hand, the Chronicler can summarize local movement that would take many combat rounds in a statement: "You get there in three minutes." Regional or cross-country movement might take game days or game weeks to finish, but is not played out at all unless something of interest occurs—a fight, a meeting with someone important, etc.

COMBAT ROUND MOVEMENT

Rates of movement vary by species. Specific rates for many sorts occur in the creatures chapter, located beside the notation MOV (move) in the statistics.

For example, humans and many human-like species such as elves can move at up to eight units per round: this represents the maximum sustainable rate of movement.

A unit represents several to ten meters, depending on the situation. Chroniclers who need an exact equivalent might use five meters per unit; but the relative distance between combatants is more important than fixing literal distance. When distance and rate become important, the Chronicler can provide a specific measurement, but probably answers such questions in game terms: "It takes you two combat rounds to get there."

Between species of different movement rates, subtract the lower rate from the higher rate to learn who opens a lead or closes it. Thus an attacking tiger (MOV 12) gains not less than four units on a human target per combat round. If escaping from foot-bound human hunters, the tiger moves away by not less than four units per round.

If they continue to run, individuals of different MOV must come together or lose sight of each other. Given a lengthy pursuit, the Chronicler will begin to ask for CON rolls, to learn if anyone is exhausted and therefore moving more slowly, by 1 MOV per failed CON roll. For practical purposes, an armed and armored Adventurer cannot run for much more than 15 minutes at maximum MOV. Deserters usually abandon their armor as soon as possible, to run farther.

SAME-SPECIES CHASES

Between opponents of the same speed, match CON:CON on the Resistance Table, or see who rolls the lower Swim, Climb, etc., to settle who wins a race. In context, several rolls may be needed. If one runner is heavily armored (half plate or full plate) and if the other is unarmored or lightly armored, require the heavily-armored character to receive successful CON x3 rolls to keep up or to keep away. Failing two rolls in a row, the armored character is caught up with, or the unarmored character moves out of sight and is lost.

CONDITIONS

Adventurers who are wounded, maimed, sick, exhausted, wearing cumbersome armor, or burdened with loot move more slowly. The Chronicler sets the rate, usually not more than six units. Similarly snow, mud, ice, etc., slow those who cannot avoid it.

The rates apply to everyone. Having set a rate, the Chronicler describes the reasons, and play continues.

Sailing Speeds, Average

	Favorable		Unfavorable	
	m	km	m	km
Open Sea, hourly	8	13	1	1.6
Coast / River, hourly	4	6.4	2	3.2
Open Sea, 24 hourly	192	96	24	39
Coast / River, daylight	48	77	12	19

Favorable / Unfavorable Conditions——winds, storms, the tide, rocks, sandbars, etc. The type of sailing craft and the experience of the crew also has great effect.

LOCAL MOVEMENT

A second sort of movement/game time relationship involves intervals. How long do guards take to move from the north wall of the castle to the south wall? How long do Adventurers take to run from the palace to an outer gate of the city? How far can an Adventurer can get during the five minutes before the high priest raises the alarm?

As estimates, in five minutes an Adventurer could advance cautiously across about 120 meters, walk normally for about 300 meters, or run for about 1,700 meters. On horseback, double those distances, substituting an extended trot for the walk.

A well-trained military unit can move for half an hour at rates comparable to those for individual Adventurers, and still not lose the cohesion necessary for battle. Militia, irregulars, and mobs quickly string out and dissolve into straggling bands, even at a walk. Night, bad weather, and friendly taverns accelerate the process.

In a rowboat, an Adventurer could indefinitely sustain 100 meters per five minutes and row up to double that rate for short distances, assuming that wind, wave, and tide are neutral or favorable.

REGIONAL MOVEMENT

The third sort of movement is the most abstract, one rarely acted out. Usually working from a map, the Chronicler calculates the number of days needed to move across a region. Sometimes the terrain suggests challenges for the Adventurers, but as often the Chronicler merely says something like "Eight days pass. You reach the village tired and hungry." The adventure resumes from that point.

GAME TIME

Occasionally a rule or action requires specific game time. For instance, weapon training requires three game-weeks between experience rolls, and Adventurers naturally regenerate 1D3 Hit Points per game week. Such game time is fictional. it has nothing to do with the time your watch records. Game time also is variable, passing at whatever rate the Chronicler wants, so that he can keep the action moving. If nothing is happening, the Chronicler may remark, "Several days pass."

SKILL TIME

The use of a skill also can mark the passing of game time. For example, after failing with Physik, an Adventurer ordinarily waits an hour or so of game time before attempting it again. Perhaps by then he has thought of a better procedure. Someone else could try his or her Physik immediately, presumably not repeating the mistake or knowing better what to do. And days might be needed for Craft (Armorer) to repair a broken sword, while Pick Lock can be tried every five minutes or so. On the other hand, weapons

skills can be employed at various DEX-ranks in the same combat round.

TERRAIN AND WEATHER MODIFIERS

- Unless bridged or fordable, each major river takes an entire day to cross.
- Unless on road or trails, a forest reduces land travel rates by 1/3.
- For rolling hills, reduce by 1/3.
- For deserts, reduce by 1/3.
- For heavy storms, reduce by 1/2.
- For mountains, reduce by 2/3.
- For or marshes and swamps reduce movement by 2/3, though having boats available could speed things up.
- For ice and snow, reduce movement by4/5, but skis or sleighs might reduce the deduction to only 1/3.

Modifiers accumulate. For example, to attempt casual horseback movement through forested mountains, cut the rate by 2/3 for mountains (from 35 to 11 2/3 and then rounded up) to 12 miles per day, and reduce that result by another 1/3 for forests, down to 8 miles a day.

Significant Intervals Table

Attempt Craft	5 game minutes to 10 game days.
Attempt Fast Talk	1-5 game minutes.
Attempt Oratory	20 game minutes to several game hours.
Cast an ordinary spell.	1 Combat round.
Combat round	Approximately 12 seconds.
Dismiss a demon or elemental	1D3 game minutes.
Dismiss a spell	Instantaneous.
Do research about Legends, Scribe, or Kingdoms	At least 8 game hours, no more than 1 roll daily.
Draw, sheath, or pick up a weapon	5 DEX-ranks: weapon is ready to use on the sixth DEX-rank.
Duration of Spell	Equal to its caster's POW in combat rounds.
Experience rolls	As the Chronicler sees fit, 1 game week or several.
Move 2 MOV	5-DEX ranks.
Move 4 MOV	10 DEX-ranks.
Ready a spell	That number of combat rounds equal to the maximum Magic Points needed to cast the spell.
Regenerate all magic points	24 game hours.
Regenerate one magic point after reaching zero	1 game hour.
Regenerate 1D3 hit points	1 game week.
Ride 35 miles	1 game day.
Training roll, weapons	Approximately 3 game weeks.
Training experience roll, non-weapons	Approximately 12 game weeks.
Unconsciousness	1 hour except for special circumstances.
Walk 20 miles	1 game day.

INJURY

Hit Points measure the stamina of an Adventurer, and the amount of injury he can survive. Wounds or other injuries, poisons, disease, and magical attack may cost Hit Points. Strike off the amount lost from the current Hit Points shown on the Adventurer sheet. Keep track of individual wounds.

Poison and disease are special sorts of injury; they may attack randomly, and their effects may be long-delayed. Some destroy Hit Points, while others destroy characteristic points or (rarely) snip away percentiles from particular skills or sets of skills.

Physik and the Heal spell can lessen, staunch, or heal minor wounds and injuries.

MINOR WOUND

A minor wound is one that costs an Adventurer half or less of total Hit Points. It might be portrayed as a sprain, a mild poisoning, a minor illness, a small break or fracture, a mild concussion, or as a wound that soon closes. Minor wounds do not impair dexterity or the ability to think and to fight.

An Adventurer may take several minor wounds on the same day and the hit point cost may be equal to a major wound. A roll of POW x4 or less prevents the unconsciousness that accompanies a major wound. Do not roll on the Major Wound Table.

When a character has taken enough minor wounds to only have 2 Hit Points left he falls unconscious. After an hour, the character may attempt a CONx5 roll. Success results in the character rising from unconsciousness. Failure indicates the character remains unconscious for another hour; repeat the CONx5 roll every hour until the character regains consciousness.

Each minor wound is a separate wound.

MAJOR WOUND

A major wound or injury is one that costs the Adventurer more than half of total Hit Points. This might represent a bad concussion, overwhelming pain, a severed major artery, or the loss of a hand or foot—choose something appropriate.

The effect of a major wound is immediate. Depending on the Adventurer's wounds, he may not be able to fight after the round of injury. See the Major Wound Table (on p. 58-59). Though still able to fight, and though applying Physik, or Heal, the Adven-

A friendly healer cares for the sick



Major Wound Table

When an Adventurer or other creature sustains a major wound, roll on this table to learn the effect. Then make a Luck roll; if it succeeds then the Adventurer loses the Hit Points, but not the noted characteristic points. If the Luck roll fails, then the Adventurer loses both the Hit Points and the characteristic points.

Multiple descriptions of injuries occur. Create what is appropriate to your situation. Make up points lost from most characteristics through special response or training of the characteristic, but the scars remain. The loss is permanent if nothing is done. Re-calculate Hit Points, damage bonus, the number of spells held in memory, and so forth.

D100 Result	Wound Effect
01-10	Severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose 1D3 DEX. The maximum MOV is now that 1D3 less. Still able to fight.
11-20	Much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid scar lends an evil cast to your face, or make up your own. Lose 1D3 APP. Your visible and unappealing deformity cannot be disguised. Still able to fight.
21-30	Wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose 1D3 STR; this loss may change what weapons you can swing. Still able to fight with a weapon, but not a shield.
31-40	A punctured lung leads to a weakened respiratory system, or deep stomach wounds chronically reinfect. or belly wounds weaken your digestion and general health, or you damaged kidneys and liver, or make up your own. Lose 1D3 CON; maximum MOV is now that 1D3 less, and Hit Points may be lower. Still able to fight.
41-50	Concussion damages hearing and limits Listen and Insight to maximums of 65 percent; or cuts to the head thereafter requiring Luck rolls each time to use the skills Insight, Nature, Other Language(s), and World Lore; or blows or cuts which affect depth perception and leave missile weapon skills at maximums of 65 percent; or multiple cuts to the face and neck limit the skills of Bargain, Fast Talk, Oratory, and spoken languages to 65 percent maximum, or make up your own. Lose 1D3 INT; this loss affects the Adventurer's ability to cast magic. Still able to fight.
51-60	See 01 -10 for what happened, which now expands to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. Unable to fight.
61-70	See 11-20 for what happened, which now includes worse mutilations. Lose 1D6 APP; it creates one or more visible deformities that cannot be disguised. Still able to fight.
71-80	See 21 -30 for examples of mutilating cuts and losses. Lose 1D6 STR; change Hit Points and damage bonus. Still able to fight.
81-90	See 31 -40 for various wounds to the vitals. Lose 1D6 CON; may affect damage bonus and reduces MOV by that number of units equal to the 1D6 result rolled. Unable to fight.
91-92	Bad facial and vocal-cord injuries. Lose 1D6 APP; lower the Charisma roll respectively. Still able to fight.
93-94	Broken bones and severed ganglia. Lose 1D6 DEX; from now on the Adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.
95-96	Nerve damage to left or right arm. Lose 1D6 DEX; hereafter only the other arm can wield weapons or shields. Still able to fight.
97-98	Nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight.
99	Adventurer is mutilated by vicious wounds. Lose 1D3 points each from APP, DEX, and CON, and describe the results. Unable to fight.
00	Adventurer was deliberately mutilated after collapsing. Remove 1D4 points each from any of four characteristics, and describe the results. Unable to fight.

Illness Severity Table

Failures	Degree of Illness
0	None
1	Mild: lose 1 characteristic point per week.
2	Acute: lose 1 characteristic point per day.
3	Severe: lose 1 characteristic point per hour.
4	Terminal: lose 1 characteristic point per minute. The first characteristic point is lost when your character initially contracts the disease (failing the first roll). Each successive loss is added to the total whenever a CON roll is being made to shake the disease. The type of disease dictates what characteristic points are being lost.

Following are some generic disease types (each tied to a single characteristic). The Chronicler is encouraged to develop a list more suitable to the setting of the campaign (or rename these as appropriate).

- **ATROPHY:** This affects your character's muscular system, causing the character to lose STR points. When your character's STR reaches 0, he dies.
- **THE CHILLS:** Chills and fever, ruining health. Affects CON (and Hit Points, as CON decreases). When your character's CON reaches 0, he dies.
- **DELIRIUM:** A state marked by muddled thought and heightened fever. Affects INT. When your character's INT reaches 0, he becomes a vegetable.
- **MALAISE:** A supernatural or psychic disease attacking on the otherworld. Affects POW. When your character's POW reaches 0, he loses the will to live and ceases to exist consciously or spiritually.
- **THE SHAKES:** A nerve ailment affecting your character's DEX. When your character's DEX reaches 0, he becomes a quivering mass of ganglia and is unable to control any movement or is utterly paralyzed.
- **DISFIGUREMENT:** Any of a series of diseases affecting your character's APP, usually by deteriorating skin condition, or other visible symptoms. When your character's APP reaches 0, he has suffered fatal levels of disfigurement, wracked with infection or other side effects.

turer with a major wound undergoes shock. Because of it, he can fight on only for that number of combat rounds equal to current (remaining) Hit Points. Thus taking a major wound, an Adventurer who has 3 Hit Points left must drop unconscious in three rounds.

An Adventurer possessing 2 or fewer Hit Points after the cost of a major wound immediately collapses, unconscious for an hour from shock and loss of blood.

A major wound risks permanent injury. Roll on the Major Wound Table, then attempt a Luck roll. If the Luck roll succeeds, then the wounds are in the location or locations given, but they heal cleanly and do not cost points of characteristic. If the Luck roll fails, then subtract the indicated characteristic points—the injury or wound is permanent.

The unconsciousness provoked by a major wound offers a secure way to capture an opponent and hold him for ransom.

FATAL WOUND

A fatal wound costs more Hit Points than the Adventurer has currently, and leads to the death of the Adventurer. If, in that round or in the one following, Hit Points rise to at least +1, then the Adventurer was near death but did not die.

The death of an Adventurer is a sorrowful occasion. It calls for commiseration during play and sympathy when play is done.

DISEASE

If your character is exposed to a minor disease, such as a bad cold or mild flu, you

should make a Stamina roll for your character to see if the disease is contracted.

Success means that it is avoided, while failure means that your character catches the disease. For a minor disease like those above, the extent of the illness should merely cost 1 or 2 Hit Points over a few days. On the morning of the second day your character suffers from a minor disease, roll CONx 2. If the roll is successful, the character recovers. If the roll fails, the disease persists for another day. On the morning of the third day, roll CONx3, continuing by increasing the multiplier by the roll until the disease is finally overcome.

Your character must rest and be cared for while recuperating from a disease. Less-than-ideal conditions (adventuring, combat, rough environment, etc.) reduces this characteristic roll by one multiple per outstanding condition, at the Chronicler's discretion. As a general guide, if the recovery roll normally would be CONx5, reduce it to CONx4 if your character is not at home in bed, reduce it to CONx3 if he is hiking in the wilderness, reduce it to CONx2 if your character is engaged in strenuous activity such as combat, and reduce it to CONx1 if your character is suffering from injuries or wounds inflicted before or after the disease.

Though medical attention may aid your character in recovering from the disease, he must normally recover naturally by succeeding in a Stamina roll. Simply receiving medical care will not heal the character. See the Physik skill on page 42 for more details on how treatment will affect recovery. Some magic and enchantments may help against disease.

A major disease such as plague might attack any characteristic, but most diseases will attack CON or hit points. Immensely powerful diseases (such as ebola) could even inflict 1 or up to 1D3 Hit Points per hour, enough to kill an average human in a few hours. Symptoms would vary greatly. Lesser diseases might inflict 1 hit point per day, or per week, coupled with loss of characteristic points. Cross-index the number of times your character has failed his or her CON roll on the "Illness Severity Table" (on p. 59).

HEALING

Mortal creatures heal naturally. Adventurers heal 1D3 Hit Points per game week. They keep healing until all Hit Points natural to

A comparison of Sizes in Magic World



them have been restored: for example, restoring 7 Hit Points takes three to seven game weeks for healing.

For purposes of natural healing, treat multiple wounds as one larger wound: add the points healed to total current Hit Points; do not roll separately for each wound.

The Physik skill, the Heal spell and certain potions can speed recovery. A successful Physik roll immediately restores 1D3 Hit Points per wound or injury.

The Heal spell can be applied once daily to the same wound or injury. Apply it as often as Magic Points allow, but each time to a different wound or injury.

SIZ Comparison Table

This table equates actual or estimated weight with game SIZ. In Magic World, SIZ pertains to not only weight but volume and height as well. This table should not be relied on absolutely; it will not be useful for creatures which are lighter than air, gaseous are able to change mass, etc. From SIZ 330 on, SIZ is exactly 1/10th of the creature's weight in short tons.

The first column lists the game SIZ value. The second column provides a weight equivalent (in English units).

SIZ	Weight	SIZ	Weight
1	1-12 pounds	160	384 tons
4	38-51 pounds	168	456 tons
8	109-120 pounds	176	536 tons
12	156-168 pounds	184	624 tons
16	220-239 pounds	192	720 tons
20	310-338 pounds	200	824 tons
24	440-479 pounds	208	936 tons
32	880-959 pounds	216	1,056 tons
40	1,760-1,919 pounds	224	1,184 tons
48	3,520-3,829 pounds	232	1,220 tons
56	7,040-7,649 pounds	240	1,364 tons
64	7.1-7.7 tons	256	1,516 tons
72	14.1-15.4 tons	264	1,676 tons
80	28.2-30.7 tons	272	1,844 tons
88	56.5-61.5 tons	280	2,020 tons
96	96 tons	288	2,204 tons
104	104 tons	294	2,396 tons
112	120 tons	304	2,596 tons
120	144 tons	312	2,804 tons
128	176 tons	320	3,020 tons
136	216 tons	328	3,244 tons
140	240 tons	330	3,300 tons
144	264 tons	340	3,400 tons
152	320 tons	350	3,500 tons



Combat

Fights occur in combat rounds. The Chronicler begins marking game time in combat rounds whenever he thinks that a physical encounter may start. Each combat round lasts about a few seconds of game time, enough time for participants to start or complete at least one action. When the combat round ends, the next one begins. When an encounter concludes, marking time in combat rounds stops. Within a combat round, the Chronicler calls out the passing DEX-ranks, the players roll the dice, and the combatants wield their weapons. If attacking, the player rolls D100 to see if the attack hit. Defending, the player might decide to parry or dodge, or hope that his Adventurer's armor blocks any attack while the Adventurer does something else. If the attack succeeds, the defending player rolls for any interposing armor.

ACTIONS IN A ROUND

An engaged Adventurer is one who is fighting hand-to-hand. An unengaged Adventurer is one who doing anything else. An encounter is any meeting in which combat is a possibility.

- **MOVE, IF DISENGAGED**. An Adventurer can move to engage another character, but if he moves more than half his allowable movement, he must wait until the next combat round to attack (he can dodge or parry, of course). If he moves 2 MOV or less, he forfeits five DEX-ranks. If he moves 3-4 MOV, he forfeits ten DEX-ranks.
- **PERFORM A NON-COMBAT ACTION, IF NOT ENGAGED**. If not attacking or if not defending in a hand-to-hand fight, an Adventurer can attempt a skill, begin magic, or do nothing at all.
- **DISENGAGE FROM COMBAT**. An engaged Adventurer's player can declare at the beginning of the round that he will disengage. To do this, the Adventurer may make no attack, and must successfully Dodge all attacks made upon him. If the Dodge or Dodges succeed, the Adventurer can move up to maximum movement by the end of the round, and has the option to start running away. If a Dodge fails, the Adventurer is still engaged.
- **ATTACK**. The Adventurer attacks as appropriate. If engaged hand-to-hand, he may not fire or hurl missile weapons.
- **DRAW, PICK UP, OR SHEATHE A WEAPON**. Such actions cost five DEX-ranks each. They can be performed while moving, fighting, etc. Example: an adventurer fighting hand-to-hand drops his sword. He can still attack by picking up his sword, but his first attack or parry with the weapon comes five DEX-ranks later, on the sixth elapsed. If he puts away one weapon and then draws another; each action takes five DEX-ranks, and he can attack and parry with the new weapon eleven DEX-ranks later: He can still Dodge to avoid intervening blows, or parry with a shield or second weapon.

- **PARRY OR DODGE**. A parry is a motion that attempts to block a blow. A parry is usually made with a weapon or shield. At the beginning of a round, the parry percentage for a weapon is the same as the Adventurer's skill percentage for it.

- **RIPOSTE**: This occurs only if using two weapons (see spot rules) or a weapon and shield. Not more than once in a round per combatant, a special or critical parry allows a riposte to be made with the weapon (or shield) that didn't parry. The riposte is a free attack that does not count against DEX-rank position-it occurs in the DEX-rank of the parry. This free attack can be parried or Dodged, and armor defends normally against it. A character may make only one riposte attack in any given DEX-rank.

A Dodge is a body motion made to evade a blow or other movement. Dodge is an independent skill. Use it to evade, to disengage, or to close against a long weapon.

Parries and Dodges are instinctive acts swiftly accomplished. The game counts them as free actions that do not cost DEX-ranks to exercise. The two actions can be freely mixed, but a player must choose which to use against a specific attack. To use either, the character must know the attack is coming, and be able to parry or dodge.

- Missile weapons may not be parried, nor Dodged.

A character may theoretically take any number of defensive actions in a round. A defensive action is defined as making either a Dodge skill roll, or a Weapon skill roll in defense of being attacked. However, after a character's first defensive skill roll, the second and later defensive skill rolls decrease cumulatively by 30 percentiles.

For speedy combat, let attacker and defender roll at the same time, call out their levels of success, then compare them on the attack and parry matrix, or as applicable.

No hypothetical maximum exists for the number of Dodges or parries possible in a round. These skill percentages return to their effective maximum at the beginning of each round. See also the skills chapter, the Dodge matrix.

Levels of Success and Failure

CRITICAL: A D100 result equal to or less than 1/20th of the Adventurer's skill rating. For damage, roll twice and subtract both results from the defender's Hit Points. Additionally, ignore the defender's armor: the defender takes full rolled damage, even if wearing magic armor, since the critical blow evaded the armor. Add any damage bonus.

A critical cannot be deflected except by magic or a critical parry; cannot be deflected or dodged except by magic or a critical result.

SPECIAL: A D100 result equal to 20 percent or less (round up fractions) of the percentiles in the skill. (If a special is rolled for a non-combat skill, something unusually good happens. See the skills chapter for examples.)

In combat, the special causes a weapon to do double damage. Add any normal damage bonus, but armor defends fully. A special parry lessens attack damage.

SUCCESS: A D100 result equal to or less than the Adventurer's percentiles in the skill, but a result higher than 20 percent of the present skill.

A parry of the same level or higher deflects a successful attack, and a dodge of the same or higher level evades it.

Successes achieve what was expected.

FAILURE: A D100 result higher than the Adventurer's percentiles in the skill, but not a fumble. Failure means that the attempted skill achieved nothing. The next try may succeed.

FUMBLE: A D100 result of 99 and 00 if the percentiles in the skill equal 100 or less, or of 00 only if the skill's percentiles equal 101 or more.

Fumbling a skill suggests an unexpected disaster. The fighter drops his weapon, a tree limb breaks beneath the climber, etc.

RESOLVING COMBAT

To resolve an attack, roll percentile dice, and compare the resulting number with your Adventurer's percentage skill with the weapon, shield, or Dodge. Remember that attacks and parries both use the Adventurer's 'weapon' skill. Then consult the attack and parry matrix nearby: it shows how attacker and defender actions combine to produce a result. See the Attack and Defense Matrix Table on pages 66-67.

WEAPON TYPES

There are many sorts of weapons. Some, such as the great sword and the rapier, are responses to very different historical conditions. A box defining weapon class occurs later in the text.

CUTTING WEAPONS: Typically the blade or sharpened edge is brought squarely against the target. These weapons hack and chop. Examples include axes, meat cleavers, and the larger swords, though most swords are also pointed. Representative weapons table classes include 3, 9, 18, and 19.

THRUSTING WEAPONS: These weapons may be up to four or five meters in length and the attack is usually a sudden jab or lunge forward. They have very sharp points, but are clumsy for slashing attacks. Weapon table classes include 10, 11, and 12.

CUT AND THRUST WEAPONS: These are more flexible weapons of medium length, as often used to lunge forward as to slash to either side. The shortsword and long dagger are classic designs, as easy to use in close formation and in confined spaces as in the open. See weapon class 2.

MISSILE WEAPONS: These weapons are hurled or projected and, except bows and slings, leave the possession of the attacker. Their business ends are usually pointed, to do penetration damage. See weapon classes 22, 23, 24, 25, and 26.

CLOSE-QUARTER WEAPONS: Diverse attacks, including Brawl and Wrestle. Some claw, some bash, some cut, some choke. A few can be applied at a distance, mostly to entangle or demoralize targets, not to kill them. See weapon classes 4, 13, 14, 15, 20, and 21.

BASHING WEAPONS: In length, these weapons are mostly medium or long, for leverage. Weighted ends often increase the force of their blows. Representative classes include 5, 6, 7, 8, 16, and 17.

SIEGE WEAPONS: Catapults, trebuchets, mangonels, battering rams and the like. These massive weapons are used for breaking down walls, smashing in doors, and causing mayhem on a vast scale.

ORDER OF ACTION

A combat round consists of four phases. These phases always occur in the same order:

1. Statements
2. Magic
3. Actions
4. Resolution

STATEMENTS

The Chronicler and players tell each other what their characters generally intend to do in the round. The player needs no statement of intent to let an Adventurer parry, Dodge, or prepare a weapon during the round. Actions always can be canceled, and targets can be changed. Limit intent to that which is logical-for instance, if a player misses a skill roll which would have detected an ambush, the Adventurer will not then prepare for an ambush.

MAGIC

Play begins. Spells cast in the previous round take effect first. Start new spells only in this phase. Characters use magic in the order of their INT, starting with the highest necessary and working down until everyone



Survival depends on the speed of your blade

has had a chance. A character may delay casting magic until a later INT-rank. INT-rank 1 is the last INT-rank. Roll D100 if ties are a problem on a particular INT-rank.

Mark off Magic Points as they are sacrificed. An Adventurer can begin one spell in a round. All the spells in this book require exactly one full combat round of concentration to cast and take effect.

Example: Dúnhere casts Sorcerer's Razor on his INT-rank in the magic phase of round one. The spell takes effect on his INT-rank in round two. If he wishes, he can cast new magic on his INT-rank or later in round two.

ACTIONS

Adventurers not engaged in hand-to-hand combat from the previous round or otherwise committed may move to their maximums. Those not moving, or using half or less of their MOV may use other skills in this round, before or after movement.

Use DEX-rank to order attacks, parries, and dodges, starting with the highest rank useful and working down. For instance, in a given round a DEX 17 fighter attacks before a DEX 16 opponent. DEX-rank 1 is the last rank in the round. An action may be delayed until a later DEX-rank in the same round. Within a particular DEX-rank,

Three Rounds of Combat

FIRST COMBAT ROUND: Neither combatant has a shield. Solweig has the higher DEX. She swings her broadsword at 90 percent; her player rolls D100 and gets a 77, a success. Grimgár attempts to parry with his broadsword at 89 percent; his player rolls D100 and gets a 60, a successful parry. The parry blocks Solweig's blow.

Now it is Grimgár's DEX-rank. He swings his sword; his player rolls 42, a hit. Solweig parries; her player rolls D100 and gets 00-a fumble! Grimgár's player rolls for damage, 1D8+1 plus 1D4 for damage bonus, and this time the total is 3, though it could have been as high as 13. The armor roll of 1D6+1 also totals 3, so Solweig loses no Hit Points.

Now the Chronicler instructs Solweig's player to roll on the fumble table. The result is a 37, weapon knocked away. The Chronicler rules that Grimgár knocked Solweig's sword out of her hand and that it is glinting in a bramble bush four MOVs distant. The round is over.

SECOND COMBAT ROUND: Solweig's player states that she intends to Dodge to disengage and then move to retrieve her sword. Grimgár's player says that Grimgár will attack.

Solweig Dodges to disengage: her Dodge skill is 43 percent; her player rolls at 41, a success. Grimgár's player rolls a success for the broadsword attack, but the successful Dodge takes precedence. If Grimgár had rolled a special or a critical success, his attack would have taken precedence.Having evaded Grimgár's blow, Solweig moves to her sword and picks it up. The round is now over.

THIRD COMBAT ROUND: The players for Solweig and Grimgár say that both will attack. The Chronicler rules that, in reaching into the bush to retrieve her sword, Solweig has passed the initiative to Grimgár. Grimgár goes first, attacking with his broadsword, and his player rolls a 4, a critical result! Solweig Dodges again, and her player rolls a 4, another critical. Solweig loses no Hit Points, since the defensive critical takes precedence.

Now Solweig swings, but Grimgár successfully parries. The round ends. And the battle continues.

Attack and Defense Matrix

Attack Roll	Parry Roll	Dodge Roll	Result
Critical	Critical	Critical	Defender parries or Dodges damage, damage MAY get through parry.*
Critical	Special	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Parrying weapon takes 2 points of damage.**
Critical	Success	Success	Attack marginally deflected and achieves a special success. Attack does double weapon damage plus normal damage bonus. Defender's armor protevtion subtracted from damage. Parrying weapon takes 4 points of damage.* *
Critical	Failure or Fumble	Failure or Fumble	Attack achieves a critical success. Attack does double weapon damage plus normal damage bonus. The defender's armor protection does not apply. Defender rolls on the appropriate fumble table if applicable.
Special	Critical	Critical	Defender parries or Dodges attack; no other result. If attack is parried with a weapon, attacking weapon takes 1 point of damage.**
Special	Special	Special	Defender parries or Dodges damage, damage MAY get through parry. *
Special	Success	Success	Attack partially parried or Dodged and achieves a normal success. Defender's armor protection subtracted from damage. Parrying weapon takes 2 points of damage
Special	Failure or Fumble	Failure or Fumble	Attack achieves a special success. Attack does double weapon damage plus normal damage bonus. Defender's armor protection subtracted from damage. Defender rolls on the appropriate fumble table if appropriate.
Success	Critical	Critical	Defender blocks or Dodges damage; no other result. If parried by a weapon in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Special	Defender blocks or Dodges damage; no other result. If parried by a weapon in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Success	Defender parries or dodges damage, damage MAY get through parry*.
Success	Failure or Fumble	Failure or Fumble	Attack strikes defender and rolls damage normally. Defender's armor protection subtracted from damage. Defender rolls on the appropriate fumble table if appropriate.
Failure	-	-	No damage; no effect.
Fumble	-	-	Attack misses completely and attacker rolls on the appropriate fumble table. Defender unharmed.

opponents armed with missile weapons have the opportunity to attack first, followed by those with long-length weapons, and then by those with medium and short hand-to-hand weapons. The weapon tables define weapon lengths. Roll D100 to break ties.

Parries and attack-related Dodges occur in the same DEX-rank as the attack.

If the Adventurer performs more than one action in a round, then separate the actions by at least five DEX-ranks, excepting parries and Dodges. Begin at his or her DEX, then at DEX minus five, then at DEX minus ten, etc., until no more ranks remain in the round.

RESOLUTION

Everybody checks their Adventurer sheets to make sure that Hit Points, Magic Points, magic in memory, etc., are current. The next round begins.

HAND-TO-HAND COMBAT

The game distinguishes hand-to-hand fighting from throwing spears or firing arrows because the skills and training are very different. Hand-to-hand fighting especially takes brawn, fearlessness, and reactions so honed that they have become instinctive.

You can use all sorts of things for an attack: fists, claws, specially-crafted weapons, tools, rocks, bows and arrows, and so on. Attacks and injuries harm victims by removing Hit Points. If the target loses enough Hit Points, it collapses or dies.

GAME PROCEDURES

The attacker's player rolls D100, trying for a result equal to or less than the current skill. If the roll succeeds, the defender may have a chance to parry. Ordinarily, a successful parry blocks a successful attack.

Each weapon listed on the weapon tables has an entry for damage done with attack, expressed as a die roll. When an attacker's skill roll succeeds and the defender's

Attack and Defense Matrix Continued

*Breakage or damage occurs to the parrying weapon or shield, respectively, if a single blow exceeds its Hit Points.

**Damage occurs to the attacking weapon only if the parrying object is a weapon designed for parrying.

NOTE: When success levels are tied, the attacker rolls normal damage and compares it to the HP of the parrying object – if it exceeds their HP by 1 they are damaged (Shields lose 1 HP) or break (normal weapons). If it exceeds their HP by MORE than 1 the excess goes to damage either the character wielding the parrying object (if it is a weapon) or reducing the parrying objects HP if it is a Shield.

- If the attack roll is equal to or less than 1/20th of an Adventurer's skill rating, a critical success occurs. A critical result represents the best possible achievement with the weapon.
- If the D100 result is 20 percent or less of the Adventurer's skill percentage but is not a result of 01-05, a special success has occurred.
- If the D100 result is equal to or less than the Adventurer's skill percentage but is not a special or a critical, a success has occurred. Successful attacks hit home unless they are successfully parried.
- If the D100 result is more than the Adventurer's skill percentage but is not a fumble, a failure occurs. The action has not succeeded.
- A fumble occurs (1) when the D100 result is 99 or 00 for a skill of 100 percent or less, or (2) when the D100 result is 00 for a skill of 101 percent or more. The action did not succeed, and the Adventurer made a serious error in the process.

parry or Dodge roll fails, roll for damage. Subtract the number of points rolled (plus any damage bonus) from the target's current Hit Points.

If worn, armor blocks some or all of the damage done by an attack. Subtract the damage rolled for the attack from the protection rolled for the armor. If the attack damage exceeds, the wounded defender loses the difference in Hit Points. If the armor roll equaled or exceeded the attack damage, the armor held and the defender loses no Hit Points: the target is not wounded by that blow.

If it is possible to parry, make the parry in the same DEX-rank as the attack. If several attacks come, each parry occurs in the DEX-rank of that attack.

If an attack is 101 percent or higher, an Adventurer can choose to attack once in a round at full percentage, or to attack more than once in a round, splitting the attack percentiles between the attacks. The division need not be even, but each attack must include at least 40 percentiles.

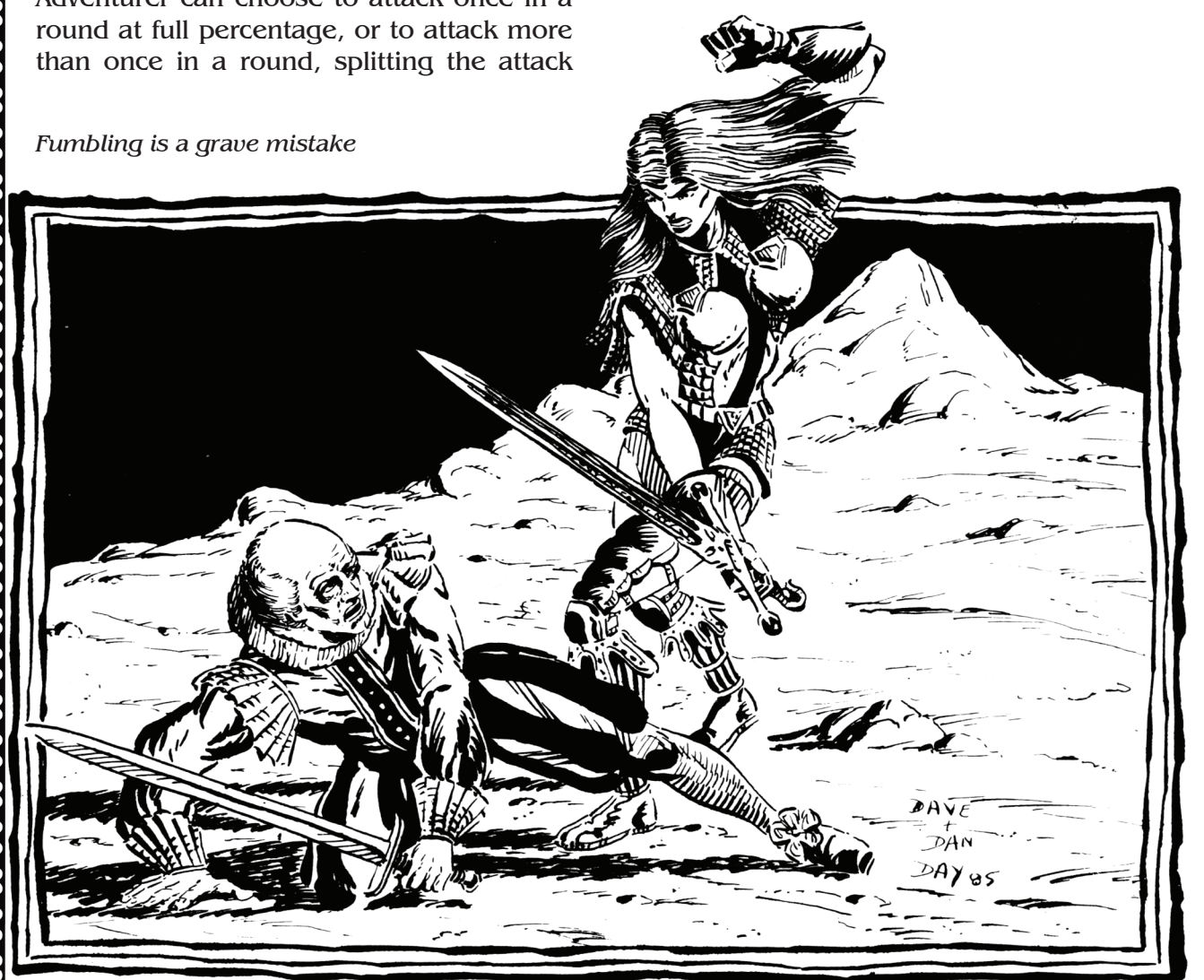
Given enough skill, an attack can be made once every five DEX-ranks.

If fighting two or more foes and your Adventurer has the requisite skill, choose the order of attacks.

DAMAGE FROM PARRIES

Weapons and shields can also be damaged. Weapons are built to withstand hammerings, and weapons and shields normally parry without damage. However, if the rolled damage from a very strong blow exceeds a weapon's Hit Points by at least one hit point, the weapon then breaks. If yet more points of damage were done by the blow, these

Fumbling is a grave mistake



would pass on to the target. Shields behave the same way but are stronger, breaking when their Hit Points reach zero, not when their Hit Points are first exceeded.

Exception: the attack and parry matrix notes two instances when a weapon (but not a shield) loses Hit Points without first having its own Hit Points exceeded.

Note the designed to parry? column on the weapon tables. An object not built to be parried with, such as a rolling pin, loses Hit Points equal to the rolled damage absorbed. When the last hit point goes, the thing is broken, split, and useless.

ARMOR

Armor needs no attack or parry roll, but it defends at a variable rate: if an attack hits armor, roll that rate to learn how many points of attack the armor stopped.

BRAWL, WRESTLE

The skills Brawl and Wrestle are natural to all people. Each is very different from ordinary weapon skills. See the skills chapter for more.

ARMOR DESCRIBED

The following armors are found in the weapon tables.

SOFT LEATHER: The hide is as thick as heavy belt leather and may be padded at points with more layers. The leather is usually discontinuous, covering the forearms, shins, and torso with separate articles of armor. The leather skullcap may be reinforced with metal ribbing. There may be metal decoration, but it has no defensive value.

HARD LEATHER: Leather boiled to stiffness, and layered affords more protection than simple soft leather. Often hard leather is reinforced with metal, bone or wood ribbing and plating.

LEATHER & RINGS: The leather armor from above is redesigned for attached overlapping steel rings or ringmail. This sort of armor would be very heavy if covering the body everywhere. It usually covers the torso and part or most of each arm. The helmet often is of padded bronze or steel.

LEATHER & WOOD: This armor is carved from wood to fit the wearer, and then covered with leather in order to hold it all together, and to protect the wood from the elements.

MAIL: A fine mesh of interlocking steel rings. Normally worn as a long shirt over quilted or soft leather padding. The padding is accounted for in the defensive value of the armor.

HALF PLATE: Two body-molded bronze or steel plates cover the torso, front and back. Additional leather, bronze, or steel guards defend the forearms, shins, thighs, etc. The helmet is always of padded bronze or steel.

Missile Weapon Fumbles

Missile fire takes place away from most of the uncertainties of hand-to-hand combat. The mistakes for missile weapons are more routine, and usually involve only the attacker. Roll 1D6.

Roll Result

1. Fumbler slips, does not fire this round.
2. Fumbler falls, breaking the arrow or spear, or spilling the sling stones. No fire this round.
3. Fumbler drops the missile, picks it up, then fires on the last DEX-rank.
4. Fumbler slips and misfires, hitting a random target on his own side, if available. Roll as though attacking, but do not add a damage bonus, because the attack was made off-balance. The target cannot parry or dodge this attack.
5. The fumbler's bowstring or sling breaks, or spearhead breaks off. No attack this round. To fix the problem takes 1D4 combat rounds.
6. Fumbler sees that he has not unpacked some or all of his or her ammunition, and that this attack is the last possible. If the pack is nearby, 1D3 combat rounds to fetch it.

Hand to Hand Fumble Table

STANDARD FUMBLE *weapon drops from your hand and lands at your feet: five DEX-ranks to pick it up.*

D100	*Effect*	
01-06	*Slip or trip over rocks, etc.*	Lose next parry; your foe may disengage.
07-12	*Slip or trip on a corpse or other obstacle*	Lose next attack; your opponent may disengage.
13-18	*Slip or trip on a corpse or other obstacle*	Lose next parry and attack; your enemy may disengage.
19-24	*Sweat in eyes*	Parry, dodge, or move only for the next 1D3 combat rounds; your foe may disengage.
25-28	*Shield strap breaks*	Halve your shield parry percentage until repaired.
29-32	*Distracted*	Automatic miss on your next attack, in whatever round it occurs.
33-36	*Drop weapon*	It's at your feet and costs 5 DEX-ranks to recover. Your enemy may disengage. Ignore this fumble if you parry with a shield.
37-40	*Weapon knocked away*	It is 1D4 meters distant in a 1D8 direction. Ignore this fumble if you parry with a shield.
41-43	*Blow to solar plexus*	You can parry but not attack or Dodge for two rounds; your opponent may disengage. Ignore this fumble if you parry with a shield.
44-46	*Arm cut, dislocated shoulder*	You can use a weapon or use a shield (but not both) for the rest of the fight. Ignore this fumble if you parry with a shield.
47-49	*Smash to your face*	Parry and dodge only for the next round as you try to wipe blood from your eyes; enemy may disengage. Ignore result if wearing a helmet.
50-52	*Unexpected blow from the side or rear*	You're knocked down; your foe may disengage.
53-55	*Heavy hit to head*	You lose no Hit Points, but your senses reel from the buffet. Halve your attack and parry skills for one full round.

HALF PLATE & MAIL: Besides the half-plate above, cavalry may add ringmail skirts to defend the lower body if expecting battle. This heavy combination is not something to march in.

FULL PLATE: Full plate covers the entire body. Plate armor is made of body-shaped steel plates and strips. These are then riveted together into sections and worn as a unit. Joints are hinged. An encompassing helmet leaves tiny openings for eyes, breath, and hearing. Full plate is stronger and lighter than comparable ringmail or half-plate and mail—it is the best available short of enchanted or magical armor.

FUMBLE TABLES

A lot happens in the heat of battle. The fumble table offers ways to encounter many different sorts of mistakes and effects. A few results beg for hit point losses as well. We suggest that the consequences are enough in themselves.

Some results may seem more appropriate for attack or for parry, but combatants take and give blows almost simultaneously. If any entry outrages the Chronicler's sense of properness, he should change it by substituting the standard fumble for an inappropriate result, or choose that no roll on the table is made.

Hand to Hand Fumble Table Continued

56-58	*Helmet knocked off or heavy hit to head*	If the former, you'll need 5 DEX-ranks to pick it up, and a full combat round to strap it on after disengaging. If the latter, see 53-55, just above.
59-62	*Weapon breaks*	To get another one, unsheathe one or pick one up; your opponent may disengage.
63-65	*Your shield is cloven in two*	Discard shield. If you were not using a shield, parrying weapon breaks.
66-68	*Broken or cut nose*	Bleed for 1D6+4 combat rounds; resulting deformity is permanent: lose l APP.
69-71	*Foot stepped on, ankle sprained*	Halve MOV for rest of the battle.
72-74	*Smash/lose a finger from a hand*	Uniformly lower weapon skills or shield skill by 10 percent, player's choice.
75-77	*Weapon stuck in opponent's shield/armor*	Requires a successful Effort roll to pull it out.
78-80	*Leg cut*	Halve Dodge skill until Physik, or Healing is successfully applied.
81-83	*Loose shoe or boot*	Disengage plus successful Search to find it.
84-86	*Knee smashed or chopped*	No Dodges, Ride, or Swim, or MOVs above 4. Ignore this result if you're using a large shield.
87-89	*Bloody cut across one eye half blinds you*	Halves attacks and parries until Physik, or Healing is successfully applied.
90-92	*Armor straps cut*	Subtract 1 from armor roll results until the armor is repaired.
93-95	*Portion of armor lost*	Uniformly reduce armor roll results by 2 for the rest of the fight.
96-97	*Hit friend or self, your Luck roll decides*	Does rolled damage with applicable damage bonus.
98-99	*Really bad fumble*	Roll two more results.
00	*Worst possible fumble*	Roll three more times.

TOOLS OF WAR

HAND-TO-HAND WEAPONS

Base chances are uniform for all humans, as are the damages done with the attacks; individual damage bonuses can add to or subtract from these attack damages. When percentiles in a skill increase, then the chance to hit has also increased.

- Needs 1 hand, etc.: the column for number of hands shows how the weapon is ordinarily held, and incidentally shows whether a shield normally could be employed with the weapon.
- Hit Points: measures the relative sturdiness of weapons.
- Length of weapon: other matters being equal, the fighter with the longer weapon gets to attack first and may be able to hold a foe at bay.
- Designed to parry?: if yes, the weapon is built sturdily enough to negate ordinary damage; some also have cross-guards to catch opponents' blades.
- Minimum STR/DEX: weapons require a minimum Strength and Dexterity: how

Hand to Hand Weapons[1]

Name	Base %	Damage	1H/2H	HP	Length	Parry?[2]	STR/ DEX	Weapon Class	Cost
Brawl	20	1D3+db[3]	1H	-	Short	No[4]	-	15	-
Wrestle	25	Special[5]	2h	-	Short	No[4]	-	16	-
Iron Claw	25	1D4+1+db	1H	10	Short	Yes	9/9	1	125
Cestus	25	1D3+2+db	1H	10	Short	Yes	11/7	1	400
Shortsword	15	1D6+1+db	1H	20	Medium	Yes	5/5	2	250
Rapier	15	1D6+1+db	1H	15	Medium	Yes	7/13	2	225
Broadsword	15	1D8+1+db	1H	20	Medium	Yes	9/7	2	230
Scimitar	15	1D8+1+db	1H	19	Medium	Yes	8/8	2	175
Falchion	15	1D6+2+db	1H	18	Medium	Yes	8/8	2	750
Cutlass	15	1D6+2+db	1H	21	Medium	Yes	8/8	2	100
Great Sword	05	2D8+db	2H	18	All[6]	Yes	14/13	3	400
Dagger/Dirk	25	1D4+2+db	1H	15	Short	Yes	4/4	4	75
Heavy Mace	25	1D8+2+db	2H	20	Medium	Yes	14/9	5	200
Light Mace	25	1D6+2+db	1H	20	Medium	Yes	7/7	5	250
Warhammer	25	1D6+2+db	1H	20	Medium	Yes	11/9	5	50
Great Hammer	25	1D10+3+db	2H	15	Long	Yes	9/9	5	300
Quarterstaff (metal shod)	25	1D8+db	2H	20	All[7]	Yes	9/9	6	400
Thieve's Bludgeon	25	1D8+db	1H	10	Short	No	7/7	7	250
Morningstar/ Flail	10	1D10+1+db	2H	12	Medium	No	11/7	8	200
Great Axe	15	3D6+db	2H	25	Long	Yes	13/9	9	150
Sea Axe	15	2D6+2+db	2H	15	Medium	Yes	11/9	9	100
Battle Axe	15	1D8+2+db	1H	15	Medium	Yes	9/9	9	50
Pike	15	1D10+1+db	2H	15	Long	Yes	11/7	10 or 11	175
Long Spear	15	1D10+1+db	2H	15	Long	No	11/9	10 or 11	100
Short Spear	15	1D8+1+db	1H or 2H	15	Long	Yes	7/8	10 or 11	50
Cavalry Lance	15	1D8+1+db[8]	1H	15	Long	Yes	9/8	11	Earned
Trident	15	1D6+2+db	1H or 2H	18	Medium	Yes	10/12	10	-

much depends on the weapon; people below minimum can still fight with such weapons, but clumsily, halving their effective skill.

- Weapon class: rising in skill with one weapon, percentiles for all other weapons in the same class increase by the same amount.
- Average cost: nominal price for a new item; actually varies by city and craftsman.

Impromptu Weapons

Name	Base %	Damage	1 H / 2H	HP	Length	Parry?	S T R / DEX	Weapon Class	Cost
Large Club/ Bludgeon	25	1D8+db	2H	22	Medium	No	9/7	5	-
Small Club/ Cudgel	25	1D6+db	1H	15	Medium	No	7/7	5	-
Maul	25	1D8+3+db	2H	20	Medium	No	13/7	5	12
Wood Staff/ Crook	25	1D6+1+db	2H	15	Long	No	8/6	6	-
Burning Torch	10	1D6+flame	1H	15	Medium	No	6/9	17	-
Butcher Knife	25	1D6+db	1H	12	Short	Yes	5/5	4	15
Concealable Knife[9]	25	1D4+db	1H	9	Short	Yes	4/3	4	10
Timber Axe	15	1D8+2+db	2H	20	Medium	No	8/7	9	20
Hatchet	15	1D6+1+db	1H	12	Short	Yes	7/9	9	15
Hand Sickle	10	1D6+1+db	1H	12	Short	No	7/9	17	15
Scythe	05	2D6+1+db	2H	20	Long	No	12/10	18	35
Grain Flail	10	1D6+db	1H	7	Medium	No	7/6	8	5
Length of Chain	10	1 D 4 + d b / entangle	1 H / 2H	20	Long	No	8/9	8	10
Fire Iron	25	1D8+1+db	1H	20	Medium	Yes	10/6	5	7
Strangle Cord	15	Strangle[10]	2H	1	Short	No	8/9	19	-
Drayer's Whip[11]	05	1D3-1/ entangle	1H	4	Long	No	9/10	20	10

IMPROMPTU WEAPONS

- Designed to parry? Tools can parry, but are not intended to be used as weapons. They accumulate damage when parrying; they do not take damage from hitting.
- Remaining column entries: as per Hand-To-Hand.

MISSILE WEAPONS

- Base chance and damage done are as per Hand-to-Hand Weapons, except that slings and bows show the damages caused by the missiles they hurl.
- Base range: the average distance at which a target can be hit at base chance.
- Attacks per round: volley fire can increase this; the column assumes careful aiming. Hit Points resisting attack: this column pictures the weapon being used as a club or quarterstaff might be.
- Weapon class: relates the skills needed for different weapons.
- Remainder of column entries: as per Hand-To-Hand.

ARMOR

Armor is essentially a kind of clothing stiff enough to protect against attack. Most often armorers make it of leather, bronze, and steel in some combination. Like a shield, armor is a barrier interposed between an attack and the defender's body, but armor

Missile Weapons

Name	Base %	Damage[12]	Base Range	Attacks[13]	HP	Weapon Class	Parry?	STR/ DEX	Cost
Throwing Axe	10	1D6+1/2db[14]	20	1	15	21	No	9/11	150
Throwing Dagger [15]	15	1D6+1 +1/2db	10	1	12	22	No	7/11	100
Thrown 1H Spear	05	1D6+1+1/2 db	15	1	15	23	No	12/10	200
Thrown 2H Spear	05	1D6+1 +1/2db	15	1	15	23	No	12/10	200
Javelin	15	1D6+1/2db	25	1	10	23	No	9/9	75
Harpoon	05	2D8+4 +1/2db	10	1	20	12	No	13/11	250
Thrown Rock	Throw %	1D3+1/2db	20	2	20	-	No	5/5	-
Sling[17]	01	1D8+1/2db	80	1	-	24	No	7/11	15
Staff Sling	01	1D10+1/2db	100	1	10	24	No	9/11	60
Bow,[18] Long	10	2D6+1+1/2db	200	1	12	25	No	11/13	750
Bow, Recurved	10	1D8+2+1/2db	100	1	10	25	No	13/11	250
Bow, Hunting	10	1D6+1+1/2db	80	1	6	25	No	9/9	150
Net	05	Entangles [19]	5	1	6	13	Yes	9/12	25
Crossbow, Heavy	25	2D6+2	55	1/3	18	25	No	13/7	500
Crossbow, Light	25	1D6+2	40	1/2	10	25	No	9/7	350
Crossbow, Medium	25	2D4+2	50	1/2	14	25	No	11/7	400

leaves both hands free: strapped on, armor remains in place so you do not have to think about it.

No armor is perfect. Plate armor (sheet steel curved to fit the body) is the most protective, but even it has plenty of chinks where the separate parts meet or where the joints must move. Armor without joints would be immobile, like a block. Armor is better or worse in different fashions. Every armorer tries to make a light, strong armor, but working with steel is difficult and expensive. The best is plate armor, customized to the individual wearer. Civilized places take the wearing of armor to signify hostility.

Armor comes in SIZ. Depending on the sort of armor, sometimes a suit of it may be worn by a person slightly different in SIZ from the person for whom the armor was made. A column on the weapons table shows what SIZ will fit.

Because armor roll results vary widely, most Adventurers also use shields for parrying. It takes a mighty blow to penetrate both shield and armor.

ARMOR IN THE GAME

Wearing armor takes no skill rolls. Game values for armor are found in the armor section of the weapon tables. Armor has average defensive value, expressed as *Protection* on the weapon tables. When an attack hits armor, subtract the result rolled for ar-

Armor[20]

Name	Protection with helmet	Protection with no helmet	Burden to wear	Fits another SIZ?[21]	Skill Affected, Helmet on	Skill affected, Helmet off	Rounds to put on	Cost
Soft Leather	1D4-1	1D4-1	Light	+/-2	-	-	5	100
Hard Leather	1D6	1D6-1	Light	No	10%	-	10*	300
Leather & Rings	1D6+1	1D6	Light	+/-1	25%	10%	5	600
Leather & Wood	1D8	1D8-1	Light	No	25%	10%	5	400
Mail	1D8+1	1D8	Moderate	+/-1	25%	10%	10	500
Half Plate (Torso)	1D8+1	1D8	Moderate	+/-1	25%	10%	10*	675
Half Plate & mail	1D8+2	1D8+1	Moderate	+/-1	25%	25%	15*	750
Full Plate	1D10+4	1D10+2	Difficult	-1	50%	25%	40*	1000+

* Needs assistance to put on

Shields

Name	Base %	Damage[23]	Range	HP	Weapon Class	STR/DEX	Cost
Half (target, buckler, etc.)	15	+1D3+db	Touch	15	Shield	5/7	75
Small (round, heater, etc.)	15	+1D3+db	Touch	20	Shield	9/9	100
Full (kite, large round, etc.)	15	+1D4+db	Touch	22	Shield	11/9	125
Large (foot, hoplite, etc.)	15	+1D6+db	Touch	26	Shield	12/8	150

Siege Engines

Name	Base %	Damage	Range	HP	Rate	Weapons Class	Cost
Ballista	05	10D6	275 meters	30	1 shot every 25 rounds	26	1,500
Catapult	10	6D6	325 meters	40	1 shot every 25 rounds	27	1,000
Trebuchet	05	12D6	300 meters	50	1 shot every 25 rounds	27	2,000

mor from the amount rolled for the attack. The defender loses only that lessened number of Hit Points.

If the attack result is low enough, and the armor result is high enough, the combatant may lose no Hit Points at all. Wearing armor does not affect weapons skills.

MIXED ARMOR

To substitute a portion or two of armor, add or subtract either one or two points from the normal roll, depending on the quality of the substitution. Even individual plate components should not rate more than a +2 increase.

Notes on the Weapons Tables

1. Range is touch.
2. For weapons not designed to parry, accumulate damage if used to parry. Some weapons not intended to parry (such as the impromptu weapons) nonetheless do well parrying things like them.
3. At 100% or less; see the skills chapter for more about this unusual skill.
4. Brawl can parry Brawl or Wrestle: see the Skills chapter.
5. Wrestle can parry Wrestle or Brawl, and can subdue attacks made with hand-to-hand weapons.
6. Physically long, but employable at the three distances.
7. Physically long, but employable at the three distances.
8. Damage bonus for the horse if charging, for the Adventurer if standing still.
9. Might be carried up sleeve or otherwise hidden on body.
10. Use drowning, suffocation in the spot rules to determine hit point loss or death.
11. Range is 5 meters; add no damage bonus.
12. To calculate damage bonus, roll the normal damage bonus and divide the result by two. Round up fractions to the next whole number.
13. See also volley fire, in the spot rules for combat. for a more rapid rate.
14. Balanced for throwing, often lacking a cross-guard and therefore cannot be used to parry.
15. To calculate 1/2 damage bonus, roll the normal damage bonus and divide the result by two. Round up fractions to the next whole number. 15 Balanced for throwing, often lacking a cross-guard and therefore cannot be used to parry.
16. See also volley fire, in the spot rules for combat for a more rapid rate.
17. Base ranges for this and staff sling assume cast lead slug; if river pebbles, etc., reduce base ranges by 20 meters each.
18. Arrows do the damage, of course. An individual arrow has 1 hit point. A standard quiver or bundle holds 20 arrows.
19. Success allows attacker to close and automatically Wrestle, etc.
20. Availability: Some armors are difficult to find, or only made in certain areas. Check with the Chronicler.
21. By adjusting its internal straps. Full plate wearers may have trouble with foot size. The notion of SIZs in armor is somewhat suspect, since everything is made-to-measure, not to SIZ.
22. Optional rule: wearing armor and attempting a skill other than a fighting skill, subtract 25 percentiles from the skill's total.
23. A maneuver often performed by smashing the steel rim of the shield up against the foe's chin or into his face.

ARMOR

- Protection: armor deflects or absorbs a varying number of Hit Points; if the helmet is off, average protection is less.
- Nominal burden to wear: as information only, the wearer of armor ordinarily moves and fights without penalty. Heavy protection and a long fight might have some consequence against unarmored foes.
- Fits another SIZ? Armor too loose will not cover properly, and armor too small cannot cover: this column gives the applicable fit by SIZ range and armor type.
- Skill Modifier: This is a modifier to a number of your character's skills while this armor is worn.This modifier is applied to any Physical and Manipulation skills. With the helmet on, the modifier also applies to Perception skills.
- Rounds to put on: this column assumes that before sleeping the Adventurer has systematically laid out his or her armor, and has practiced putting on armor in the dark many times. If an asterisk appears next to the time, an assistant is needed to put this armor on; straps, buckles, and other hard-to-reach fastenings must be carefully attached, and the wearer simply cannot reach them all.
- Skill Penalties: Armor can inhibit certain skills or functions of your character, particularly the Agility roll, or other Physical actions such as the Climb, Jump, Stealth, and Swim skills. Additionally, wearing a helmet may limit certain Perception

skills. Some armor descriptions include negative modifiers to these skills. Weapon skills are unaffected by the use of armor, as armor is inevitably crafted to be used in combat, and any disadvantages to combat skills would necessitate a redesign of the armor.

SHIELDS

A shield is armor which can be aimed. It is not everywhere around the body, but neither is it as heavy as body armor, and it is much cheaper. Every shield blocks attacks of at least 15 Hit Points: by that, a fighter with a high shield skill gets nearly as much protection as possible if wearing plate armor. A shield does not ordinarily lose Hit Points when struck nor is it easy to knock it out of a defender's grasp. Shield and armor together offer flexible, battle-proven protection.

All shields do much the same job. An Adventurer who increases skill with one sort rises in skill with all shields.

Shields have an attack, the knock-back. See the spot rules for combat. The metal rim on most shields does additional damage during this attack, to which the shield's user adds his or her damage bonus.

Powerful blows damage shields. The blow must exceed the hit point rating for the shield. Each time this happens, the points of damage in excess of the rating lower the rating.

When the rating reaches zero, the shield is broken and useless.

Example: a 20-point small shield takes a 22-point blow from an orc. The shield blocks 20 points, but takes the other two points as damage. Now the shield is rated at 18 points. A moment later it takes a blow of 23 points, five in excess, and lowering its rating to 13. The next blow does 19 points of damage, six points in excess of 13, and the rating plummets to seven. The final blow is also a 19, seven of which the crumbling shield blocks and seven more are needed to split the shield asunder. The remaining five points pass on as damage to the defender.

See also, the Spot Rule, "Shields and Missile Fire" on p. 90.

SHIELDS DESCRIBED

See the weapon tables for shield data. A shield is held by grasping the stout handle at its center of balance. A leather strap attached toward the left side of the shield goes over the left forearm, giving the wielder more leverage and stability. Most shields are made of wood reinforced by metal edges. A shield completely of metal would be prohibitively heavy and unwieldy.

Shields are designed to be held with the left hand. The right hand holds a weapon. Fighters are trained to use the same hands so that in units their foes face an alternating mass of shields and blades.

HALF SHIELD (TARGET, BUCKLER, ETC): Not cut in half, but figuratively half as big as most. Carried slung by a rider, an archer, or whoever needs freedom of movement and who expects not to wage hand-to-hand combat. The shield might be rectangular or round, of a length or diameter not much longer than a forearm and hand.

SMALL SHIELD (ROUND, HEATER, ETC.): Round, a back-curving rectangle, or a rounded triangle in shape, it is big enough to defend the torso, and stronger than the half shield. It can be used on horseback or on foot.

FULL SHIELD (KITE. LARGE ROUND, ETC.): Larger than the small shield, a long triangle or a circle wide enough to cover the lower face and the groin. The most useful size, especially if expecting open combat. Somewhat clumsy for riders.

LARGE SHIELD (FOOT, HOPLITE, ETC.): In shape usually a rectangle, typically so long that it can shield most of the legs as well as the torso. Such a shield is heavy, and often rests on the ground. It can be braced by foot or shoulder if a heavy blow approaches, or

Weapon Classes

These definitions correspond to the entries on the weapon tables. Weapons within a class are similar enough in function and design that experience with one grants experience for all. Improve your skill in one, improve in the whole class. An Adventurer has the same skill percentage for all weapons within a class.

1. CESTUS, IRON CLAW: A metal glove. A pair might be worn. They might inflict damage as brass knuckles can do, or do damage with sharp metal or animal claws.

2. BROADSWORD, CUTLASS, FALCHION, RAPIER, SCIMITAR, SHORTSWORD: They are roughly a yard long or less, have one or two sharp edges, are usually one-handed weapons, and have sharp points for skewering opponents. This is the broadest weapon class; Chroniclers wishing for more authentic treatment of medieval weaponry may wish to place the rapier in its own class.

3. GREAT SWORD: This is the ultimate weapon, between 1.5 and two meters long, sharp-pointed, and swung with both hands.

4. CONCEALABLE KNIFE, DAGGER, DIRK, LONG KNIFE—There is not much difference between a long dagger and a shortsword. The usefulness of this weapon class, however, is in its lightness and compactness as a second weapon and, if equipped with a cross-guard, as a parrying weapon.

5. GREAT WARHAMMER, HEAVY MACE, LARGE CLUB, LIGHT MACE, MAUL, SMALL CLUB, WARHAMMER: These club-like weapons do smashing damage, though some (like the warhammer) also have a steel spike on the head for punching through armor. There are many designs.

6. QUARTERSTAFF, SHEPHERD'S CROOK, WOODEN STAFF: Hardwood poles two to three meters in length, used to smash with or (with the hands separated) to parry with. One or both ends might be metal-clad, for weight and durability.

7. THIEVES' BLUDGEON: Any short, heavy, blunt object with which to quietly disable someone on the street or in a home. Silence, not death, is the goal. To kill someone, an assassin would prefer a dagger.

8. GRAIN FLAIL, MORNINGSTAR FLAIL, LENGTH OF CHAIN: A disparate class of flexible-headed weapons that do damage by velocity as well as by mass. Short whips such as the cat-o'-nine-tail fall into this class.

9.BATTLE AXE, TIMBER AXE, SEA AXE: Heavy cleaving blades mounted on long wooden or metal-clad handles. Designs vary: one sort has one cleaving blade topped by a metal spike for puncturing armor. Another might feature a hook as a second blade, for pulling down cavalrymen.

10. PIKES, POLE ARMS: Long-handled weapons used mostly by trained soldiers to fend off cavalry or to pull down cavalry in open combat. Hooks for snaring riders are common.

11. LONG SPEAR, SHORT SPEAR, TRIDENT: Long spears can be up to three or so meters in length; even the shortest spears are nearly two meters long. Longer ones are more like pikes. All are used as thrusting weapons, most effectively in unit strength, so that attackers confront a bristling wall of spears and shields.

12. CAVALRY LANCE: Weighted for balance on horseback, longer than a short spear, to attack foot soldiers without undue leaning, or to target other riders without colliding.

13. HARPOON: A short barbed spear, relatively heavy, sometimes made completely of metal for extra impact. Thrown with one hand or hurled with two. Employed against whales and other great creatures of the waters and seas. A very long rope might be attached, so that the prey is not lost.

14. NET: This is the arena net, weighted so that it spins open and then drapes around the target. It is just large enough to thoroughly entangle one opponent. The thrower then quickly advances and captures or kills the momentarily helpless target.

15. BRAWL: An attack natural to every human. Skilled brawlers can be devastating, See the skills chapter for more.

16. WRESTLE: An attack natural to every human. See the skills chapter for information.

Weapon Classes Continued

17. BURNING TORCH: A small club which has a chance to ignite clothing. Used as fire or as club, it does 1D6 damage. For fire, see the game system chapter.

18. HAND SICKLE: A short-handled, curved-blade tool that slices plant stalks during a sweep back toward the user. The tip and inside curve of the blade are sharp. Can be as deadly as a dagger, but some designs make clumsy weapons. Curving knives, such as the kukri, trace their origins to hand sickles.

19. SCYTHE: Cuts plant stalks near the base like the sickle, but is a much larger tool designed to harvest whole fields of grain, barley, etc. The curving blade is sharp-pointed, and may have a yard or more of cutting edge. The hardwood handle is about two meters long. The scythe typically is swung in broad, rhythmic, descending arcs. Some versions pivot on one or two vertical grips built into the handle.

20. STRANGLE CORD: Any strong, thin, flexible rope, narrow enough that the victim finds it very difficult to put his fingers between the cord and his neck.

21. WHIP: A single lash as long as four meters, given extra snap by a yard-long wooden handle. Long enough as a whole to reach out to the lead pair of draft animals. The powerful sound usually gets their attention, leaving the bite of the whip in reserve. By design, whips ordinarily cause pain, not damage. Only a lengthy and unrestrained whipping costs Hit Points. Damage must be intended before it can occur.

22. THROWING AXE: A small, light single-bladed axe. The leading edge of the blade is typically well ahead of the weapon's socket. JAVELIN, THROWN SPEAR—These short spears are intended to be thrown against units in battle formation.

23. SLING, STAFF SLING: A strip of leather with a cup, whirled about for extra velocity and then releasing a small missile from the cup. A staff sling gives even more velocity. Using river pebbles or cast metal shot of regular size and weight, slingers effectively hit targets at great distances. Historically a rare skill because it was difficult to learn.

24. BONE BOW, RECURVED BOW, HUNTING BOW: Various sorts of bows occur throughout history. The recurved bow is shorter than the others, for ease of use from horseback. The hunting bow is made entirely of wood, and found universally across the worlds of fantasy. Dampness and rain stretch unprotected bowstrings, warp arrows, and render bows unusable.

25. BALLISTA: Ballista, arbalests, mangonels are all large crossbows used in siege warfare. These weapons are too large to carry without mechanical assistance. They are usually mounted on platforms which must be moved to be aimed.

26. CATAPULT, TREBUCHET: These devices made of wood and steel are used to fling rocks, scrap metal, and dead animals at or over the walls of a castle. They are essential in siege warfare.

crouched behind in case of missile attacks. This size is clumsy for individual hand-to-hand fighting-it is more intended to be used with spears, etc., in organized unit combat. Not for horseback.

SHIELDS

- Damage done with attack: the attack is found among the spot rules for combat.
- Remainder of column entries: as per Hand-To-Hand, above.

MISSILES

Any physical weapon that leaves the user's grasp or is launched to do damage is a missile weapon: that includes rocks, javelins, chamber pots, bows, throwing knives, pewter goblets, and catapult bolts. A missile is a sharpened thing intended to thrust home or else a blunt thing intended to do a bone-breaking smash.

Data for missile weapons is found in the weapon tables. The spot rules for combat contain some topical information, especially for volley fire. Ordinarily, missile weapons attack at a slower rate than fighters can swing hand-to-hand weapons. The attacks-


Dagger
Short Sword
Morningstar
Mace
Falchion
Woodaxe
Great Axe
Warhammer
Broad Sword

per-round column in the weapon tables is accurate. To increase the rate, use the volley fire rule. A person of high skill with a missile weapon makes a formidable opponent.

Except in the rarest of circumstances, which the Chronicler must declare, missile weapon fire cannot be parried or dodged.

A fighter could crouch behind or interpose his or her shield to defend against it; see the combat spot rule for Shields and Missile Fire.

In an emergency, some missile weapons can parry, but only at base chance. In parrying, a missile weapon accumulates damage taken, until it breaks.

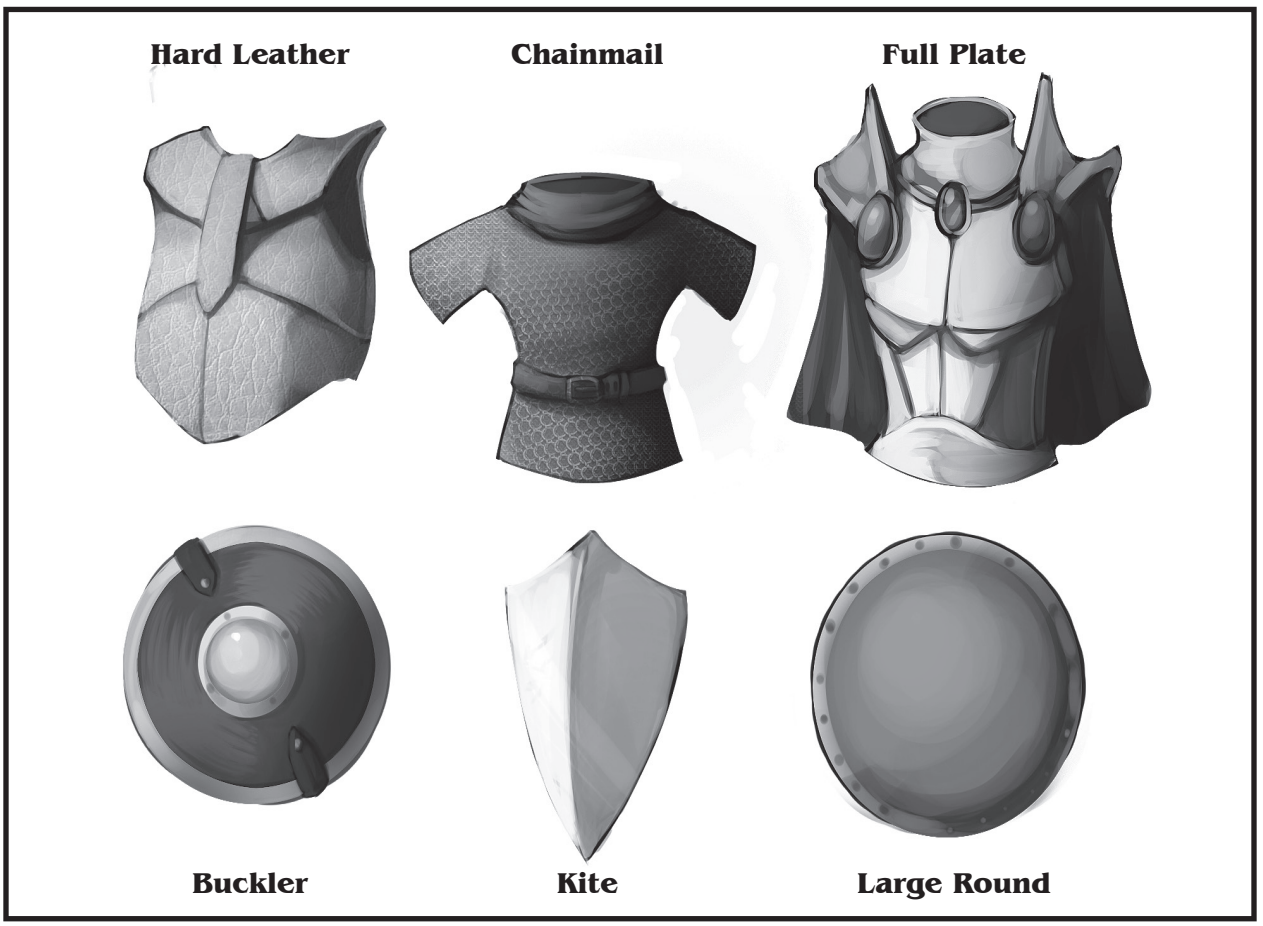
Slings and bowstrings need protection from water, which can stretch and weaken them. The accuracy of missile weapons is vulnerable to wind as well. Night, fog, or storm can hide targets. An archer-Adventurer often needs a hand-to-hand weapon for protection. In compensation, an archer out of reach on a wall could slaughter a whole company of swordsmen. They would cut him to ribbons in seconds, if only they could reach him

SIEGE ENGINES

Engines are war machines which fire immense missiles and consequently need large crews to operate them. They are best for naval warfare or siege work, as they are clumsy, slow to fire, inaccurate, and can easily be overrun in the field by swift-moving cavalry or daring infantry.

ATTACKS

Siege engines are rarely used for individual attacks, instead they are fired at masses of men, walls, ships, or other structures. The base chance to hit, shown below, assumes an impact area of approximately 40 SIZ. The chance of hitting is reduced by 1% for each point of SIZ less than 40 which the target possesses.



Aiming such war machines is a slow procedure. The target point must be chosen five rounds before the shot is actually fired. This requirement is not too difficult to meet on the battlefield, or when assaulting a castle. It is difficult to predict where the enemy is likely to be in a furious naval encounter. Chroniclers may require a Sailing roll from the crewmember in charge of aiming each engine, to ensure he has correctly predicted the course of the battle. Failure indicates that the weapon must wait 1D6 rounds before getting a clear shot, or spend another five rounds aiming based on the current situation. The Chronicler may determine that certain extreme maneuvers take even the most skilled crews by surprise, with similar penalties.

DAMAGE

As with most other weapons, any sort of armor reduces damage dealt. Damage to Adventurers, NPCs, crew, etc. in the area of the attack is rolled separately from the damage done to the main target.

For example, in shooting a siege engine at a ship, the Hull Quality of the vessel acts as armor, reducing the Structure Points done. In the case of ships, the full damage is assessed against the target's Seaworthiness, however, with no exception. Damage to the crew in the area of attack is rolled separately, with the GM calling for a Luck roll for each crewmember to avoid damage.

Statistics are given for three common siege engines. A warship, castle, or army might only have one or two, or as many as can be placed into the defended area. A single castle or ship is likely to have a few of each type of engine, rather than being outfitted with a number of only a single style.

BALLISTA

A ballista is a form of giant crossbow. It has a flat trajectory, and fires a single iron bolt longer and thicker than a spear. A crew of three is required to man a ballista, acting as aimer, loader and gunner.

CATAPULT

Catapults are large simple machines designed to toss a heavy object a great distance. They arc their payloads along a parabolic trajectory, and thus are "indirect fire" weapons. They are difficult to aim at specific human-sized targets, but are ideal for reaching over the walls of open fortifications and at ships. Catapults require a crew of three.

TREBUCHET

Once built, a trebuchet can never be reaimed. It is fixed in place. The tremendous loads they can deliver make up for their lack of mobility in many situations. At sea, only the most massive barges are large enough to carry trebuchets. Trebuchets require a crew of ten or more.

AMMUNITION

Catapults and trebuchets may use any of a number of different types of ammunition. The ammunition to be used must be determined well before the shot is fired. The most common varieties of ammunition are described below.

- **Stones:** The standard payload, causing normal damage. Stones must be of a certain size and composition to be suitable for use as ammunition, otherwise they will shatter or affect accuracy.
- **Shrapnel:** Loose bags of rock, or clay projectiles. The bags break apart and scatter sharp shards over a rough radius around the point of impact. The shards rip flesh, but are not large enough to endanger buildings. Damage done is 1/6th that cause by the standard stones, but it is applied to everyone within a radius equal tin meters to the number ofD6s in the standard damage roll.
- **Hellfire:** This deadly stuff is rumored from the ancient world. It may make an appearance in your Chronicle setting. It is a chemical compound so flammable that it continues to flare underwater. Tar-

gets are covered in searing flames even if they are not combustible. The flames burn for 3D6 rounds, causing 3D6 damage per round. The fires cannot be put out, although it is possible to quell the fires which spread out from the original point of impact.

- **Other:** Anything the same size as the engine's cup can be launched from a catapult or trebuchet. During sieges rotten meat, corpses, etc. might be flung over the city walls to spread disease.

SPOT RULES FOR COMBAT

Special Cases for Injuries, Hand-to-Hand Fighting, Armor, and Hurling or Firing Missiles.

ACID

The degree of acid damage is more a function of the acid's relative dilution than of the acid's type. For game purposes, consider only significant contact, such as the immersion of a hand or arm, or contact with the eyes.

- Weak acids cause 1D3-1 Hit Points per round.
- Strong acids casuse 1D4 Hit Points per round.
- Very strong acids cause 1D6+1 Hit Points per round.

Personal armor does not neutralize acid, but does momentarily retard its effects: weak acids do 1 hit point of damage for the first 1D3 rounds, strong and very strong acids do 1D3-1 Hit Points per round for the first 1D3 rounds. After that, acids do normal damage, armor or not. Armor affected by acid loses 1 point of protection value for each round it is in contact with the material. If the negative modifier equals the die's possible total (I.E.: 1d6-6) the armor is functionally destroyed. Armor will never protect less than 0 hit points damage.

Exposure to very strong acid rots armor bindings and weakens the armor itself, so that after 1D6 rounds it is no longer useful.

AMBUSHES

Compare with Both Sides Surprised, below. If the ambushers must sneak into position, they'll need Move Quietly, or they'll need Hide to avoid attracting attention if the ambush is arranged beforehand. If ambushers lurk in sparse cover, the targets get Search or Luck rolls to notice them; in this respect, compare with Partial concealment, below.

- If the ambushers cannot be seen when they begin the attack, missile-users have a full combat round to fire in. Targets get no chance to dodge, to parry, or hide.
- If the missile-users are seen when they begin firing, then the targets can interpose shields or take cover. Targets cannot return missile fire that round unless their bows already are stated to be strung, arrows nocked. spears poised, etc.

"Do you hear that?" "Hear what?"



- If the ambush is only with hand-to-hand weapons, then each attacker needs a successful Move Quietly. If one fails, those defenders who receive successful Listens can turn and defend themselves.

Targets with failed Listens do not turn: double the attack chance for the first blow or missile from each attacker. Such ambushed targets are as fixed as dummies on the drill field: allow no parries, attacks, or Dodges. Armor defends normally.

In following rounds, survivors can take actions normally.

AREA ATTACKS

Giants, gods, and other enormous beings can attack several targets with a single step or a single blow. How this is done may be clear from the statistics or the situation. If not, the factors are the coverage of the blow and if the blow is aimed or accidental. In the end, the Chronicler will decide.

Choose either STR or SIZ as more appropriate, then let each 10 SIZ or STR equal 1D6 points of attack. All affected targets take that amount of damage.

ARMOR DESTROYED

Acid, fire, or other effects can ruin armor. It is possible that a segment is destroyed by a critical hit. If that happens the fate of the armor matters little to the Adventurer anyway.

If it is important to show the effect of partly destroyed armor, approximately halve the defense roll for the armor. Give the armor's wearer the benefit of fractions: for instance, 1D6-1 rounds to 1D3. That fraction of damage also represents the cost of repair. For example, repairing half damaged leather and rings would cost 300 bronzes.

BACKSTABS AND HELPLESS OPPONENTS

If in the midst of hand-to-hand combat, your character is able to launch an attack at the unprotected back of a target, the chance to attack is +25% for this one attack.

If the target succeeds in a Listen or Sense roll, he can make a Dodge or parry attempt at -25%, and only if he has any remaining opportunities for defense. No additional damage is done by such an attack—the heightened chance at inflicting a special or critical success and the lowered chance of avoiding the attack is advantage enough.

Similarly, if a target is helpless (unable to move, dodge, or parry), the chance to hit him is +50% and he cannot make a dodge or parry attempt against the attack. Conditions by which a target might be considered helpless are when he is unconsciousness or otherwise asleep, or is chained or bound firmly. In such cases, the Chronicler may wish to allow the target to make a POW x 1% roll to determine if some lucky incident occurs that stays the attacker's hand for the duration of the combat round.

BIG AND LITTLE TARGETS

Faced with some beast or monster of SIZ 30 or more, for every 10 SIZ above 30 add five percentiles to the attacker's Fortified Position chance to hit with a missile. Range Attack modifiers apply.

Similarly, reduce the attacker's chance to hit a small thing with a missile: subtract five percentiles for every SIZ point less than SIZ 5. Range modifiers apply.

BOTH SIDES SURPRISED

Compare with Ambush, above. An ambush is created with intent, but individuals often surprise each other, especially in open fighting. Two enemies meet at a comer, for instance, or in a fight turn and suddenly see each other. According to the situation, the lower Agility roll or Listen roll could grant the initiative. In darkness, comparing Idea rolls or Fast Talks seems just. Lacking other justification, use DEX-ranks, but the question is one of mental agility more than physical.



An adventurer attempts to disarm his attacker

BROKEN WEAPONS

Fumbles and parries can break weapons. A weapon will break if it parries a blow that exceeds the weapon's Hit Points by at least one. An impromptu weapon loses Hit Points every time a weapon strikes it. Also see the shields section for information about them.

CAREFUL AIM

By increasing the time spent aiming a missile weapon, an Adventurer can increase the chance to hit in that round.

For each five DEX-ranks the missile man delays, add 10 percent of that skill (seven percentiles for a 70 percent skill, for instance) to the chance to hit. Round up fractions. The shot must be made in that combat round. Thus an archer with DEX 11 and of 70 percent skill who delayed shooting for ten DEX-ranks could fire on DEX-rank one with an effective skill of 84 (70+7+7) percent. Careful aim is of no effect at ranges beyond double the weapon's base range.

If aiming at a point (a doorway, for instance), and waiting for a target to appear, the target must be half or less of base range for the archer, etc., to keep the full chance to hit. That way the target does not have a chance to move away before the missile can strike.

A shot attempting to hit a specific part of a target (a swordsman's hand, for instance) is very much more difficult. Halve the chance to hit, but allow the full increase if delaying DEX-ranks for careful aim.

DIMNESS, DARKNESS, INVISIBILITY

Halve weapon-related skills in semi-darkness. If very dark, all vision-dependent skills, including weapon skills, uniformly drop to CONx1. In absolute darkness or when something is invisible, successful weapon use is a matter of deduction or luck. Make INT or POW rolls with x1, x2, or x3 multipliers, unless the target has a strong odor (use Sense then) or else emits some orienting sound (use Listen).

DISARMING AN OPPONENT

Disarming removes the opponent's weapon-in-hand, and by force or threat prevents the opponent thereafter from drawing a second weapon. Two ways exist to disarm a foe without killing him:

1. An attacker who wishes to disarm an enemy may try to close with the target to Wrestle with and after that disarm the foe.

2. At the beginning of the round, a player can state the intent to disarm (knocking or twisting away the opponent's weapon). In the round, attacks are made normally. An attack roll result of half-chance or less succeeds in disarming the target. The target may resist this if receiving a roll of STR x3 or less. A critical disarming attack succeeds. with no STR roll for the defender allowed. While a successful Dodge negates a successful disarming attack, a parry of any sort has no effect.

DISEASE

A minor disease, such as a bad cold or mild flu, could be contracted after a failed Stamina roll once exposure had been proved. It should merely cost a hit point or two over a few days. A major disease such as plague might attack any characteristic, but most attack CON or Hit Points. Serious diseases should be powerful, about 1D3 Hit Points per hour, enough to kill an average human in eight hours. Symptoms would vary greatly.

DISENGAGING FROM AN ATTACKER

Usually one party wants to break off a fight while the other wants to fight on to victory.

To disengage, use a attack successfully, dodge successfully, or turn and run. If turning and running, the foe gets one immediate attack at the current DEX-rank, that cannot be parried.

DRAWING OR EXCHANGING WEAPONS

A sword in a scabbard or a shield slung to an Adventurer's back is not ready for instant use. Sheathing and unsheathing is an action in a combat round, and each takes 5 DEX-ranks. Exception: a fighter with 101% or more skill in a weapon is proficient enough to draw or sheath that weapon without counting it as a five DEX-rank action, and could exchange such weapons in a total of five DEX-ranks.

DROWNING, SUFFOCATION

Apply this procedure to drowning in any liquid, suffocation, strangulation by hand or strangle cord, or similar situation.

If the Adventurer is unable to breathe, the player attempts a D100 roll of CON x10 or less during the first combat round. In the second round of the crisis, the roll lowers to CON x9. In the third round, the roll lowers to CON x8 and so on until reaching CON x1, and stays at that multiplier in the rounds after that.

An Adventurer who had no time to grab a lungful of air first, starts at a lower multiplier, x6.

If a CON roll fails, the Adventurer suffers injury to the respiratory system, losing 1D6 Hit Points in that and in subsequent rounds until escape, rescue, or death.

ENTANGLE

Entangling requires a statement of intent at the beginning of the round. Attempt an entangling attack from a distance. A successful entangle prevents movement or attacks by the target, for the rest of this round and all of the next round. This gives the attacker time to close with the target. After that, if not interfered with, a successful DEX x3 roll (or a knife attack against a net) could free the target.

For entangle attacks, employ flexible weapons such as nets, ropes, chains, and whips. With a successful STR:STR roll on the Resistance Table, use an entangling weapon to wrench a parrying weapon from the defender's grasp.

A successful Dodge roll or Wrestle roll negates a successful entangle. A critical parry negates a critical entangle, but an ordinary parry success has no effect.

EXPLOSION

Explosions do hit point damage, as well as knock targets down: calculate the effect of an explosion in terms of decreasing Hit Points of damage. The circles of effect expand.

Rate explosions in D6s of circular effect. For instance, a 6D6 blast has a central circle of effect of six meters. The next circle of effect occurs across meters 7-12, and the damage done is halved to 3D6. The third circle of effect is across meters 13-18, and the damage is now halved again to 1D6+1D3. Halved again, meters 19-24 would be for 1D4 damage. Continue to extend the circles of effect until no targets remain, or until rolling 1D3.

Roll damage separately for each target in each circle of effect, but roll only once per Armor and shields cut blast damage. Using the Resistance Table, roll STR against rolled damage to keep standing against an explosion.

Small shields and half shields will not block enough to matter.

EXTENDED RANGE

When using missile weapons, an Adventurer may attempt to hit a target at up to double the base range. Halve the normal chance to hit. At triple base range, the chance becomes one-quarter of normal. At quadruple base range, the chance decreases to one-eighth normal.

At more than double base range, halve the damage done by the missile.

Throwing weapons have no chance to hit beyond double base range.

FALLING

A fall costs 1D6 Hit Points per three meters of drop, or fraction of it over the first three meters. With a successful Jump roll to prepare himself, the Adventurer loses 1D6 fewer Hit Points from the fall.

Armor does not block damage from falls. Plate armor increases fall damage by an extra 1D6 Hit Points.

For damage done to a target from a falling object, see the Throw skill.

FATIGUE

Only the Chronicler declares fatigue. An Adventurer ordinarily tires after CONx3 uninterrupted combat rounds of battle. After that, double the chance for the fatigued character to fumble. After CONx4 continuous rounds, quadruple the chance for a fumble. Complete exhaustion (cannot lift sword, for instance) occurs after CONx10 uninterrupted combat rounds. Lulls in battles ordinarily occur: when both sides tire, each moves back a little to catch a breath.

When running, a failed CON roll says that the pursuer slows, allowing the target to escape, or else that the target has slowed, and soon will be caught unless he hides or otherwise evades the pursuit.

FIGHTING WHILE DOWN

By down, we mean that the Adventurer has tripped or fallen. Usually he sprawls on his back, while the attacker is standing. Decrease the defender's chance to hit by 20 percentiles, and increase the attacker's chance to hit by 20 percentiles. The person on the ground gets no damage bonus while down, and cannot attack with a two-handed weapon. He can parry.

A successful Dodge roll gets the defender back on his feet. See also Superior/Inferior Position, below.

FIRE

Temperatures of fires range from that of a torch or small campfire up to the inferno of dragon-flame. Armor insulates against fire damage for 1D6 combat rounds. After that, the Adventurer takes fire damage as if the armor no longer existed.

- A hand-held torch does 1D6 Hit Points of burn damage each round that it is thrust against a target. If the target is clothed but not wearing armor, the target gets a Luck roll each round to prevent clothes and hair from burning. If they burn, the target continues to lose 1D6 Hit Points per round without added application of the torch.
- To put out the fire on someone's clothing, smother it with a cloak, blanket, water, or dirt.
- A bonfire does 1D6+2 damage each round, and engulfs the target's hair and clothes.
- To be in a burning hut or on a flaming ship costs 1D6+2 Hit Points per round. A Luck roll is needed each round, or the Adventurer begins to asphyxiate (see Drowning).

- Burns costing more than half the Adventurer's total Hit Points also cost 1D4 characteristic points if a Luck roll fails. Subtract the points as the Chronicler chooses, but at least one should come from APP.
- The temperature of fresh lava or that of a well-fired kiln is too hot to approach closely. This intense heat does 3D6 Hit Points per round, or more at the Chronicler's discretion.

FORTIFIED POSITION

Halve the attackers' chance to hit defenders who stand or kneel to fight, or to observe from behind stone, wood, or similar material.

KNOCK-BACK ATTACK

A Knock-Back attack is generally performed with a shield, pushing the defender back and hopefully down, and at the same time slamming the rim of the shield up against his or her chin to stun and disorient. An Adventurer knocks back an opponent one yard for each point that the attacker's STR exceeds the foe's SIZ, with a minimum result of 1 yard. Two sorts of Knock-Back attacks exist: neither can be parried:

- A successful Wrestle roll for an attacker without a shield. Example: Bregdan is STR 16. He successfully wrestles a SIZ 14 opponent on the Resistance Table and knocks him back two meters. The opponent must receive a successful Agility roll, or go sprawling as well.
- A successful attack roll with a shield. Use the skill chance for the shield. A successful Resistance Table roll drives back the opponent for two meters. (A successful dodge can cancel a attack of the same success level.) Hit point damage for the shield also applies.

An opponent failing to dodge must make a successful Agility roll, or go sprawling.

KNOCKOUT ATTACK

To render a target unconscious, declare that intent at the beginning of the round, then attack normally. You are not trying to kill. If you roll damage equivalent to a major wound, then the target is knocked out but no actual damage is done. If the damage is equivalent to a minor wound, the target takes the minimum damage for the weapon, but is not knocked out.

Armor defends normally. A success knocks the target unconscious for at least 1D10 rounds. Knockout attacks work only against humans and humanoids. Humanoid undead are immune.

LIGHT SOURCES

Candles, torches, and lanterns make portable light, and give enough light by which to read and to Search. Torches and lanterns show from a hundred meters away in darkness. At a hundred meters, a Search roll must succeed before a candle can be seen.

A candle flickers, is easy to drop, and is easy to blow out. It is reliable within a glass-walled or punched-metal lantern. A long wax candle burns for approximately six hours; a short, pouch-sized candle burns for two hours.

A torch gives a large, bright flame, and (short of a strong wind) cannot be blown out. If dropped, a torch keeps burning with a

Dropped Oil Lamp Table

D100 Result	Effect
01-30	lamp goes out completely.
31-70	lamp burns on, unbroken; roll for beam direction if dropped.
71-85	lamp breaks and spreads all over the floor, leaving a very slick surface.
86-00	lamp breaks and spreads burning oil over floor; treat flames as a small fire.



Knights of House Drum attack a group of orcs

successful Luck roll from the torch's holder. A torch burns for approximately one hour.

Portable oil lamps may be available in your setting. Lots of burning oil would be smelly, smoky, and dangerous. If candle or torch goes out, they can be lit again quickly.

If an oil lamp is dropped use the table below to determine the effect.

MISSILE-FIRE WHILE MOVING

Missile fire can be attempted from horseback, but only at percentages no higher than the rider's skill with his or her mount.

Running and throwing a spear or rock directly ahead is possible, at normal percentage. Running on foot and throwing or firing sideways is possible at -25%. An Adventurer can move for half the round, and then throw or shoot a bow in the other half, at the appropriate DEX-rank.

MOUNTED COMBAT

Except when jousting with lances or when charging, mounted combat occurs at relatively low speeds. Mounted, the rider's fighting skills can be no higher than his or her Ride skill. This includes parries as well as attacks. Drop Dodge skills uniformly to 50% unless already lower, since only the head, arms, and upper torso have much freedom of movement.

A successful attack dismounts a mounted opponent, as does a major wound, and as do other effects as the Chronicler sees fit. A rider must dismount to retrieve a fumbled weapon.

Fighting against an unmounted opponent, use the Superior/inferior Position spot rule.

When charging and wielding a weapon, use the damage bonus for the horse, not for the attacker. If charging against a seated spear, add the horse's damage bonus to the damage done by the spear.

A lance charge is made at the end of a full movement.

Much of a charge's effect comes by demoralizing the opposition so that they break ranks and flee--a horse will shy rather than crash into a target. Horses are valuable spoils of war, and will not be casually slaughtered.

NARROW POSITION

A gate, hallway, or other choke point limits the number of attackers who can bring weapons to bear. It also helps protect the

defender's flanks. A single swordsman in a narrow corridor might hold back a regiment, for a while. For this sort of defense to be effective, the defender needs a weapon equal to or longer than the attackers' weapons.

NO ARMOR

No direct combat benefit exists for those who wear no armor in a fight. Nonetheless, Chroniclers should be alert for jumps, leaps, and tests of balance when combats between armored and unarmored foes occur. Decrease the chances of the armor-wearer. Between unarmored foes, as between two armored foes, ignore the situation.

PARTIAL CONCEALMENT

If a target is substantially but not totally concealed, and is not moving and does not stand out, halve the observer's chance to notice the target.

POINT-BLANK RANGE

A missile weapon chance to hit doubles when the range is the attacker's DEX in feet or less. Once the range drops to touch, combat changes to hand-to-hand: then treat such weapons as hand-to-hand, not missile weapons.

Targets unable to resist are hit automatically. A fumble at point-blank range does minimum damage for the weapon.

POISONS

Rate every poison by its potency (POT). Match the poison's potency against the Adventurer's CON on the Resistance Table. The poison is the active characteristic. If the poison overcomes target CON, then illness or death results: usually the victim loses Hit Points in number equal to the poison's POT. If the Adventurer overcomes the poison, then he loses Hit Points equaling only half the poison's POT. If a mild poison is overcome, upset occurs only momentarily, or perhaps nothing at all happens.

The Chronicler must choose a satisfactory outcome. Survivor illness and discomfort can linger up to a number of days equal to Hit Points lost.

Fast-acting poisons begin to work within a round or two. Death from cyanide can happen in a minute. Most poisons are slow-acting, and their symptoms intensify over hours.

The effect of some poisons is ongoing, like diseases, and Hit Points continue to be lost. Apply Physik or Heal, but then also grant the poison the chance to do new damage, as appropriate, if the poisoning renews.

PULLED BLOWS

An Adventurer can deliberately do less harm with an attack than potentially possible. This is possible even with a sword, by using the flat of the blade. Halve the die roll for the attack, ignore plus or minus numbers, and do not add the damage bonus. A pulled blow need not be declared during the statement of intent, but make clear the sort of attack intended.

SHIELDS AND MISSILE FIRE

Carried as for hand-to-hand combat, a half or small shield has a 15% chance to block a missile, a full shield has a 30% chance to block a missile, and a large shield has a 60% chance.

Knelt under, a full shield has a 60 percent chance to block a missile, and a large shield has a 90 percent chance. Only successes are blocked; specials and criticals hit their intended targets.

SHOCK

A terrifying experience might provoke stupefaction, disorientation, hallucination, or unconsciousness. The Chronicler indicates if such mental shock occurs: perhaps the Adventurer witnessed a massacre, was unable to save a loved one, saw an awful apparition, etc. Roll Luck or less to end the effect, or it lingers for days.

SHOOTING UP, DOWN

If firing a missile weapon up at a target at an angle of more than 45 degrees, reduce the chance to hit by 20%. If firing down at more than 45 degrees, reduce the chance to hit by 30 percent.

SLIPPERY SURFACE

Sudden motion on a slick surface can cause a slip. A successful Agility roll saves the fall. For the sake of play, allow a 1D6 hit point injury only on a 00 result. See also Fighting While Down, in this chapter.

STUN

Knock-out attacks, electrical discharges, falls, etc. may incidentally stun an Adventurer for several combat rounds. Roll above CON x5 to be stunned. Each combat round after that, roll CON x5 or less to end the effect. Stunned, the Adventurer may parry, dodge, or crawl or stagger to safety, but may not attack or cast magic.

SUPERIOR/INFERIOR

This applies if opponents stand at heights roughly equal to tabletop versus floor. If the combatants' weapons are of the same general length, reduce the lower fighter's chance to hit by 10 percentiles, and increase the higher fighter's chance to hit by 10 percentiles.

If the lower Adventurer has a longer weapon (long to medium, or medium against short), then no height difference exists.

SUPERIOR NUMBERS

Judge the number of active attackers by the weapons they wield. Ordinarily no more than five swordsmen can surround a single Adventurer and all have room to attack. In a smallish space, there might be room only for two great-sword users at a time to attack, while eight men with long spears might be able to thrust at a surrounded defender.

SWIMMING IN ARMOR

Until it is soaked, Leather and Leather & Wood armor are light enough to let swimmers stay afloat without needing Swim rolls. Hard leather does not saturate with water, which is part of its usefulness. Leather & Rings, Half Plate, and Half Plate & Mail require a successful Swim roll each round, or the swimmer begins to drown. Plate cannot be swum in; the wearer sinks like a stone.

With a successful Agility roll each round, armor can be removed in the same number of rounds as needed to put it on.

In the weapon tables, the armor section includes a very optimistic column about this. Failing an Agility roll, the Adventurer needs a successful Swim roll, or he begins to drown.

Take off armor underwater by cutting the ties. The armor then falls away and is lost.

THROWN OBJECTS

To throw an object that is not a weapon, use the Throw skill. The Chronicler can assign the base range; the attack damage rarely is more than 1D6. Normally half damage bonus applies, as for any thrown object, but some objects may be so unwieldy or so heavy that they are more dropped than thrown: for them, no damage bonus. In hand-to-hand situations, such as slamming a small boulder down on a prone opponent, the boulder is being used as a Large Club rather than being thrown. See also the Throw skill.

TIGHT POSITION

Cramped spaces may restrict effective use of certain weapons in individual combat.

By cramped space, we mean insufficient room to use weapons effectively. An already-crowded plaza could be as restrictive as a tiny, almost empty room.

Long weapons will not be of much use in spaces where there is less than two meters for deployment; medium weapons, especially those that chop, need a yard; short weapons only need freedom from the grip of a successful Wrestle. A foot or so is plenty.



Two swords are better than one

If the weapon cannot deploy in a cramped space, then the user's effective skill is one-quarter of the normal value.

TWO WEAPONS

Two hand-to-hand weapons can be used, rather than one weapon or one weapon and a shield. The weapons need not be of the same class.

Any fighter can try this style. Skill for the second hand starts at half of the current skill. Make a separate Adventurer sheet entry for it. (E.G.: Off-Hand Shortsword)

Besides ripostes, fighting with two weapons offers the advantage of having a second weapon in hand in case of breakage or a fumble. Two weapons can be advantageous in dark places, when a firebrand could be wielded as a weapon and give light by which to swordfight.

UNDERWATER COMBAT

Wrestles and thrusting weapons like spears, tridents, and knives can attack effectively. Subtract one point from the damage rolled for each such attack, to account for the resistance of the liquid.

Criticals remain unaffected. Double the fumble rate.

Armor works reliably, though the leather belts and ties that keep armor properly arrayed quickly stretch and lose strength. Shields are worthless underwater.

VOLLEY FIRE

The attacks-per-round column for missile weapons mostly lists one attack per round.

This rate of fire presumes that the attacker takes aim and reloads each round.

An attacker can also fire volleys toward massed troops or to pin down defenders.

In this manner, spearmen and axemen can hurl twice in a round, and slingers, archers, and rock-throwers can fire three times in a round. Reduce the chances to hit by two-thirds.

Besides expending lots of ammunition, volley fire takes work to keep going. After CONx2 rounds the volleying attackers tire: reduce the rate of fire for 1/2 CON rounds, then begin volley fire again.

WEAPON LENGTH

On the weapon tables, all hand-to-hand weapons include an entry for the length of the weapon. Weapons vary widely in length for good reason: the longer the weapon, the more likely the wielder of it is to be able to get in the first blow in a fight, or to be able to hold off an opponent armed with a shorter weapon and prevent him from making his own attack. On the other hand, the longer the weapon, the more clumsy it is to wield effectively.

- For long weapon against long weapon, use normal DEX-ranks.
- A fighter armed with a long weapon attacks first against a target using a medium or a short weapon, despite DEX-rank. Weapon lengths are listed in the weapon tables. The long weapon-user attacks at his DEX-rank if that is higher, or just before his opponent in the tar-

get's DEX-rank if equal to or of lesser DEX than the target.

- Armed with a medium or short hand-to-hand weapon, the opponent can parry or dodge. He cannot attack until successfully dodging. The player then should state that the Adventurer is slipping inside the guard of the long-weapon user-suppose that the long weapon is a spear. Once inside the guard, the attacker no longer risks a wound from the spear point, and can freely attack.
- Now that the attacker is closer to the spearman than is the spearman's spear-point, the spearman cannot attack with his spear. To re-establish his distance and put the attacker in danger again, the spearman can Dodge to disengage, or drop the spear and perform one of several possible actions: Wrestle, Brawl, attack with a shield, or draw and attack with a medium or short weapon of his own.

The relation sketched above is not true of medium versus short weapons, which are easier to manipulate.

Quarterstaffs and great swords may attack at any of the three lengths.

GETTING OUT ALIVE, A SUMMARY EXAMPLE

The following illustrates how Harald Sly-Eyes has stolen the priceless Stone of Ages from the Saffron Emperor's treasure room in the tower of Inexorable Confuddlement.

FIRST COMBAT ROUND: *Tucking the enormous yellow sapphire into his waistband, Harald slips out of the Emperor's treasury and silently down the passage beyond to the chamber where he has prepared his escape.*

At its door, a dagger is thrown at Harald from behind. The Chronicler rolls a hit, and says that Harald has been stabbed high on his left shoulder. The Chronicler rolls 1D4+2+1D3, the damage that the dagger does plus half the thrower's damage bonus. Luckily for Harald, the Chronicler gets a 4, the lowest possible result.

Harald wears as armor a soft leather tunic as armor, Harald's player rolls 1D6-1 and gets a 1–the Adventurer loses 3 Hit Points, not 4. He is down to 14 Hit Points, therefore, and his player carefully pencils out the numbers 17.16,15 on Harald's Adventurer sheet.

SECOND COMBAT ROUND: *Cursing at his bad luck, Harald enters the chamber and bolts the door behind him, then pulls out the wicked, bloody blade in his shoulder and attempts to treat the wound with Physik. Harald's Physik is 47 percent: his player rolls a 99–a fumble!*

The Chronicler nods at the outcome. A roll on the fumble table is not necessary: the penalty for a fumble with Physik is always the loss of 1D3 Hit Points. The player rolls a 1. The Chronicler says that Harald did himself an extra point of damage in pulling out the blade. The wound is wider now, and blood from it drips steadily onto the floor.

Harald's player sighs and pencils off another hit point. Harald now has 13 Hit Points.

THIRD COMBAT ROUND: *Muffled thuds come from the bolted door. Harald wheels and goes to the window through which he entered. He takes hold of the rope, preparing to climb down. The Chronicler holds up a hand to halt his player's description and injects, "Harald notices that the rope feels very light. Does he want to see why?" He does, the player says, and has Harald pull up the line. Harald's escape rope ends a yard beneath the sill. It has been cut. Harald is trapped unless he decides to jump to the street. The player starts to speak, but the Chronicler smiles and raises his hand again. He says, "An assassin is on the rooftop opposite. He is firing an arrow. Make an Idea roll to find out if Harald notices." The player rolls D100 and misses.*

Since Harald doesn't notice the archer, the Chronicler rolls 43, a hit, and then rolls for damage, 1D8+2.

Meanwhile Harald's player gets another result of 1 for Harald's leather armor, while the Chronicler rolls 9 in damage.

"Is that enough for a major wound?" the Chronicler inquires. The player nods glumly. She marks off 9 Hit Points, lowering Harald's Hit Points to 4. She rolls on the Major Wound Table–27, and the Chronicler says that the arrow struck Harald in the left shoulder. Her Luck roll succeeds, so the wound is not a permanent injury. Harald feels himself weakening, the Chronicler says. He'll become unconscious in four combat rounds, one round for each hit point he currently possesses.

At the other end of the room, the door to the hallway is beginning to splinter. Harald could use the next round to try to apply Physik to this new wound, but he can't afford the time.

FOURTH COMBAT ROUND: *If Harald stays in the room, he'll soon be at the mercy of the Emperor's cultists, the Yellow Sect, not something to look forward to. It's six meters down to the ground, and Harald's player realizes that in his condition the fall could kill the Adventurer. She knows that Harald would never hesitate. "I jump," she says. The bowman takes another shot. Missile fire cannot be dodged, so Harald hopes for the best. He is in luck--the arrow misses. "Make your Jump roll, please." The result is a 21, a success. "Okay," says the Chronicler, "now roll 1D6 for the preparation." She gets a 3, to be subtracted from any damage incurred in the fall to come. "And now roll 2D6 for the fall damage." Her dice total 5. Harald had 4 Hit Points, he loses 5, but the jump preparation saves 3–Harald has 2 Hit Points left.*

At 2 Hit Points, Harald is automatically unconscious. This is not more than half total Hit Points, so there is no new major wound.

FIFTH COMBAT ROUND: *In the inky alley, Harald's friend Garnoc the Snitch finds Harald motionless in the dust. Listening to the approaching shouts, Garnoc's player decides to throw Harald across the saddle of one horse, have his Adventurer mount the other, and flee immediately. The Chronicler privately notes that Garnoc's player did not state that he searched Harald to find the sapphire.*

SIXTH COMBAT ROUND: *A few streets distant, Garnoc feels safe enough to stop for a round. He casts a Heal spell on Harald's dripping knife wound. With a 3 from the 1D3 roll, Harald's Hit Points rise to 5, and the Chronicler rules that he is now conscious and able to ride, but is very weak. Garnoc's player marks off 2 Magic Points, for the Heal spell. The Chronicler privately notes that Harald's player did not state that Harald searched his waistband for the sapphire.*

SEVERAL COMBAT ROUNDS LATER: *The Chronicler says that no pursuit is evident. He rules that they reach their hideout. Inside, safe for the moment, Garnoc uses Physik to pull out the arrow and properly attend to that wound, raising Harald's Hit Points to 7.*

NEXT COMBAT ROUND: *Harald also took fall damage. Garnoc's Physik fails for that, but Harald's works. The 2 points of fall damage are erased. The injury is still present, but no longer has practical consequence. Now Harald is at 9 Hit Points.*

COMBAT ROUND AFTER THAT: *Garnoc's Physik fails for the dagger damage, as has Harald's already.*

ONE MORE COMBAT ROUND: *Garnoc casts Heal on Harald's arrow wound, for 1 point. Harald is at 10 Hit Points, and Garnoc is now down 4 Magic Points.*

No further Physik treatment is available. The dagger wound will heal naturally in a week, and the arrow wound will take at least two weeks. Garnoc can cast another Heal tomorrow, as well.

LAST COMBAT ROUND: *His wounds and injuries attended to for the moment, Harald reaches into his waistband to pull out the sapphire. "It's gone," the Chronicler notes. "Harald seems to have lost it. Does he want to look for the stone now?" We depart while his player ponders.*



INTRODUCTION TO SORCERY

Adventurer Power influences the frequency and potency of the magic he or she can cast. To be able to cast magic, an Adventurer must have POW 16 or more. Those of POW 15 and less cannot cast spells. The adventurer can have access to a maximum number of spell levels equal to his or her Intelligence (INT).

Sorcerers tire after casting spells. Their capabilities for magic are unchanged, but their present capacities have diminished. The game counts capacity for magic in Magic Points (MP). Remember that MP are equal to POW, so characters with high POW scores are naturally better Sorcerers. Magic Points are sacrificed in casting magic, then those points return over the hours as the Sorcerer recovers strength. Spent Magic Points replenish themselves naturally up to the Adventurer's current POW.

Spells usually take a combat round to cast. To cast some magic not in memory, dismiss some other magic to make room.

An Adventurer cannot spend more Magic Points than he possesses, nor can the number of Magic Points regenerate above the amount of his or her POW. If an Adventurer somehow obtains Magic Points in excess of POW, he could spend them, but not regenerate them.

Sacrificed Magic Points naturally return over a span of 24 game hours. The first point always regenerates at the end of the first hour. The rest return in pulses, one-fourth each at the end of every six hours. Round up fractions.

Reaching zero Magic Points, an Adventurer falls unconscious until one magic point regenerates.

If a great task demands sacrifice of Power and Magic Points, then the Adventurer's reservoir of Magic Points regenerates only to that new lower level of POW. If POW increases, Magic Points regenerate to that higher number.

TYPES OF MAGIC

This game includes spells and enchantments. Sorcery spells are the focus of this chapter. Enchantments are the province of the Chronicler, and a discussion on that topic is found in the *Chronicler's Resources* chapter on p. 215.

Sorcery is a system for invoking supernatural effects on the physical world through complex occult formulas, formalized as spells. When your character performs the proper ritual to activate a sorcery spell, the specific type of magic energy is released and has the desired effect.

Sorcery spells always activate, though they may not be able to overcome the target's resistance. Rarely is a roll required to activate the spell, and there is no need for any special targeting. Generally, the only chance of failure for sorcery spells is if the target's relevant characteristic (usually POW) cannot be overcome on the Resistance Table.

A character who casts sorcery spells is often called a Sorcerer, and these rules use the term in that fashion.

WHO CAN USE SORCERY?

Your character's POW characteristic influences the frequency and potency of the sorcery he can cast. To be able to cast sorcery spells, your character must have a POW characteristic of 16 or higher. A character with a POW of 15 or less cannot cast sorcery spells. If your character cannot cast spells, he can still use enchanted items and other characters can still cast useful spells on him. For characters unable to cast sorcery spells, their Magic Points represent a resource for other characters that can use sorcery, with several options for draining them from non-spell casting characters.

STARTING SORCERY SPELLS

Your character will begin by knowing how to mark sorcery spells known into his or her grimoire (described below), and with knowledge of how to ready or dismiss a sorcery spell (also described below). Additionally, he has a grimoire tailored to his or her tastes.

If your character has the requisite POW of 16, he may begin play with up to three levels of Spells. Adventurers with the occupation of Sorcerer begin with 1/2 of his or her INT (rounded up) in levels of sorcery spells known, and also marked in his or her grimoire. For example, if your character has an INT 17, he knows nine spell levels. Adventurers with the Priest, Shaman, Cultist occupation begin with 1D6+3 levels of sorcery spells.

MAGIC POINTS AND SORCERY

After casting spells, your character grows somewhat tired, having invested his or her life energy into powering the sorcery, almost like fuel or ammunition. The game counts capacity for sorcery in Magic Points. As described in the introduction to this chapter, Magic Points are sacrificed in casting sorcery, and then those points return slowly as the Sorcerer recovers strength.

Spent Magic Points are replenished naturally, up to your character's normal POW.

Two Sorcerors duel to prove who is more powerful



Your character cannot spend more Magic Points than he possesses, nor can the number of Magic Points regenerate above the amount of his or her POW.

If your character somehow obtains Magic Points in excess of POW, he could spend them, but not regenerate them. Page 13 of *Chapter Two: Characters* has more information on this.

Strong, rare sorceries may require your character to spend permanent points of his or her characteristic POW as well as temporary Magic Points. Particular sorcery can require special herbs, potions, words, or other components. Your Chronicler may rule that additional requirements are necessary; or none at all.

If a great task demands sacrifice of POW and Magic Points, then your character's reservoir of Magic Points regenerates only to that new lower level of POW. If your character's POW increases, his or her Magic Points will regenerate to the new higher number.

SORCERY SPELL LIMITATIONS

Your character's INT characteristic is equal to the maximum number of spells he has immediate access to. Sorcery spells are cast from the spells your character has in his or her memory. If you want your character to cast some sorcery spell not in memory, he must first dismiss some other sorcery to make room.

A character can remember levels of individual spells up or equal to his or her INT. Enchanted items are independent of the INT limit, and do not count against this total. Finally, at the Chronicler's discretion, some races may have additional capacity for spell memorization.

For example, perhaps your game is set in a world where elves have a particular affinity to magic. This could be represented by elves having INT+POW as the spell level maximum.

Think of your character's mind like a shelf and spells are items sitting on that shelf. Your character's INT determines how many items he can have on the shelf at one time. If you want your character to learn new sorcery while he is at the INT limit, the only thing to do is to dismiss a spell from memory, essentially taking one thing off the shelf to make room for another.

List all the sorcery spells in your Adventurer's memory in the "Spells" section of the front of the sheet. Spells in grimoires may be recorded in the "Notes" section on the back of the sheet, or on a separate sheet.

Once a spell is dismissed, it must be reacquired from your character's grimoire. A grimoire is a collection of writing that contains spells and sorcerous information. Traditionally, a grimoire is a book or series of books, but it can be a scroll (or many scrolls), engraved tablet, or almost any means of storing information. Your Chronicler will tell you what form a grimoire can take in his or her game setting. When your Sorcerer character learns new sorcery through various means, his or her grimoire more or less automatically records it (or your character can do so with ease—it does not require a roll to accomplish it).

If your character loses his or her personal grimoire, he may be able to recall the spells it contained. Your character can automatically re-record any spells he has currently in memory. Once per day, your character can attempt to roll less than INT on d100. Success means that your character recalls one sorcery spell, or item of lore that was in the lost grimoire (character's choice as to which spell or piece of information).

Spellcasting Requirement Option

Depending on the setting of your game, you may wish to allow Adventurers greater access to Sorcery spells. A few options are:

- Lower the requirement of POW to 14.
- Instead of a POW of 16, set the requirement to POW+INT of 26 or greater.
- Remove the POW requirement entirely; anyone can cast magic. If using this option, Adventurers should have to roll POWx5 or less to successfully cast a spell. Or, add a "Cast Magic" skill as a Knowledge skill with 0% base chance.



Adventuring Sorcerers often keep copies of their grimoires at home.

Failure on this roll means that your character does not recall any useful information.

WHEN CAN SORCERY BE USED?

Spells usually take a combat round to cast. Sorcery in memory is available for use in the Magic phase of the combat round, as described on page 64. Sorcery that is not in memory can be readied, though it must be done through a different means.

LEARNING SORCERY

There are many ways to learn sorcery spells, though it is not necessary for every character in a magic-rich setting to use sorcery. In most cases, however, characters learn sorcery spells in one of four ways; scholarly research, studying a grimoire, being taught, or accepting the gift of sorcery from a powerful supernatural force. Each of these is described in the sections that follow.

BY SCHOLARLY RESEARCH

This option requires a library, and your character needs to be able to read the language or languages in which the books within the library are written.

When creating a library suitable for studying sorcery spells, the Chronicler should determine the library's rating. This is a multiplier from 1 to 3; the higher the number, the better the sources. Your character then attempts to devise a new spell, summoning, or invocation, or to understand or recreate one that may exist or be implied somewhere in the library.

The Chronicler will secretly roll 1D10; the result is the number of weeks needed until your character can attempt to learn the spell. The Chronicler should subtract 1 week for each 50% of the required language(s) your character knows, though the result cannot be modified below 1: research never takes less than 1 game week. When the required

game weeks have passed, you should roll D100: a success is equal to or less than your character's INT multiplied by the library's rating.

For example, if your character has INT 15, a library rated 1 will result in a 15% chance to learn a spell (15x1=15%), a library rated 2 offers a 30% chance, etc.

If the roll is successful, the particular sorcery spell is learned and inscribed in your character's personal grimoire.

If the roll is a failure, your character must spend another 1D10 weeks in research and experimentation until he can make another INT roll attempt.

BY STUDYING A GRIMOIRE

A grimoire is a collection of sorceries, lore, formulas, and rituals. Though these rules refer to a grimoire as a type of book, a grimoire might be a scroll, a staff carved with runes, or some other sort of record, protected perhaps by with a code, a secret language, or some other means of making the knowledge inaccessible to anyone but the owner of the grimoire.

Every character that knows a sorcery spell automatically owns a grimoire inscribed with the spell(s) he knows. Traditionally, the grimoire is automatically updated whenever a new spell or other information is learned. No roll is required to do so, and it is assumed to always be successful.

Essentially, a grimoire is like a closet of spells. You don't wear everything you own at the same time, but the things you're not wearing are stored there and are ready to be used when you want. Grimoires allow a character to know more sorcery than his or her INT allows, insuring that sorcery is remembered when it is not in memory. Grimoires have no maximum or minimum size. Nothing limits a grimoire's capacity. Your character can start a new or duplicate grimoire at any time. An empty grimoire is just a book with blank pages, ready to be filled with sorcery spells. The only expense is the cost of the actual physical object of the grimoire—the fancier, the more expensive.

How do I?

Your character needs a POW characteristic of 16 or better to be able to cast spells. If your character qualifies to use sorcery spells, here are some quick answers to any questions that might emerge before or during play:

Learn Sorcery?

The ways to learn sorcery spells are fairly common in some settings, and extremely rare in others. To learn sorcery spells, your character can:

- Perform scholarly research to learn a particular spell or summoning.
- Study the spell or summoning from a grimoire that already contains the knowledge.
- Be taught by someone else who knows the desired spell.
- Be given the information by a powerful supernatural being or spirit.

Cast a Spell?

You must already know the spell. Each sorcery spell takes one combat round of concentration to cast. The spell takes effect at the end of the Magic phase of the next combat round, and endures for a number of combat rounds equal to your character's current POW. If a sorcery spell is not interrupted mid-casting, it always takes effect, though the intended target(s) may resist the spell. If you are interrupted while in the middle of casting a spell (the Chronicler determines if an action is sufficient enough to interrupt a spell casting attempt), you should make an Idea roll to see if you are able to finish the spell without faltering. If you fail, the spell casting does not occur and the Magic Points you were going to use are lost.

Get a Sorcerous Item?

The Chronicler is the arbiter of what sorcerous items may be encountered in the course of play, using guidelines from the Chronicler Resources chapter to create such an item. Depending on the setting, a sorcerous item may be extremely rare and powerful, or could be mundane and relatively inconsequential.

Throughout history, grimoires have been written in a variety of languages, including some specifically magical languages. This is likely to be true in any fantasy setting with a tradition of literacy among spellcasters.

The Chronicler should determine the language of any grimoire (other than those

owned by the Adventurers) when it is introduced. Your character must be able to read the writing to learn from the grimoire. If your character has a skill rating of less than INT x 5% in the language the grimoire is written in, he will have to make a successful Language roll each and every time the grimoire is used for a magic purpose.

Other grimoires can come into a character's possession in a number of ways, and are often prized possessions among Sorcerers. A grimoire for sale may be a musty tome that has survived the deaths of its owner, or it may be a series of scraps of cheap spiral notebooks scrawled with tiny handwriting and disturbing pictures.

A Sorcerer with any experience almost always has a grimoire tailored to meet his or her taste and style.

The spells in a grimoire may be set down incompletely or misstated, or include subtle traps to guard against thieves. References, measurements, and wordings of the spell description are likely to be allusive and baffling. Learning from an old grimoire will often be a tedious and difficult enterprise: the older the grimoire, the more involved the process is likely to be.

To learn a spell from another person's grimoire (and if there is no difficulty in reading the material), your character can attempt a D100 roll of INT x1 or less once for every

Tomes

Books play an important role in the Sorcerer's trade, for they protect and augment his or her most Valuable commodity: knowledge. Of particular value to Sorcerers are two sorts of books, the grimoire and the tome, which contain spells, notes for summoning particular demons and elementals, useful invocations, usual recipes for magical potions, and much more. They can also be sources of information for obscure subject areas, such as information on people, places, myths and legends, or the natural sciences. Strange notes on the last recorded locations of enchantments, and the lives and demises of forebearer Sorcerers might be found in tomes.

Sorcerers are commonly familiar with grimoires. A grimoire is a collection of spells, summonings, formulas and invocations, and every Sorcerer keeps his or her own close at hand and carefully guarded. As an easy source of incantations, these books are highly valued by Adventurers, and Sorcerers likewise go to great lengths to hide them. The theory and application of the grimoire is detailed nearby.

A tome is a manuscript concerning a particular, usually obscure, subject. Rather than adventuring, some Sorcerers spend years on research, cataloging plants growing in dark, forgotten forests, delving into the caste systems of elementals, researching new spells, delving into the secrets of the universe, and other strange subjects. These extensive notes are not necessarily related to magic, and do not have the grimoire's game function.

The most common tomes can increase the reader's ability in any Knowledge skill. Other tomes may be found which increase other skills, but these are rare. For example, in a highly non-literate society, most physical skills will be learned by training and practice, not by reading. A tome may or may not contain magical knowledge; if the previous owner ran short of paper while reading it, he probably scribbled notes all over the manuscript. Depending on your Chronicle's setting, printing may or may not be available. That being said, many copies of esoteric tomes may exist, for manpower is always cheap. Most tomes are hand-written, with hand-drawn illustrations and diagrams. The hand that composed the manuscript can often be difficult to read and to understand since successive generations create new terminology and different frames of reference.

Reading and Using Tomes

Tomes may be found in any number of languages, both modern and ancient. An Adventurer must be able to read the writing in a tome to gain any benefit. Roll for understanding in the language if the reader possesses less skill than INT x5 percentiles in the necessary language.

Just as with grimoires, a tome's information may be incomplete or misstated, written in code, worded cryptically, or warded to protect against thieves. Measurements, references, and other details may be imprecise and deceptive. This sort of protection is part of the reason that learning magic takes time to accomplish.

For every three weeks, of game time, in study, the player can attempt to roll INT x1 or less on a D100. With a success, the spell is memorized, or the concept has been grasped. Make the necessary changes to the Adventurer sheet to reflect this.

three game weeks of study. With a successful roll, the spell is in memory and ready to be cast.

BEING TAUGHT SORCERY

Learning any spell from a teacher may be quicker than creating it or puzzling it out of a grimoire. To teach a spell, obviously the teacher must know the spell and be able to cast it successfully. A character can be taught one spell at a time. The character studying the spell must make a D100 roll once every game week. If the result is equal to or less than his or her INTx1, the spell is in memory and is ready to cast. From here, the character can transcribe the spell to his or her grimoire, if desired.

ACCEPTING SORCERY AS A GIFT

A powerful supernatural force like a god, angel, demon, or some other equivalent may grant the ability to use one or more new sorcery spells to a character. There are several ways this might transpire:

- The supernatural being might simply place the spell into the Sorcerer's memory (and eliminating another spell to make room, if necessary and at the Chronicler's discretion), as if the character has learned the spell from his or her grimoire. From here, the character can write the spell down in the grimoire.
- The spell(s) might be a written version of the spell, such as on a scroll, in a book, a shard of some precious metal, a clay tablet, or a banner bearing the words of the spell. The spell(s) could also be carved into a rock wall somewhere.
- The spell may be imbued into an enchanted object of some sort.
- The spell may not even be taught to the character at all, but instead, the character gains the right to freely call upon the

A sage studies his grimoire





A mage teaches how to Guide Fire

supernatural being and to ask him to cast the spell.

In any of these instances, the gift of sorcery may come with strings attached, whether known or unknown. A wise character would be extremely wary of such a deal, especially if it seems to be too good to be true.

READYING AND DISMISSING SORCERY

As noted previously, your character cannot automatically cast any spell he knows—spells must be in memory before being cast. You should note on your character's character sheet what spells are in memory and which spells are in his or her grimoire; perhaps keep these lists separate from each other to prevent confusion. The default character sheet provided with this game has adequate space for powers, so the front of the sheet is the best place for "ready" spells and the back of the sheet can serve as your character's grimoire.

To ready sorcery, your character's grimoire should be available and the relevant spell must exist in his or her grimoire. The process of bringing any sort of sorcery spell into memory is called readying a spell. Removing a sorcery spell from memory is called dismissing a spell.

This is done as often as you would like: sorcery users are often choosing their spells based on a particular set of requirements, based on what they plan to do in the immediate future.

For example, if your character is in his or her home and is planning to cast some major spell, he would ready spells like Brazier of Power, Chain of Being, Refutation, Sorcerer's Soul, and Witch Sight, along with the actual spell being cast. If your character is adventuring, and wants to be active in combat, other spells may be more appropriate, with choices such as Unbreakable Bonds, Cloak of Night, Heal, Muddle, Sorcerer's Armor, Undo Sorcery, and an appropriate weapon enhancement.

Reading and comprehending the grimoire entry takes 1 combat round for each point of sorcery to be readied.

For spells which can vary in points, the number of combat rounds needed always equals the maximum value.

For example, it takes 4 combat rounds to read Sorcerer's Hammer from the grimoire and have it ready to cast. If a spell required 20 magic points to cast, then your character would need 20 combat rounds to ready it.

Dismiss a spell is much easier. It is instantaneous and can be done at the same time as readying another spell.

HOW TO BECOME A BETTER SORCERER

How does a Sorcerer become more powerful? Here are three ways to increase the POW characteristic:

- **Exercising Power:** If your character has successfully beaten an opponent of equal or greater POW in a POW vs. POW resistance roll, check the box next to the POW characteristic on your character's sheet. When you check for experience at the end of the adventure (or game session), you try to increase your character's POW as per the "POW Gain Rolls" rules in rules under "Changing Characteristics" on p. 53. A result of 00 is always a miss.
- **Sorcerous Heritage:** At the Chronicler's discretion, when creating your character, you can trade 2 points from other characteristics for 1 point of POW. The effect of this is that your character deliberately sacrifices of himself, to be uglier, weaker, etc., in exchange for greater prowess with sorcery.
- **Gift of the Gods:** During play, your character may bargain for or plead for a gift of POW from a particular deity. The Chronicler plays the role of the deity in the negotiation, and attempts to satisfy him- or herself as the persona of the god demands. The ordinary grant is never more than 1D3 POW. For each point the deity grants, your character must immediately complete some dangerous task or do some dangerous deed. Such a gift should not come cheaply, and may be more trouble than the boon is worth.

THE SORCERER'S STAFF

A Sorcerer may create a focus to store additional Magic Points. The ritual will take about six weeks time and he will have to pay materials and expenses at a rate of around 1,000 Bronze a month. A successful Craft (Staff) roll determines the artistic quality of the final piece. The Sorcerer cannot make other commitments because he must assist in every stage of the ritual. The final ceremony will cost him a point of POW, permanently subtracted from his characteristic.

The staff acts as a reservoir of MP for the Sorcerer. It will have a MP equal to the Sorcerer's after he has sacrificed the point of POW to attune it, and those Magic Points can be used to power spells instead of using the MP of the Sorcerer. Magic Points spent by the staff must be replenished by the Sorcerer placing his own MP into it. It does not recharge naturally.



Every staff is unique to its owner

A staff of a Sorcerer has 25 Hit Points (rather than the usual 20) and will do an additional 1D6 damage (for a total of 1D8+1d6) to a target struck with it, if its MP overcomes the POW of the target (at an expense of 1 point of MP from the staff). If broken in combat, the staff will wither and become useless and dead. A staff may have protection and countermagic spells laid on it.

A staff need not be an actual "staff." Sorcerers have been known to have amulets, wands, or even weapons enchanted. However, the cost of time is doubled for any non-wood substance. A Sorcerer may have any number of staves. If not a staff, adjust the Hit Points and additional damage accordingly.



SPELLS IN PLAY

If a single number or fixed cost is given for a sorcery spell, the effect always costs that many Magic Points. If the magic point cost varies, then you can select the strength of the spell by choosing a number from the given range at the time of casting.

Once a sorcery spell is cast, it cannot be recalled.

Some spells are not necessarily detectable by observers, while others are obviously the product of sorcerous activity. A Sorcerer will always recognize the effects of a spell he knows when it is cast, regardless of who is casting it.

Generally demons, elementals, and other supernatural creatures cannot use sorcery, though sorcery spells will affect them. Demons have their own special abilities that only they possess.

If numerous spells are being cast during an encounter, you might want to use a piece of scratch paper to note spell names, the rounds cast, and spell strengths. Remember to mark off the Magic Points that power the spells.

PROCEDURES

A sorcery spell affects a single person, entity, area, or thing. Since casting takes only 1 combat round, separate castings of the same sorcery spell can strike additional target(s) in later combat rounds.

Sorcery spells are cast on the Magic phase of a combat round, in order of your character's INT characteristic.

The spell will take effect in INT order of the Magic phase of the next combat round.

After you begin casting a spell, you can do nothing else during that combat round. If your concentration is broken, the Magic Points used in the spell are also lost. Loss of concentration occurs if you take 1 or more Hit Points in damage while casting the spell. An upsetting event, such as a loud noise or unexpected blow during the casting, also can break your concentration. If the Chronicler feels that the situation warrants it, make an Idea roll to resist being distracted. If the

roll is successful, you ignore the interruption and complete the spell casting without incident.

DURATION

A sorcery spell's duration equals the caster's POW in combat rounds. For example, a character with POW 19 casts Sorcerer's Razor. The spell takes one round to cast, then takes effect in the Magic phase of the next round. It lasts for 18 more combat rounds, and expires in the Magic phase of the 20th round. Once cast, a sorcery spell needs no maintenance, and continues in effect whether or not the target moves out of range.

You can extend the duration of any sorcery spell by casting it again at any time: the duration extends, but the effect does not intensify. You can choose to end the effects of a spell prematurely: most spells allow this automatically, while the Chronicler may rule that others take more than an instant to cancel. Unless specified otherwise in the spell's description, it is assumed that any ongoing effects of the sorcery end the moment your character chooses.

SORCERY SPELL LIST

The following list of sorcery spells is not exhaustive, but is a representative sample of spells that can be used for a game setting. The Chronicler may choose to create additional spells, and future expansions and sourcebooks for *Magic World* may include additional sorcery spells.

Each spell description is made up of the following aspects:

- **Name & MP Cost:** This is a generic title for the sorcery spell. Chroniclers and players alike are encouraged to devise more evocative names to better suit their specific Chronicle. The number in parentheses after the name is the number of levels the spell has. If the number is a range, the spell's level is variable, and players can choose how many levels of the spell their characters have in memory and are able to cast. As noted previously, the spell's level is also the requisite Magic Points to cast it.
- **Range:** This is either Self (caster only), Touch (caster or anyone or anything he can touch physically), Sight (anything in the physical line of sight, not relayed by mechanical or magical means), or some other definition of distance.
- **Resisted:** Many spells may be resisted by the target. This is done by the caster overcoming either the MP or POW of the target with his own. This is noted as either, "Resisted MP:MP" or "Resisted POW:POW" respectively. The resistance roll is always made with the current value of the respective characteristic. Note that spending the Magic Points to cast the spell is done before the resistance roll. Spells which are not able to be resisted are listed as "Resisted: No". A target of a Resisted spell may always opt to not resist the spell if he so desires.
- A description of the sorcery spell's actual effects in the physical world, with any game effects quantified where needed.

AFFLICTION (4)

Range: Touch Resisted: No

This is cast on any weapon. Damage done by an ensorcelled weapon leaves festering wounds that heal slowly, 1D3-1 Hit Points per week. Any exertion by the victim before the wounds heal completely causes these wounds to re-open, resulting in a further 1D8 Hit Points of damage.

If Heal is cast on such a wound, the caster must first succeed in a POW:POW Resistance Table roll, or the spell has no effect, and the Magic Points are lost. The Afflicted wound has a resistant POW of 16.

The Physik skill has no effect on an Afflicted wound.

AGONY (2)

Range: Sight Resisted: POW vs. POW

The spell causes a sharp, stabbing pain in the target's head that disorients him and makes it impossible to cast magic, or to attack or parry, leaving the victim unable to do much else than groan and roll on the ground. With a successful Stamina roll, the victim shakes off the effects of the spell in the next round. Undo Sorcery cancels this spell.

ANIMAL FRIENDSHIP (3)

Range: Touch Resisted: No

Forms a bond of trust between the caster and one animal of his or her choice. The animal quickly learns simple commands concerning places it visits with the caster, and the people that they meet together.

Agony



The animal must be present at the casting. A Sorcerer may have only one animal friend at a time. Caster and animal may be separated by long distances and days of weeks of time, but both become uneasy and irritable as the time apart lengthens. In crowds, each unerringly finds the other.

This spell endures so long as good will and good treatment endures, until the spell is cast on another animal, or until death severs the relationship.

BABBLE (1)

Range: Sight Resisted: MP vs. MP

For its duration, the spell causes the target to spout gibberish whenever speaking, yet remain convinced that his or her speech is perfectly normal.

BANISH TUMULT (20)

Range: Radius of effect 1000 meters around a specific point

Resisted: No

The Sorcerer causes activity in any one of the four elements (air, earth, fire, water) to diminish to a quiescent state – in the immediate area, a storm calms, a tidal wave turns to placid sea, a raging fire is quenched, and so on. The caster needs a D100 roll of POW x4 or less for a successful casting of the spell. Failing, the Magic Points are lost with no effect. A result of 00 always fails.

The effect lasts for 1D8 hours. The Sorcerer must know all elemental pathway spells, but none need to be cast.

(BEAST) SHAPE (4)

Range: Touch Resisted: MP vs. MP

This spell allows your character or his or her target to assume the visual aspect of a natural creature. The (Beast) Shape spell only allows the character to shift to one beast form. To learn additional forms, he must learn the spell again. This should be

noted on your grimoire thusly: Wolf Shape (4), Bear Shape (4), Lion Shape (4), etc. A "talking beast" (see bestiary) that can cast magic is well within his rights to learn Elf Shape, Human Shape, etc.

The character affected by the spell temporarily takes on the new shape and corresponding attacks for the duration of the spell. The physical abilities of the new form are rolled as per the species being changed into. INT and POW remain unchanged. Make note of your new form's physical abilities the first time you roll them; from then on, your character's stats will remain the same when changing into that form subsequently.

It is up to the Chronicler to determine what aspects of a being's abilities are natural and can be assumed with the spell, but if it does not involve a physical attack of some sort or has a magic origin it cannot be duplicated by the spell. This can vary from setting to setting.

For example, in a high fantasy setting, a dragon's flaming breath may be magical, while a grittier sword-and-sorcery setting may have dragon's breath be acidic, venomous, and only occasionally combustible. In the first case, your character would not be able to duplicate the effects of the flame breath, while in the second case, it should be allowed.

Based on his or her familiarity with the subject, the Chronicler may choose to allow any subterfuge related skills involving the disguise to be +50%. The spell is negated if the disguised character has physical contact from an actual creature of the species being imitated.

BECKONING EARTH (10)

Range: Sight Resisted: No

This spell causes the ground to swallow undead monsters. It affects only mummies, skeletons, revenants, or other things once dead which have been buried in the deep earth. Cracks form in the ground underneath the affected undead, then the earth opens and swallows every one of them within fifty meters of a specified point. They are gone forever. Living beings grappled by such horrors are also swallowed. Those in proximity to such undead need Agility rolls at the Chronicler's discretion. The spell splinters intervening floors, foundations, etc.

When its effect is complete, the spell concludes.



Befoul

BEFOUL (1)

Range: Touch Resisted: No

Caster imbues pots of food, bottles of drink, small pools and ponds, etc. with the taint of decay. This stuff is too foul and bitter to enjoy, though it sustains life for a while. The spell endures for 1D8 days.

BIRD'S VISION (1)

Range: Sight Resisted: No

This spell allows your character the ability to control the direction of one bird's field of vision and share in that creature's vision from its vantage point. The bird (or birdlike creature, at the Chronicler's discretion) chosen for this spell must be within your character's eyesight, though once cast, if the bird is lost from view, the spell continues to have effect and lasts as long as the spell's duration. If no bird is present when the spell is cast, it simply does not work. The Chronicler should tell the player beforehand that there is nothing to cast the spell on.

BOUNTY OF THE SEA (4)

Range: Sight Resisted: No

This spell causes a sudden torrent in a room or within a small portion of open space. The water continues to cascade into the area for the duration of the spell. By its end, enough water has fallen from nowhere to fill an average room (Chronicler's discretion). Once the spell ends, the water stays and behaves naturally, draining or remaining as appropriate. If your character is very far from a natural body of water, he must make a successful Luck roll before the spell can take effect. This spell is a prerequisite to be able to summon water elementals with the Summon Elemental spell. This spell can be negated by a casting of the Gift of the Earth spell on the same area. This spell can also be cancelled by a 4-point Undo Sorcery spell, but any water already summoned into the area by the spell does not disappear.

BRAZIER OF POWER (4)

Range: Touch Resisted: No

This spell lets your character create a reservoir of personal Magic Points to draw upon when casting a large number of spells. Brazier of Power is incompatible with Chain of Being, and if one is cast on a character, the other will have no effect. Traditionally, the focus for the reservoir is usually a large brazier, but it could be any sturdy, solid place or thing.

For some examples, a large rune inlaid in a floor, a statue, a column of a building, etc. would all suffice for this spell.

If the focus is moved or destroyed, the attunement is lost, and a new focus must be established from scratch. The first time Brazier of Power is cast, the casting character must sacrifice 4 Magic Points and 1 permanent point of his or her POW characteristic, to attune the focus. Once this is successful, your character can store up to all of his or her remaining Magic Points in the focus. The focus accepts new Magic Points at any time up to the maximum of your character's POW when the focus was created (after the sacrifice).

For example, if your character's POW was 17 after the spell was complete (down 1 point from the original 18), he can store up to 17 magic points in the Brazier of Power at any time.

Whenever your character wishes, he may sacrifice the stored Magic Points in the Brazier of Power, along with any he has regenerated. The Magic Points in the focus are always the first spent.

For example, Pelethanor has POW 18 and 18 magic points. He places a large iron brazier in his laboratory and casts Brazier of Power, sacrificing 4 magic points and 1 POW—they decrease to 14 and 17, respectively. Pelethanor stores all 14 of his remaining magic points in the brazier, and falls unconscious for an hour. One day later he performs a variety of magic tasks, drawing from his brazier and his own magic points. He spends a total of 28 magic points (14 from the Brazier of Power and 14 of the 17 he has regenerated), but doesn't spend them all, to avoid falling unconscious again. To refill the Brazier of Power, Pelethanor waits a day to regenerate his magic points, and then sacrifices 16 magic points into the brazier, keeping 1 to remain conscious. The next day, all of Pelethanor's magic points have regenerated. He now has 17 magic points in himself; and 16 more in the Brazier of Power;

a total of 33. If he transfers 1 more magic point into the brazier, in an hour he has 34 magic points ready to use: 17 in the Brazier of Power and 17 of his own (he has regenerated the lost magic points in the hour).

The Sorcerer must be in physical contact with the Brazier to draw the Magic Points from it. Only the creator of the Brazier of Power can use the Magic Points directly, however, if he has another means of transferring Magic Points from him- or herself to another character, the relevant Magic Points must first be drawn from your character, then from the Brazier of Power. To make a focus of greater capacity, your character must cast the spell again, sacrificing another point of POW and the relevant Magic Points increasing the objects storage capacity by an amount equal to the Sorcerer's current POW. In this fashion, a Brazier of Power can become an immense reservoir of Magic Points for a caster to use. Most serious spellcasters tied to a particular location (such as the priests of a god) will use Brazier of Power in the lair or sanctuary.

BREATH OF DEATH (6)

Range: Touch Resisted: MP vs. MP

The spell suffocates the target who, for the duration of the spell, feels as if drowning. Beginning at CONx6, the target must make a D100 suffocation roll each round as per the spot rules for drowning.

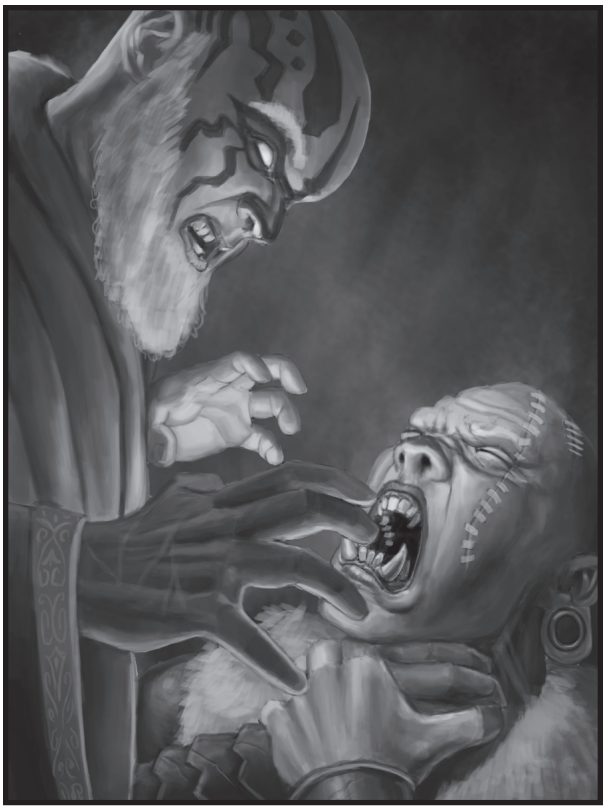
Undo Sorcery and Breath of Life can cancel Breath of Death.

BREATH OF LIFE (1)

Range: Touch Resisted: No

This spell allows your character to breathe normally if he is underwater or in some other similar medium.

At the Chronicler's discretion, a successful Agility roll may be required to cast beforehand if suddenly immersed. This spell allows your character to speak normally while underwater.



Breath of Death

CAPTIVE SLUMBER (3)

Range: Sight Resisted: MP vs. MP

Causes someone to fall into a deep ambulatory sleep for a number of minutes equal to 60 minus the target's CON. The victim is unaware of what occurs while asleep under this spell.

If the victim is to be amenable to simple non-threatening commands (such as that he walk from point to point, remain quiet, or climb steps), then the caster must also successfully match POW:POW on the Resistance Table. At each command, allow the sleeper a chance of INT x2 or less to awake.

The victim will not speak or respond to questions, or act against his or her interests. Only the caster may command the victim.

CHAIN OF BEING (4)

Range: Touch, Sight, etc. Resisted: No

This spell allows up to eight individuals to pool their Magic Points into a single shared

resource, a useful practice when casting some mighty spell beyond the reach of a single character's Magic Points reserve. The participants in the spell must be linked by touch; usually they hold hands in a circle. The circle must be maintained while the Magic Points are being spent on any casting. Only one character needs to know this spell for it to work, and the 4 Magic Points spent to cast the spell must come from that character. Any Magic Points spent in excess of those 4 points are drawn as uniformly as possible from each participant, starting with your character.

If a participant accidentally drops to 0 Magic Points, the chain is broken, the spell ends, and the Magic Points are lost. This spell is incompatible with Brazier of Power.

CLOAK OF NIGHT (1-4)

Range: Touch, Sight, etc. Resisted: No

When cast upon a character, each level of this spell increases the target's Hide skill by +20%, cumulative, for the spell's duration.

CLUMSINESS (1-3)

Range: Touch Resisted: MP vs. MP

Reduces the target's characteristic DEX by three points for each magic point spent, decreases Agility rolls and the Agility modifier accordingly. Additionally, Dodge is decreased by six percentiles per Magic Point spent in the casting. Further, decreasing Dexterity could affect the character's ability to wield a weapon (see minimum STR/DEX for each of the target's weapons). If DEX falls to 0, the victim is unable to accomplish any physical task without also receiving a successful Luck roll.

If the Sorcerer requests the maximum decrease of nine points, the target's player rolls a D100. On a result of 00, the target is cursed and the change is permanent. After that, this spell does not affect that Adventurer, nor may he ever cast it. In recompense, the player may distribute three points to characteristics other than DEX, in any combination.

CURSE OF SORCERY (4)

Range: Touch

Resisted:POW vs. POW

Your character can endow part of the target's body with some gruesome or monstrous quality of his or her choice, such as being extra warm to the touch, slimy, always wet, scaly, extra hairy, warty, multicolor, etc. With a second successful POW:POW roll, the targeted body part takes on the appropriate physical appearance of a tentacle, a crab leg, a bird's wing, an insect feeler, etc. though the appearance is solely cosmetic—no bonuses or abilities are conferred by this curse. If the player fumbles with a 00, the effect is permanent. If the affected body area is visible, it may cause a loss of 1D3 points of APP while the spell is in effect. The

Curse of Sorcery



spell's effect ends when the original caster dies. This sorcery spell can only be cast once upon a single target while it is in effect, though it can be repeated if the spell's duration has ended.

CONTRIBUTE TO TRUTH (1)

Range: Sight Resisted: POW vs. POW

With a successful casting, the target feels he must tell the truth in response to a question, or else must look away and remain silent. The target has no sense that he can mislead or tell an outright lie unless the spell accompanying that question has failed.

If the target answers, he tries to answer as fully as the question demands, but never more than a few sentences. Follow-up or new questions require new castings of the spell and the sacrifice of another magic point for each.

EARTH-WALKING (4)

Range: Touch Resisted: MP vs. MP

Dirt and rock engulfs and drags the target beneath the surface. (Only dirt or rock can absorb a person or object, not refined metal.) The target can breathe normally and can hide underground for the duration of the spell, but cannot move. Restored to the surface, the target is within a hundred meters or so of the original location. A person affected by Earth-Walking cannot rescue those trapped by Beckoning Earth.

FATIGUE (1)

Range: Sight Resisted: MP vs. MP

Caster causes the target to feel overwhelmingly tired, and the target's chance to fumble is doubled. Also, reduce the normal Charisma, Dexterity, Effort, Idea and Luck rolls from (Characteristic) x5, to x2. If the target manages to rest (no fighting, no moving, no magic) for 1D8 combat rounds, then the spell's effect ends. Otherwise the spell's duration is standard.

FLAME-WALKING (4)

Range: Touch Resisted: MP vs. MP

In the proximity of any great fire, the target suddenly finds himself engulfed in flame, but without harm or discomfort. The target breathes normally, and can stay even within an inferno for the duration of the spell. The fire must be natural, not magical. Unlike Earth-walking, this spell allows the target to move about. It is recommended the target leave the area of the flames before the spell ends. The spell ended, the target is located wherever he has moved.

FLAMES OF THE SUN (4)

Range: Sight Resisted: No

This spell causes a mass of floating fire to appear in and hang in any position within line of sight of your character. The fire burns without fuel for the duration of the spell. The churning flame measures about three meters across, and is hot enough to ignite adjacent materials, as any fire can, doing 1D6+2 fire damage per round. This spell can be negated by the spell Wings of the Sky cast on the area it affects. A 4-point Undo Sorcery will dispel this spell; if so, any flame present will fall to the ground and behave naturally (smoldering, perhaps catching twigs and brush afire, etc., at the Chronicler's discretion).

FRAILTY (1-3)

Range: Touch Resisted: MP vs. MP

Decreases effective CON by three points per magic point cast for the duration of the spell. Decreasing CON also temporarily decreases Hit Points for the duration and makes the target more susceptible to poisons, diseases, etc.

FURY (1)

Range: Touch Resisted: MP vs. MP

This spell induces a furious, berserk rage in the target, making him fight recklessly and

with savage abandon. You can cast this on yourself or another target.

If successful, the recipient of the spell will begin to fight and to fight unceasingly for the spell's duration.

The target of the spell is always able to choose who he wishes to attack. The spell increases the number of attacks that the maddened character can choose to make in each round by one additional attack (above and beyond those allowed by skill). The extra attack will be made on the last DEX-rank of the round. The spell does not add skill percentiles or increase damage done.

This spell lowers the natural instinct for self-preservation, and reduces the targeted character's skill ratings for any dodges or parries in the round by 30%, in addition to any other modifiers such as for additional actions. The furious character ignores any unconsciousness stemming from a major wound. A fatal wound is still fatal to the enraged character, but he attacks until the end of the round of death, striking blows while technically dead, and then finally keeling over at the end of DEX-rank 1. During this fury, the character can only take actions directly related to the most immediate form of combat. No magic, no healing, etc. The Chronicler should decide whether an action qualifies as a combat action or otherwise.

Guide Earth



GIFT OF THE EARTH (4)

Range: Sight Resisted: No

This spell causes a mass of dust, soil, and sand to suddenly appear and accumulate quickly in a small room or small area of open space. When the duration of the spell ends, the spell will have transmitted more than 60 cubic meters of new earth, enough to fill an ordinary room. The use of Undo Sorcery 4 defeats this spell; though any earth that has already arrived will remain. The Bounty of the Sea spell will negate Gift of the Earth if cast on the same area. If you are far out on a body of water, in the sky, or in space, you also may need a successful Luck roll to complete the spell.

GUIDE AIR (4)

Range: Sight Resisted: No

So long as a breeze or wind is blowing, the caster may shift a portion of those winds in any direction, as if they were a single sylph. The speed of the wind may not increase. The front surface of the wind may not exceed in square meters the caster's Magic Points just previous to the casting of the spell. At 16 square meters and given a steady wind, this amount of air could propel a small sailboat.

GUIDE EARTH (4)

Range: Sight Resisted: No

The caster has the ability to raise a volume of soil or rock equal in cubic meters to his or her Magic Points just before casting the spell. This earth can move in any direction across the surface of the land, at speeds of up to MOV 8, and take whatever compact form the caster desires. At

sixteen cubic meters and at MOV 8, such earth could do 1D6 damage to a target.

GUIDE FIRE (4)

Range: Sight Resisted: No

So long as the fire has something to burn, the caster has the ability to direct all or part of an existing fire as though it were a single salamander. In square meters, the directable portion of a fire may not exceed the Sorcerer's Magic Points before the spell was cast. This is a natural fire, and does normal damage.

GUIDE WATER (4)

Range: Sight Resisted: No

The caster may divert a portion of an existing body of water, and cause it to move across itself, across land or water, uphill or down, for the caster's POW in combat rounds as if it were a single undine. In cubic meters, the directable portion of the waters may not exceed the Sorcerer's Magic Points before the spell was cast. The water moves up to MOV 8 In whatever compact shape the caster dictates. At that speed, 16 cubic meters could do 1D6 damage.

GUILE (1-4)

Range: Touch Resisted: No

Per magic point spent, adds 20 percentiles to the skill of Fast Talk for the caster's POW in combat rounds. Once the spell ends, the victim is allowed the usual Idea roll to come to his or her senses.

HAG'S FLESH (1-3)

Range: Touch Resisted: MP vs. MP

For each magic point spent, the spell temporarily decreases the target's APP characteristic by three points. Decreasing APP decreases the Charisma roll. A decrease of APP to zero or below provokes disgust in every beholder.



Hag's Flesh

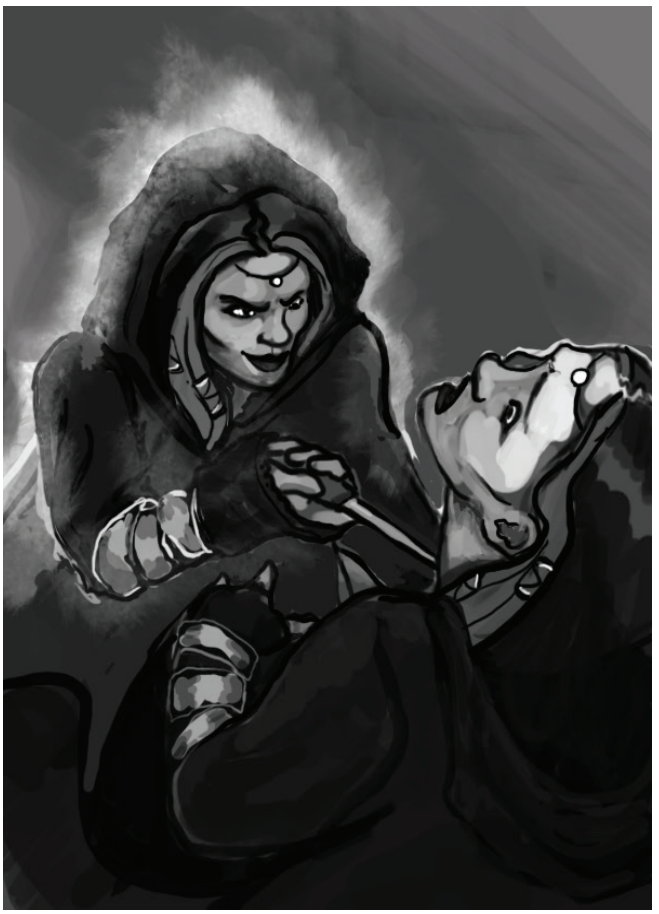
If decreasing APP by nine points, the target's player also rolls D100. On a result of 100, the target is cursed, and the reduction is permanent. After that, the spell does not affect that target, nor may he cast it. In recompense, the victim gets three points to add to characteristics other than APP.

HEAL (2)

Range: Touch Resisted: No

This spell immediately adds 1D4 Hit Points to the target's current total, up to his or her maximum Hit Points. Hit Points healed to a single wound, in excess of the wound's value, are lost.

This spell can be cast once per wound. Additionally, you can use this spell to treat a wound that has already been treated by Physik, and both will improve Hit Points if successful. This spell is often used in tandem with Physik by some healers.



Liken Person

HEALING TRANCE (VARIES)

Range: Touch Resisted: MP vs. MP

The target falls into a deep trance that cannot end until the spell has run its course. Visions appear and fade away, but none can quite be remembered. Roll 1D8 for the spell's duration in days: each day heals 1 hit point of damage, and subtracts 2 Magic Points from the caster's total. The target wakes when fully healed.

If the caster drops to zero Magic Points before the spell is over, Healing Trance ends. The sleeper wakes then, retaining all Hit Points gained in the interim but with 1 CON lost permanently.

The spell may be cast only once per episode of injury or wound. At the GM's discretion this spell may cure diseases, act as an antidote to poisons, defeat other magics. Healing Trance can never erase the lasting effects of major wounds. It is incompatible with Heal, or Quick Healing.

ITCH (1)

Range: Touch Resisted: MP vs. MP

Itch causes the target to itch and burn all over, as though bitten by hundreds of stinging insects. A D100 roll of POW x2 or less lets the character take action in a round other than to scratch. Armor, submerging in water, Heal or other magic, etc. is of no consequence. Itch is all-powerful.

LIKEN PERSON (4)

Range: Touch Resisted: No

This spell allows the target to copy exactly another person's appearance. The target's face shifts and moves like putty, hair lengthens or shortens and changes color, etc., and apparent Size also changes to suit the disguise. The target's spells, skills, etc., remain the same, as does his or her actual Size, Hit Points, etc. If the target is touched by another person, the false likening shimmers and disappears. Duration is the caster's POW in minutes.

LIKEN SUBSTANCE (4)

Range: Touch Resisted: No

The appearance of an inanimate object magically changes from its actual appearance. A section of wall can be made to appear like a door, a book can become a box, coins appear as gems. The item is still the same to touch, carry, taste, etc. The relative Size of the object remains unchanged, so the possible changes that are believable are limited. Duration is equal to POW in minutes, after which the item's appearance returns to normal. Maximum SIZ affected by this spell is 18.

MAKE FAST (1)

Range: Touch Resisted: No

This spell causes one specific item of roughly hand size or less to stick fast to one other thing, and they cannot be separated by any normal means short of destruction of one

or both items. Undo Sorcery will break the bond. This spell does not work on living or dead flesh, or on enchanted or otherwise magic items.

MAKE WHOLE (3)

Range: Touch Resisted: No

This spell mends some broken thing, a weapon or wagon, for example, but nothing of size and bulk much greater than that of a wooden wagon or a length of wall around the same SIZ (around SIZ 50). The target item should be comprised mostly of the same material or a limited number of material. The Chronicler should determine if an item is too complex or composed of too many types of material for the spell to have an effect. The duration of this spell is longer than normal, lasting for 1D6 hours.

Furthermore, if your character makes a successful Luck roll immediately after casting the spell, the effect is permanent and the item is restored as if new. This spell does not work on living tissue, or on supernatural creatures, magic items, or other types of magic enchantments.

Undo Sorcery 3 will end this spell.

MIDNIGHT (1)

Range: Touch Resisted: No

This spell creates an irregular cloud of absolute darkness in an area roughly that of a small room, about four meters on each side. Normal human vision does not work within this area until the spell ends.

Otherwise, there is no other effect. If your character wishes, he can move the darkness about by concentrating. Only your character can move it in this manner. Undo Sorcery 1 will remove this spell.

MOONRISE (1)

Range: Touch Resisted: No

This spell causes a ball of light 1/2 meter across to appear and float in the air, glowing sufficiently enough to brightly illuminate a room. If your character wishes, he can grasp the ball of light and move it about.

Only your character can move it in this manner. Undo Sorcery 1 will cancel this spell.

MORALITY (4)

Range: Touch Resisted: (See below)

The target must be willing to receive the spell. It envelops the target in an aura of purity painful for those allied to Shadow to look upon, nor may they even approach the target unless successfully matching the caster POW:POW on the Resistance Table roll. A Shadow-allied ally can attempt the roll once per round. This spell can only be known or cast by those allied to Light.

MUDDLE (1)

Range: Sight Resisted: MP vs. MP

This spell disorients the target enough that he cannot cast spells or carry out coordinated plans. However, the target continues to be able to defend him- or herself and move by his or her own volition.

If your character succeeds in a POW x3 roll, he can momentarily convince the target of something as if using the Fast Talk skill. The command or misinformation must be spoken aloud and the target must be able to understand the language being spoken.

The target can attempt to break it once each combat round if he can make a successful Idea roll (to realize your character's influence). If this roll is successful, the target can attempt a magic point vs. magic point resistance roll. Both rolls must be successful for the target to break free. The nature of the spell requires that the Idea roll be made each round, but once the target is free from the spell, no further rolls are required.

OBSCURE (2)

Range: Touch Resisted: No

Garbles and mixes up written words so they are unreadable. A cast affects one map, one



Omen

book, one wall full of graffiti, etc. To read the item, a second casting of Obscure negates the previous casting, and reverts the item back to its original state, whether or not the casters were the same. The effect lasts for 1D8 years. This spell will not work on magical runes.

OMEN (3)

Range: Self Resisted: No

An omen is an occurrence believed to portend the future. The caster learns whether a specific course of action augers good or ill. The caster describes the action or decision to which the omen will apply, then awaits the appearance of the omen, always before sunset of the same day.

Specific information is not revealed. For example, Saradoc casts Omen and asks if he should break into the Royal Palace Library to find a certain tome. An hour later, he notices that water is seeping from a crack in a nearby clay bowl. Saradoc interprets this event to be the omen, and decides that it means his plan will fail.

The omen and its interpretation may be clear, confusing, or contradictory. A successful Idea roll can identify an omen. A successful Evaluate roll can clarify an omen's meaning, though often incompletely.

POX (1)

Range: Sight Resisted: MP vs. MP

This spell attacks the target's Magic Points, weakening him magically. If successful, the target loses 1D6 Magic Points from his or her current total; those lost points will regenerate normally. A character reduced to 0 Magic Points will immediately fall unconscious. For the remainder of the round in which this spell goes off, the target cannot cast any sorcery spells (or use other powers, at the Chronicler's discretion). If the resistance roll is successful the spell has no effect and the target's Magic Points are not removed.

QUICK HEALING (4)

Range: Touch Resisted: No

Sorcerer converts 1D3 permanent points of POW from the target into 2D8 Hit Points. Hit Points in excess of maximum dissipate at a rate of one per hour. It is compatible with Heal, and Physik, but not with Healing Trance.

RAT'S VISION (1)

Range: Sight Resisted: No

Like Bird's Vision, this spell allows your character to share in and control the vision of one rat, mouse, or similar rodent (or rodent-like animal), chosen from within eyesight. If the target animal is lost from view, the spell continues for the rest of its duration, and can be extended with subsequent castings of the same spell. If no rodent is present when the spell is cast, it simply does

not work. The Chronicler should tell you beforehand that there is no creature available to cast the spell on.

REFLECTION (9)

Range: Self Resisted: No

This spell blocks magic otherwise affecting the Sorcerer, mirrors it, and sends back the intruding magic to its caster. The reflection magic operates at full strength against its caster, who functions as target.

However, each time a spell reflects back from Reflection, the Magic Points powering reduce by one. At no time does Reflection work against spells powered by more Magic Points than it is.

During that time, it affects all spells, friendly or not, in the same fashion.

REFUTATION (1-4)

Range: Self Resisted: No

This spell allows your character to defend him- or herself against the Undo Sorcery spell. It can be cast in the same round as Undo Sorcery during the Magic phase, and will activate at the beginning of the next round. Your character should match his or her levels of Refutation against any levels of Undo Sorcery being cast on the Resistance Table. If Refutation wins, the Magic Points spent in Undo Sorcery are lost and the spell has no effect. If Undo Sorcery wins, Refutation has no effect, and the Undo Sorcery spell continues to work as if unaffected, negating as many more levels of sorcery as appropriate. If Undo Sorcery is able to attack more than one sorcery spell, you can choose the type of spell to negate from the list at the beginning of this chapter, but you cannot specify the precise spell.

RESOLVE OF IRON (3)

Range: Touch Resisted: See below

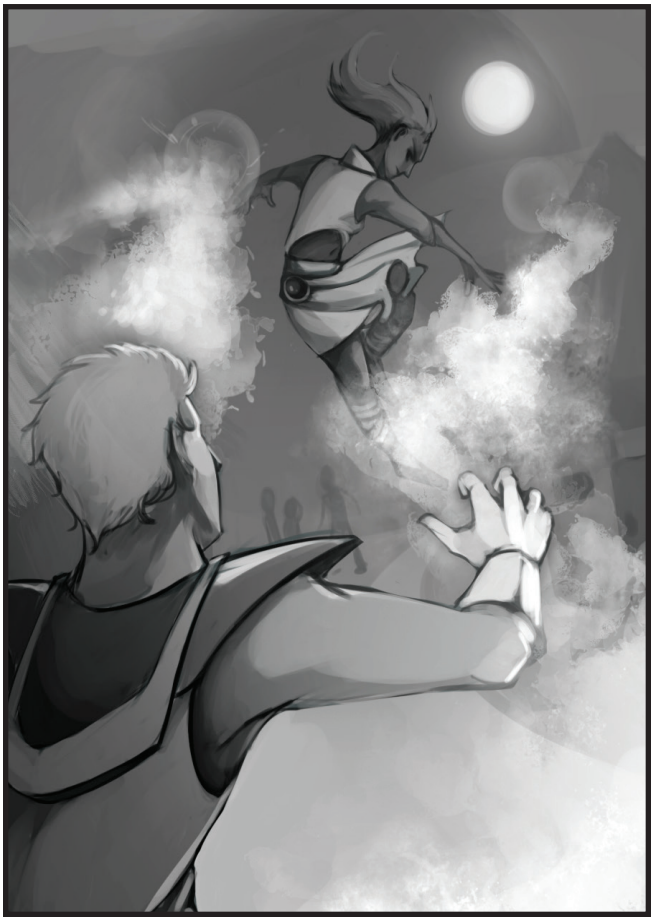
Target has precedence for a MP:MP check on the Resistance Table whenever a spell is cast in his or her direction; if this resistance roll succeeds, then the offending spell is aborted, but the caster of the offending spell loses no Magic Points and may try again next combat round.

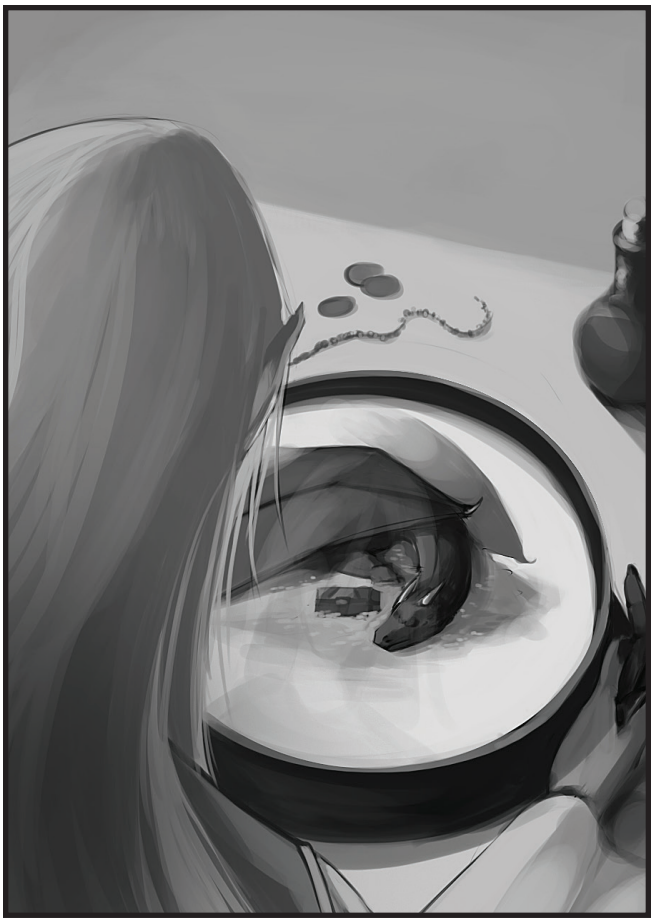
ROLLING BRILLIANCE (6)

Range: Sight Resisted: No

Causes a shimmering cloud of silvery-blue sparks to roll and churn across the landscape. It moves at the pace of a walk, in a single indicated direction. The cloud conceals everything within it, and blocks vision beyond it. It is approximately a hundred meters across, big enough to shield the

Reflection





Scry

advance or retreat of a regiment. The spell endures for 1D8 minutes.

SCRY (4)

Range: Self Resisted: No

For the duration, the caster observes events anywhere in the world. The caster looks into a clear surface, such as a still pond, a mirror, a lens, a crystal ball. The future or past cannot be viewed, nor can other worlds. Events occur in real time, for a maximum of POW in minutes. The Sorcerer must have some familiarity with either the place or person being spied upon. No sounds can be heard. Witch Sight can detect the presence of a Scry spell, and Undo Sorcery (4) can stymie it.

SHATTER (3)

Range: Touch Resisted: No

This spell makes an object or surface brittle. It can be of the caster's POW or less in square meters. The object or surface then needs only a kick, the thrust of a sword, a blow from a hammer, etc., for it to shatter into fragments and dust. If an area is thick, such as the wall of a cave, then the portion that shatters is no more than a meter deep. Successive spells would dig more deeply.

If an object (such as a shield) is in someone's possession, the caster must first match his Magic Points against the possessor's on the Resistance Table.

This spell does not work on living or dead flesh, enchantments, demons, or demon-inhabited objects. The effect of one or more Shatters can be repaired with the equivalent number of Make Whole spells. Undo Sorcery has no effect on Shatter.

SLEEP (1)

Range: Sight Resisted: POW vs. CON

The caster uses force of will to force the target to fall asleep immediately. The sleep lasts for 60-the target's CON minutes. If the spell is resisted, it may not be recast on that target for 24 hours.

During sleep, those with Light as their highest Allegiance experience dreams of hopeful perfection and glory. Those with Balance as highest Allegiance have threatening dreams that cause them to sweat and murmur profusely. Those with Shadow as highest scream horribly, plead endlessly, and awake bewildered and unable to act during that combat round.

SLOW (1-3)

Range: Touch Resisted: MP vs. MP

For the duration of the spell, the caster decreases maximum movement by one MOV per magic point. Slow does not affect Dexterity.

If the caster takes the maximum decrease of three points, the target's player also rolls D100. On a result of 00, the target is cursed and the deficit is permanent. In recompense, the character may add three points to any characteristic, in any combination. After that, this spell does not affect that Adventurer, nor may he cast it.

If of equal or greater Magic Points, this spell and Sorcerer's Speed can cancel each other out. The spell cast with the larger number of Magic Points succeeds and the other fails.

SORCERER'S ARMOR (1-4)

Range: Touch Resisted: No

The Sorcerer's Armor spell increases the value of the armor points number rolled by +1 per level of the spell cast, up to the maximum of the armor. The spell is specific to the character it is cast on. This spell should be treated as the last resistance encountered before the target of an attack loses Hit Points.

For example, a character is wearing leather armor with 1D6 points of protection and Sorcerer's Armor 2 cast on him. If attacked successfully, he will roll 1D6 for the leather armor's protection, and will then add +2 to the result, up to a maximum of 6 points of armor protection to be subtracted from the attack.

SORCERER'S BEAUTY (1-3)

Range: Touch Resisted: MP vs. MP

This spell allows your character to increase his or her APP characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to APP for the duration of the spell. This increase can also temporarily increase the character's distinctive features and Charisma roll. If your character casts Sorcerer's Beauty 3 for the maximum increase of 9 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the APP characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly-increased APP characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, Hit Points, etc.).

SORCERER'S BULWARK (1-4)

Range: Touch Resisted: No

This spell adds the 3 Hit Points per level of the spell into the armor protection value of shields and any objects used as shields. Each casting of the spell must be on a single shield or shield-like item. The Chronicler should determine what items count as shields, if it is not immediately obvious.

SORCERER'S DEFTNESS (1-4)

Range: Touch Resisted: No

For each magic point cast, the spell increases by 20 percentiles the effect of the skills Craft, Sleight of Hand, Conceal Object, or Pick Lock. The caster chooses which. The Adventurer may cast the spell multiple times to get the benefit to multiple skills. It may not be stacked on the same skill.

SORCERER'S EAR (1)

Range: Sight Resisted: No

This spell allows two speakers to whisper to each other across a visible distance. The space between them should be line-of-sight: intervening walls, boulders, forests, etc. will negate the spell. Your character specifies the second party to the conversation when the spell is cast. Any characters standing near one of the two involved parties hear only that character's portion of the conversation. The involved characters will hear each other perfectly well, however. The Chronicler may require the involved characters to make relevant skill rolls for the actual conversation to succeed, such as

various Communication skills. This spell can be used against enemies, and no resistance roll is allowed to prevent its effects.

SORCERER'S EYE (1)

Range: Sight Resisted: No

This spell allows your character to see something or everything twice as close as it is. While the spell is active, each additional casting of this spell cumulatively doubles the closeness, allowing for greater magnification.

SORCERER'S HAMMER (1-4)

Range: Touch Resisted: No

This spell can be cast on a single blunt weapon, like a staff, club, mace, hammer, etc. The spell's effects only apply to blows from blunt weapons; if cast on an edged or pointed weapon, it does not have any effect, or will only apply to blunt use of the weapon, such as an attack from a sword's hilt having the effect, but the blade remaining unaffected. Each level of the spell increases the damage roll result by +1 for any appropriate weapon, up to the maximum damage possible using that weapon. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself). If it is not clear from the weapon's description, the Chronicler should determine what weapons this spell can apply to.

SORCERER'S IGNORANCE (1-3)

Range: Touch Resisted: MP vs. MP

The spell temporarily reduces the effect of the characteristic INT by 3 per magic point spent. Decreasing INT would also temporarily decrease the Idea roll, as well as the number of spells memorized. Thus, lowering INT from 18 to 12 would reduce the number of spells memorized to 12.

A decrease in INT to zero leaves the victim a babbling idiot for the duration of the spell.

If the Sorcerer requests the maximum decrease of nine points, the target's player rolls D100. On a result of 00, the victim's mind reels from shock, and the decrease is permanent. In recompense, the player may add three points to characteristics other than INT, in any combination. After that, this spell can no longer affect the Adventurer, nor may he ever cast it.

If of equal Magic Points, this spell and Sorcerer's Wisdom can cancel each other. If of greater Magic Points, the survivor spell takes full effect.

SORCERER'S LEAP (1-4)

Range: Touch Resisted: No

Each level of this spell increases your character or the target's Jump skill by +20%, cumulative, for the duration of the spell. The distance your character can jump (see the Jump skill on p. 41) also increases by 1 meter for each level of the spell.

SORCERER'S PLASTICITY (1-3)

Range: Touch Resisted: MP vs. MP

This spell increases or decreases the target's SIZ characteristic by 3 points per level of the spell, thus adding or subtracting 3, 6, or 9 points to SIZ for the duration of the spell. This increase can also temporarily increase or decrease the character's damage bonus, and Hit Points, as appropriate. See the rules for "Big and Little Targets" on p. 84 for more details. Any Hit Points lost while this spell is in effect are first removed from the temporary Hit Points. This spell may affect the character's MOV. The minimum allowable SIZ is 1, so any points in excess of this spell are ignored. The character's clothes and armor (but not weapons) also change SIZ for the duration of the spell. If a character casts Sorcerer's Plasticity 3 for the maximum increase of 9 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added or subtracted

from the SIZ characteristic of the targeted character (matching the temporary increase or decrease). However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly-modified SIZ characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (Hit Points, characteristic modifiers, etc.). This spell can also be cast on insects, birds, and other non-humans.

SORCERER'S RAZOR (1-4)

Range: Touch Resisted: No

This spell can be cast on a single slashing weapon with a cutting edge or edges, such as swords, axes, etc. The spell's effects only apply to blows from edged weapons; if cast on a blunt or impaling weapon, it does not have any effect unless the weapon is used in a slashing fashion.

Each level of the spell increases the damage roll result by +1 for any appropriate weapon, up to the maximum damage possible using that weapon. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself). If it is not clear from the weapon's description, the Chronicler should determine what weapons this spell can apply to.

SORCERER'S SHARP FLAME (1-4)

Range: Touch Resisted: No

This spell may be cast upon a single thrusting weapon.

Each level of the spell increases the damage roll result by +1 for any appropriate weapon, up to the maximum damage possible using that weapon. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself). If it is not clear from the weapon's description, the Chronicler should determine what weapons this spell can apply to. This spell does not work for bows, slings, etc, but does work on individual arrows, sling stones, and bullets.

If the modified roll results in the maximum damage for the weapon, the tip of the weapon has become red-hot and will ignite a flammable target, causing 1D6 fire damage as a result.



Sorcerer's Hammer and Sorcerer's Razor

SORCERER'S SHIELD (8)

Range: Touch Resisted: No

The recipient's shield assumes the appearance of a shimmering plane of force. The shield behaves extraordinarily in two ways:

- The physical shield will not lose damage points while the spell is active.

- When the parry roll for the shield represents a critical or a special, then the attacking weapon loses 2D8 Hit Points.

SORCERER'S SOUL (1-3)

Range: Touch Resisted: MP vs. MP

This spell allows you to increase the target's POW characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to POW for the duration of the spell. This spell does not increase Magic Points, nor does it contribute to training or special response for the POW characteristic (such as temporarily qualifying a character for sorcery use). While in effect, the increase to POW will also increase the Luck roll and will aid in any POW vs. POW resistance rolls, including binding rolls for summoned demons (the point of POW spent to bind a demon must be real, not the temporary POW conferred by the spell). If the character casts Sorcerer's Soul 3 for the maximum increase of 9 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the POW characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly increased POW characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, Hit Points, Magic Points, characteristic modifiers, etc.).

SORCERER'S SPEED (1-3)

Range: Touch Resisted: MP vs. MP

This spell allows you to increase the target's maximum MOV by 1 per level of the spell while the spell is in effect. The spell can be cast on another species, such as a horse. Sorcerer's Speed does not affect DEX. If a character casts Sorcerer's Speed 3 for the maximum increase of 3 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the MOV characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly increased MOV characteristic must now permanently subtract 3 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, Hit Points, Magic Points, characteristic modifiers, etc.).

SORCERER'S STRENGTH (1-3)

Range: Touch Resisted: MP vs. MP

This spell allows you to increase the target's STR characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to STR for the duration of the spell. This increase can also temporarily increase the character's damage bonus and Effort roll. If a character casts Sorcerer's Strength 3 for the maximum increase of 9 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the STR characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly increased STR characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic modifiers, etc.).

SORCERER'S SUPPLENESS (1-3)

Range: Touch Resisted: MP vs. MP

This spell allows you to increase the target's DEX characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to DEX for the duration of the spell. Additionally, each level of this spell increases his or her Dodge skill by +6% for the duration of the spell. For example, a cast of Sorcerer's Sup-

pleness 2 adds 6 points to DEX and +12% to Dodge for the duration of the spell. Increasing DEX also temporarily increases the Agility roll and DEX-rank. If a character casts Sorcerer's Suppleness 3 for the maximum increase of 9 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the DEX characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly increased DEX characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, Hit Points, Magic Points, characteristic modifiers, etc.).

SORCERER'S SURENESS (1-4)

Range: Touch Resisted: No

Each level of this spell will increase the effectiveness of the target's Move Silently skill by +20%, cumulatively, for the duration of the spell.

SORCERER'S TALONS (1-4)

Range: Touch Resisted: No

This spell increases the damage roll results for a single weapon that augments an attacker's hand such as brass knuckles or the cestus, or it increases the damage done with the Brawl or Grapple skills. Each level of the spell increases the damage by +1. As with other such spells, Sorcerer's Talons will not increase the damage above the weapon or skill's maximum. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself). The spell needs to be cast on a single target and cannot be stacked—if the target has the spell cast on him- or herself, it does not affect any hand-weapons he is using, and if it is also cast on an appropriate hand weapon, the bonus to damage is not applied twice.

SORCERER'S VITALITY (1-3)

Range: Touch Resisted: MP vs. MP

This spell increases the target's current CON characteristic by 3 points per level of the spell cast. For example, casting Sorcerer's Vitality 3 on a character will increase his or her CON by 9 points for the duration of the spell. Increasing CON temporarily also increases Hit Points for the duration of the spell and aids in fighting off certain poisons, diseases, etc., as well as increasing the associated Stamina roll. If any damage is taken while this spell is in effect, the extra Hit Points are the first to go. It is impossible to die or go unconscious while Sorcerer's Vitality is cast upon a target, but a target with 0 or negative Hit Points will drop dead as soon as the spell's effect ends, unless healing is applied before then. Further attacks against the character continue to accrue negative Hit Points, and may result in the loss of limbs or other major wounds. Once the spell's duration ends, however, the character dies immediately if successful measures were not taken to restore his or her health to a positive hit point total. The effects of any major wounds or limb loss are still in effect, unless otherwise treated successfully. If your character casts Sorcerer's Vitality 3 for the maximum increase of 9 points, the Chronicler should roll D100.On a result of 00, the sorcery becomes permanent and those points are permanently added to the CON characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he becomes unable to cast it again. In recompense, the character with the newly-increased CON characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, Hit Points, Magic Points, characteristic modifiers, etc.).

SORCERER'S WEAKNESS (1-3)

Range: Touch Resisted: MP vs. MP

For each magic point spent, the spell temporarily decreases STR by three points. If the target is unwilling, match MP:MP on the Resistance Table to determine the spell's success.

This temporary decrease lowers the Effort roll, and may lower the Damage Bonus, as well as the target's ability to wield a weapon (see minimum STR/DEX for each weapon). Loss of all STR leaves the victim an invalid for the duration of the spell, unable to fight or defend.

If decreasing STR by nine points, the target's player also rolls D100. On a result of 00 the change is permanent. In recompense, the victim gets three points to add to characteristics other than STR. After that, the spell does not affect that victim, nor may he cast it.

If of equal or greater Magic Points, this spell and Sorcerer's Soul can cancel each other out. If of greater Magic Points, the survivor spell takes full effect.

SORCERER'S WISDOM (1-3)

Range: Touch Resisted: MP vs. MP

This spell increases the target's current INT characteristic by 3 points per level of the spell cast. For example, casting Sorcerer's Wisdom 3 adds 9 points to INT and increases the associated Knowledge roll by +45%(9 x 5 = 45) for the duration of the spell. If your character casts Sorcerer's Wisdom 3 for the maximum increase of 9 points, the Chronicler should roll D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the INT characteristic of the targeted character. However, after that, the spell does not affect the character anymore, and he becomes unable to cast it again. In recompense, the character with the newly increased INT characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, Hit Points, etc.).

SORCERER'S VOID (1-3)

Range: Touch Resisted: MP vs. MP

For each magic point spent, the spell temporarily decreases POW by three points. If the target is unwilling, match MP:MP on the Resistance Table to determine the spell's success.

Decreasing POW lowers the Luck roll. This spell does not decrease current Magic Points, but does affect the target's ability to cast spells—a three-point casting of Void lowers the target's POW from 20 to 11, and temporarily prevents the target from casting spells. A decrease in POW to zero leaves the victim without will and zombie-like for the duration of the spell.

If decreasing POW by nine points, the target's player also rolls D100. On a result of 00 the Adventurer's soul withers, and the change is permanent. After that, the spell does not affect that victim, nor may he cast it. In recompense, the victim gets three points to add to characteristics other than POW.

If of equal or greater Magic Points, this spell and Sorcerer's Soul can cancel each other out. If of greater Magic Points, the survivor spell takes full effect.

SPIRIT SCREEN (1-3)

Range: Sight Resisted: No

This spell acts as spiritual armor to protect someone from attack by spirits. Each point of the spell adds 2 points to the target's defense against all types of spirit combat. It does not actually alter the characteristic being attacked, but merely bolsters it against the effects of spirits. Use the target's current characteristic value for all purposes other than spirit combat. The target will remain so protected for the spell's duration.



Summon Demon

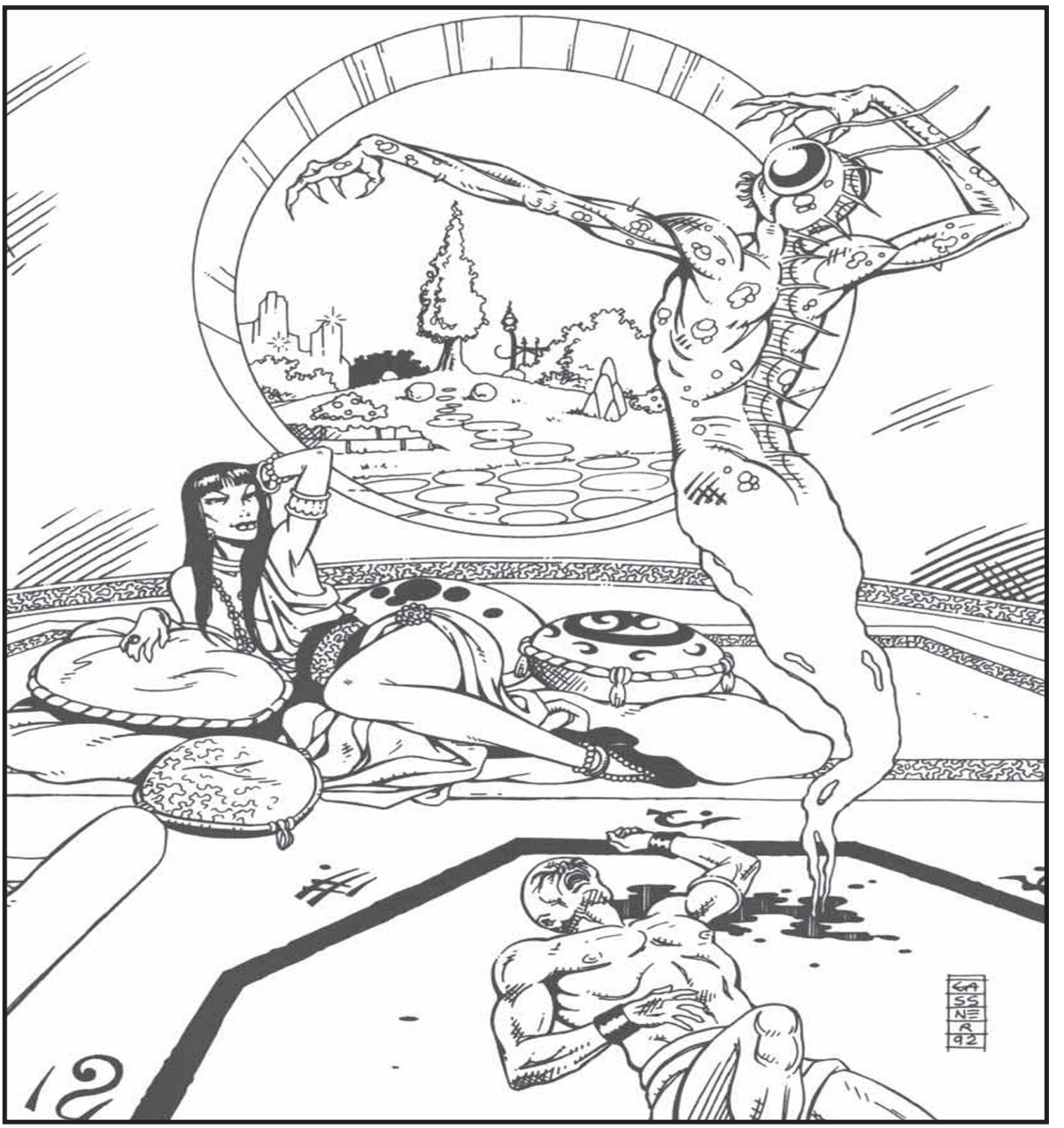
SUMMON DEMON (1)

Range: See below Resisted: No

This spell contains the key phrases that open a pathway of communication to the other planes (or hidden places within this plane, at the Chronicler's discretion), allowing communication with a demonic entity and the ability to bring it forth into your character's home plane. For purposes of this game "Demon" is a catch-all phrase used to signify an otherworldly entity of particularly malign disposition.

Usually, demons have a general name and a true name. The former is the one the demon is summoned under, the latter is a closely-guarded secret as it gives power over the demon. Sample demons (Greater and Lesser) are provided in Chapter Eight: Bestiary, though more types may exist in some settings. The actual spell is relatively short, but the listing of the requirements of the demon to be summoned, and the negotiation with the individual demonic entity takes 1D8 hours to do correctly. The cost to initiate the spell is only one Magic Point, as is the space it takes up in the sorcerer's INT. Once the ritual is complete, further Magic Points must be spent to finish it. The total expenditure of Magic Points is 6 for a Lesser Demon and 9 for a Greater Demon (see the Bestiary chapter). The sorcerer can decide the kind of demon he wishes to summon before casting the spell. Alternately, at the end of the negotiation, your character may attempt to bind the demon to his or her service. Binding a demon for a period of service costs your character 1 point of permanent POW (not Magic Points), or 3 points of permanent POW to permanently bind the demon into an object. To attempt to bind a demon, you must roll your POW (before the permanent POW loss) vs. the demon's POW in a resistance roll. If you succeed, your character now owns his or her own demon. When a demon is bound, your character can control its actions. If the roll fails, the demon escapes and will never again deal with your character. Typically, your character is limited to his or her INT in D8s of demon POW, just as if the demons were spells. For example, a POW 3D8 demon counts as 3 levels of INT that your character cannot fill with sorcery spells.

Several types of bindings exist. A demon can be bound into the flesh, appearing as it does in its home plane; or it can be bound into an object or place. An ordinary binding lasts as long as your character lives or until he dismisses the demon. Permanently binding a demon is a special way to create a unique item or place with demonic powers and qualities that will last long after your character dies, or until the object or place is destroyed. A bound demon responds only to its binder. If the demon is bound in an object, that object will appear and function as ordinary to anyone except the binder. If a binding object is broken, the demon dies. Following are some general rules regarding demons:



Some summonings are more...costly than others

- Each bound demon counts as a spell level against your character's INT limit of memory, even if the demon is sent to another universe. Bound demons always remain in INT. They may not be "stored" in a grimoire as a normal spell.
- If bound into an object, the demon might be within an amulet, a ring, a wall of stone, sword, etc. It retains only its abilities and its INT, POW, and other characteristics necessary to its abilities or skills. In all other things the demon and the object in which it is bound are equivalent.
- The demon cannot move from the object until it is dismissed.
- Once bound, a demon surrenders its true name to the summoning character.

If the demon's true name is known to your character, he can dismiss it, and then sum-

mon it again to bind it once more. The demon is now a known quantity and its dice in POW do not count against the memory INT limit.

If your character knows the demon's true name, he can keep it bound, send it to its home plane, and then call it back. The process takes one combat round. In this way, a demon that is already bound and on another plane can reappear in a matter of seconds. Holding a demon in this way counts against the INT limit to memory. The demon appears through some focusing object touched by your character (your choice as to what the item is), and seems to emerge from it. The focusing object must be visibly marked with some sigil or item to specify its nature.

If your character bound the demon, he can dismiss it at any time. This eliminates the binding, takes 1D6 minutes, and costs no Magic Points. The demon slowly evaporates in steam, smoke, and flame, and disappears. The binding party retains knowledge of the true name, but the demon is removed from the INT limit to memory. A dismissed bound demon departs the object in which it has been bound. If it is later summoned again, it appears in its natural form and is not bound into the object. However, it can be bound again into the same object, place, or shape.

There are four ways to break an ordinary binding: you can dismiss the demon if you summoned it; you can kill the demon; you can kill the Sorcerer who bound the demon; or you can learn the demon's true name and successfully rebind it. A permanent binding cannot be destroyed except by destroying the object the demon is bound into.

A bound demon that has been mistreated or whose needs have been neglected may be persuaded to reveal its true name to a second person. It will seek to be dismissed by that second person in exchange for some negotiated task. Since it may be immortal, a demon can afford patience. It will not casually give its true name to someone if it does not suspect that it will achieve its freedom.

SUMMON ELEMENTAL (1)

Range: Self Resisted: No

This spell contains the key phrases that open a pathway of communication with various elemental planes of existence, or allow speech to elemental spirits in your character's home plane. The Chronicler will determine where the communication is going, if it is pertinent.

Though the spell itself is relatively short, the listing of the requirements for the particular elemental requires 1D8 combat rounds to do correctly. Additionally, in order to be able to cast this spell, your character must know the spell linked with the particular element desired—these spells are Bounty of the Sea, Flames of the Sun, Gift of the Earth, and Wings of the Sky.

Simply knowing these spells is enough: they do not need to be cast for the Summon Elemental spell to work. Sample types of these four elementals are in Chapter Eight: Bestiary, and more types can exist. The Chronicler should work up additional element-based spells for new elemental types.

SUMMON (TYPE) SPIRIT (1)

Range: Self Resisted: No

Through chants, dances and concentration, the Sorcerer opens a pathway to the otherworld, from where strange spirits may come. Each type of Spirit to be summoned requires a different spell, which must be learned separately, for example, Summon Passion Spirit, Summon Healing Spirit, Summon Fear Spirit, etc.

Summoning spirits is tiring work. After the summoning, the Sorcerer must rest for a number of minutes equal to the POW of the spirit summoned. Until rested, all his skills are at half chance.

Once successfully summoned, the spirit may be bound for future use. Any object may be used for this purpose. However, if broken, the spirit is released. The mechanics of binding a spirit are identical to binding a demon (see p. 125).The spirit remains within the object until released, at which



Terror

point it will perform a task for the Sorcerer before departing to its home in the Otherworld. The task is generally related to the type of spirit: a healing spirit could be used to drive off a disease spirit, a fear spirit could possess a hated enemy, etc.

The Bestiary chapter contains rules for many types of spirits. The Chronicler is encouraged to create more to suit his chronicle.

By expending one point of Permanent POW, the Sorcerer may create a permanent binding object. However, once this is done, the spirit may not exit the object unless it is broken. Permanent bindings are most effective for spirits of the power and intellect variety.

TERROR (1)

Range: Touch Resisted: POW vs. POW

This spell creates an inescapable feeling of horror and dread in the target. Failing the resistance roll, overwhelming fear and doubt engulfs the victim. He must stand in hesitation, unable to attack or make ripostes for the caster's POW in combat rounds. Parries can be made normally.

However, each time the victim is attacked, he has a chance of INTx1 or less to reclaim control, and fight off the effects of the spell.

UNBREAKABLE BONDS (3)

Range: Touch Resisted: POW vs. POW

Any living thing this spell is cast upon will be seized and held as if bound by invisible chains of great strength. The person or thing being held cannot significantly move any limb, finger, tentacle, tongue, etc., as long as the spell's effect lasts. This spell will only work on living beings, so it has no effect on undead, etc.

The target can attempt to break the Unbreakable Bonds spell once per combat round by succeeding in a resistance roll of his or her STR vs. the Sorcerer's current Magic Points. If successful, the Unbreakable Bonds are broken. If unsuccessful, the target can try again next round. A 3-point Undo Sorcery spell can cancel Unbreakable Bonds.

UNDERSTANDING (1)

Range: Touch Resisted: No

The caster understands and speaks a language that he does not normally know, or knows poorly (i.e. less than 20%). The nominal skill level granted by the spell is 20%. This spell also cancels the effect of Babble in the listener's mind.

UNDO SORCERY (1-4)

Range: Touch Resisted: No

Each level of Undo Sorcery cast on another spell or spell-affected item can negate 1 level of Unbreakable Bonds, Bounty of the Sea, Flames of the Sun, Fury, Gift of the Earth, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of the Sky, or Witch Sight. If the levels of Undo Sorcery are lower than the spell it is cast upon, the levels of Undo Sorcery are subtracted from the ongoing spell, weakening it but otherwise allowing it to remain in effect.

WARD (3)

Range: Touch Resisted: No

As this spell is cast, your character must walk and define a line of 15 meters or less in length, or a circle of 15 meters or less in diameter. Afterwards, your character will become automatically aware the first time any enemy crosses the line or enters the circle. Once the spell is cast, it is ready to go but does not actually activate until the line is crossed. No further effort is required to maintain the spell, and for a little-traveled path or area, it might take years before anyone sets it off and alerts your character.

At the Chronicler's discretion, the use of powers such as the Witch Sight spell or other means of detecting sorcery or magical emanations will identify a Ward. Undo Sorcery 3 will eliminate a Ward.

WAVE-WALKING (4)

Range: Touch Resisted: No

This spell works only when the target is in or on a body of water. As he desires, the target is buoyed on the waves or carried down beneath the waves by a great current, but without harm or discomfort. The target breathes normally, and can stay submerged for the duration of the spell. The spell ended, the target returns to the approximate location at which he began.

If the target is unwilling, the caster must make a successful MP vs. MP match on the Resistance Table before this spell takes effect. The spell endures for 1D8 minutes.

WIND-WALKING (4)

Range: Touch Resisted: No

The target suddenly finds himself lifted upwards by a great wind, and suspended thousands of meters above the land or sea, but without harm. The target breathes normally, and experiences no discomfort, except the terror of being suspended without visible support. When the spell ends, the target is returned to wherever he was before the spell took effect.

If the target is unwilling, the caster must make a successful MP vs. MP match on the Resistance Table before his spell takes effect.

WINGS OF THE SKY (4)

Range: Touch Resisted: No

This spell causes a mass of air to suddenly appear in a small room or small open area for the duration of the spell. The howling region of air has a wind force of STR 2d6+6; those caught in it must succeed in a difficult Agility roll to remain standing. This spell must be known before air elementals can be summoned or invoked using the Summon Elemental spell. Undo Sorcery 4 can negate this spell, but any air that has arrived will remain. Flames of the Sun can cancel this spell if cast upon the same area.

WITCH SIGHT (3)

Range: Touch Resisted: No

Your character learns the approximate strength of a target's POW characteristic, defined as one of the following (compared to your character's POW):

- Much Stronger Than Me (more than double your character's POW)
- Stronger Than Me (up to double)



Wrack

- Equal To Me (within one or two points)
- Weaker Than Me (down to half)
- Much Weaker Than Me (less than half)

The spell can be canceled by or shielded against by Undo Sorcery. During the spell's duration, your character can also see emanations from any invisible beings, elements, and spirits, and can follow or trace where sorcerous entities have recently passed. The Chronicler should determine if this spell works to detect characters made invisible through technology or another type of power (basic magic, psychic, super, etc.). The spell will also detect beings of extremely high Allegiance to a particular force, at the Chronicler's discretion.

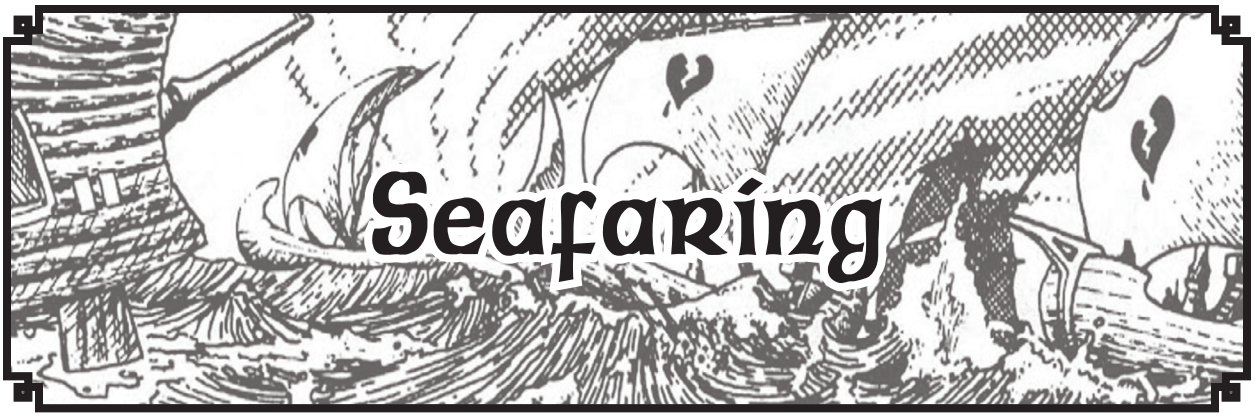
Witch Sight is almost always used in summoning demons or elementals. If your character is using the Summon Demon spell and has cast Witch Sight on himself, the Chronicler should roll the number ofD8s you specified for the demon's POW, and tell you the demon's relative POW. Without using the Witch Sight spell you risk summoning an unbindable demon. Similarly, if an artifact or magic item has an intelligent being like a demon or an elemental bound within it, you can use the Witch Sight spell to mentally converse with the being in the object, providing it is able and willing.

This process takes a full day of studying the artifact and requires a successful roll of POWx1 or less, but does not require the Witch Sight spell to be cast until the actual moment when communication is desired. The Chronicler should tell you whether your character has succeeded in the adequate time for study and if the POW x 1 roll is successful. The Chronicler does not need to inform you ahead of time if the being inside the artifact is able to or willing to communicate, or if a particular language skill is required to communicate successfully.

WRACK (1)

Range: Touch Resisted: MP:MP

Boils the flesh of the target, and removes 1D3 Hit Points from the target's total; can be recovered by the normal means of Physik and Healing.



Seafaring

These rules supply the means for nautical adventure. They are not naval battle rules. They provide the means for characters to adventure on a ship as a prop, rather than to manipulate a vessel as if it were a character.

These rules provide a means to gauge the status of a ship at sea, and introduce interesting new challenges. Where can the Adventurers get supplies? What happens when a sea-serpent wraps itself around the boat? How about a pirate attack?

THE SHIP SHEET

Two record sheets are provided for ships. The quarter-page sheet is suitable for ships controlled by the Chronicler, including those which the Adventurers have passage on. The full-page sheet is used for ships deserving extra detail, such as Adventurer-owned ships.

TERMINOLOGY

NAME: Most ships are named by their owners or captains.

TYPE: Common boats and ships are detailed on the following pages.

NATION: The nationality of the crew and captain.

CAPTAIN: The captain's name and Sailing ability.

HELMSMAN: The helmsman's name and Navigate ability.

HULL TYPE: Warship, merchant, or barge.

HULL QUALITY: Although there is some degree of standardization in ship design, no two ships ever have the same overall hull integrity. Factors include the expertise of the shipbuilder, the time and care taken to build the vessel, the timber used, and so on. Hull Quality is intrinsic to the ship as evidence of who made her, and never changes, even if she's badly damaged.

Hull Quality is determined by the Chronicler, or with a die roll. If the ship was made by a renowned shipbuilder, it should have the maximum Hull Quality or its class. If the ship sold for a song, it probably has the minimum.

Hull Quality is to a ship's Structure Points as armor is to a person's Hit Points—so long as Hull Quality is not exceeded by storm or damage, no Structure Points are lost. Hull Quality itself is never lost, nor can it ever be improved.

SEAWORTHINESS: A vessel must withstand the rigors of sailing and stay watertight. Even the best-made wooden hull shrinks, expands and warps. Sailors must consistently apply tar, wax, or other water-resistant substances to the hull to maintain seaworthiness. Each hull type has its own Seaworthiness rating. All new ships begin at their maximum Seaworthiness, and gradually lose Seaworthiness as they age. The rate of loss depends on the type of craft, as described later in this chapter.

STRUCTURE POINTS: Measures the amount of damage a ship can withstand

before becoming useless. Essentially, these are Hit Points for ships. A loss of Structure Points represents the weakening of the main structural members of a ship; consequently a ship's Structure Points are difficult to repair, as the damage is to the related to a host of timbers and structural ties.

A ship lacking Structure Points is useless by definition: it cannot make way under sail or oar, nor can it carry cargo. It may still float in part or whole, but the cost of restoration is greater than that of building a new comparable craft.

LENGTH: The distance from stem to stern.

BEAM: The widest part of the ship. If the ship is rowed, the reach of the oars furthers this distance. Trireme oars reach up to 5 meters in length.

CAPACITY: The standard cargo capacity of the ship in tons. This number reflects excess capacity after accounting for the weight of the ship's gear, crew, provisions and weapons.

FREEBOARD: The minimum height of the side of the ship above the waterline, as measured to the gunwales. The lower the freeboard, the more easily water washes into the ship. When boarding another ship, compare the freeboard of the two vessels to see if Jump or Climb is necessary.

DRAFT: The depth of water needed by the ship to avoid running aground. Measure this from the bottom of the ship's rudder or keel (whichever is deeper) to the vessel's waterline. On some ships, parts of a deep keel or rudder can be retracted to reduce draft. The draft listed for standard ship types always reflects the loaded state of the ship—it is less if the ship's hold is empty.

CREW: The minimum number of sailors required to properly operate the vessel. When a ship is at rest, fewer crew members than indicated are usually on duty. When at sea, though, under crewing a ship reduces its speed and maneuverability.

Minimum crew numbers are 1/6th the normal complement of rowers, and 1/3rd the normal complement of sailors. Reduce the captain's Sailing skill by 20 percentiles for each 5% of the minimum crew not present. Thus at 75% of the minimum crew the captain subtracts 100 percentiles from his skill.

SAILING SPEED, ROWING SPEED: These are explained in the section below headed Movement Speeds.

PICTURE: Draw a sketch of the vessel, paste in a photocopy or printout, or use colored pencils to draw the ship's flag.

CARGO, OTHER: Note anything else that seems important.

Ship Record Sheet

Name:_____

Nation:_____

Type:_____ Hull Type:_____

Length:_____Beam:_____

Freeboard:_____ Draft:_____

Capacity:_____

Cargo:_____

_____

Crew:_____

_____

Other Notes:_____

_____

Sailing Speeds

Before:_____
Quarter:_____
Half:_____
Head:_____

Rowing Speeds

Before:_____
Quarter:_____
Half:_____
Head:_____

Captain:_____ Sailing:_____%

Helmsman:_____ Navigate:____%

Hull Quality:_____ Structure Points:_____

Seaworthiness Points: _____

HULL TYPES

BARGE: Wide, flat-bottomed craft of sturdy construction.

Barges can be built square, or in almost any ratio of length-to-width. Barges move goods to and fro along rivers, canals, and harbors. At best, barges are slow and cumbersome to maneuver. At sea, even moderate waves or swells swamp them.

MERCHANT: The basic transport craft, emphasizing hold capacity and seaworthiness. They carry few crewmen. A merchant ship is too bulky to be moved efficiently by oar when at sea, but have them for navigating in narrow harbors and when becalmed, and for fending off enemies.

WARSHIP: War craft are built sleekly (up to a 10:1 length-to-width ratio). They are fast, with or without a favorable wind, but have a limited cargo capacity. Although equipped with a removable mast for long distance travel, warships are designed primarily to be rowed.

In comparison to barges and merchants, warships are the last word in mobility, but in heavy seas they suffer from low freeboard and therefore are of limited seaworthiness.

Warships are used as transportation vessels on occasion, but only at a drastic cost. As an example, a 200-oar galley is reduced to 30 oars when transporting 30 horses.

Some warships are built so that they can be disassembled into 30-40 different sections. While bulky, such pieces are easier to move overland than the fully assembled vessel.

Head sized oar-holes honeycomb the sides of warships. The holes for the lowest banks of oars sit at most a foot above the waterline. A leather gasket holds each oar in place and keeps out the seawater.

MOVEMENT SPEEDS

This section explains how to calculate a ship's hourly speed. Relative speeds can be used tactically, to determine if one vessel can outrun another. Chroniclers may prefer to use only the daily sailing speeds explained under the Sea Voyages heading to determine the length of sea-bound excursions. Ship speeds are expressed in knots (nautical miles per hour). One nautical mile equals approximately 1.15 standard miles, or 1.85 km.

Sailing Speed (in Knots)

D100	Wind	Before*	Quarter*	Half	Head
01-04	Calm	1	1	0	0
05-12	Light Air	3	2	1	0
13-24	Breeze	4	2	2	1
25-36	Light Wind	5	3	3	1
37-48	Moderate Wind	5	4	3	1
49-60	Strong Wind	7	5	5	2
61-72	Fresh Gale	x	x	x	x
73-99	Whole Gale	x	x	X	X
00	Hurricane	x	x	x	x

Modifiers: Warship +2; Barge -1; Sailing roll + 1

* If a ship has two or more sails instead of a single sail, swap the contents of the Before and Quarter columns, i.e. a multi-sailed ship has a speed of 5 when quartering in a light wind, and 3 when running before such a wind.

x Speed depends on the strength of the storm and the crew's ability to handle the challenge. This may vary greatly.

Average Sailing Speeds

	Favorable Conditions		Unfavorable Conditions	
	miles	kilometers	miles	kilometers
Open Sea, hourly	8	13	1	1.6
Coast/river, hourly	4	6.4	2	3.2
Open Sea, daily	192	312	24	38
Coast/River, daylight hours	48	77	24	38

Favorable / Unfavorable Conditions: Winds, storms, the tide, rocks, sandbars, etc.

SAILING

Sailing vessels use sails—large areas of linen, skin, papyrus or rushes—to catch the wind and force it to propel the ship.

The sails are usually edged with hide to strengthen them. Sailors believe that seal and hyena hides ward off lightning. The speed of a sailing ship depends upon the angle of the wind in relation to the sails of the ship. These rules acknowledge four such relationships: before the wind, quarter wind, half wind, and head wind.

BEFORE THE WIND: When the wind blows directly from the stem of the craft to its bow. This attitude is best for ships with a single sail. On vessels boasting two or more sails, the sails block one another.

QUARTER WIND: When the wind comes from one of the two rear quarters. This is the most efficient aspect for ships with multiple sails.

HALF WIND: When the wind blows broadside to the ship. A strong half wind may cause top-heavy ships to keel over.

HEAD WIND: When the wind blows from the bow across the vessel towards the stem. To make headway in such wind, a ship must be able to tack (follow a zigzag course so the wind always partially fills the sails).

Most pre-modern sailing ships cannot realign their sails as required, and so must use oars or sit becalmed until the wind shifts. While a ship can change direction to take advantage of the wind, it is hard to get further south by sailing north.

Use the Sailing Speed table found nearby to calculate the tactical speed for a ship during play. If the conditions are not known, a single percentile roll determines the wind strength for all vessels. When filling in the speeds on the Ship Record Sheet, assume a Moderate Wind.

A merchant ship sailing before a good wind averages about 5 knots. A warship averages about 7 knots. The average drops if the vessel is working through islands or coasting (traveling near a coast), as the strength of the wind is diminished by the proximity of land. Against the wind a ship averages only 2-2.25 knots. Massed fleets average speeds of 2 knots maximum.

ROWING

Rowing speeds are determined by the number of oars per ton of ship's capacity. Warships need two pairs of oars per ton of capacity to move at the listed speeds. Mer-

Rowing Speeds (In Knots)

	Warship	Merchant	Barge
Back Oars	3	1	1
Cruise	5	1	1
Race	7	2	1
Crew Modifiers:			
Elite	+2	+1	+1
Green	-1	—	—

Wind and Sea Strength

D100	Description	Strength	Damage	Average
01-04	Calm	0-2	—	—
05-12	Light Air	3-6	1	1
13-24	Breeze	7-12	1D3	2
25-36	Light Wind	13-18	1D6+3	6-7
37-48	Moderate Wind	19-24	2D6+6	13
49-60	Strong Wind	25-30	4D6+12	26
61-72	Fresh Gale	31-36	6D6+24	45
73-99	Whole Gale	37-49	8D6+48	76
00	Hurricane	50	10D6+96	131

chant ships need one pair per three tons. If crew are lost, the speeds must be reduced.

The Rowing Speed table can be used to determine the rowing speed of a vessel. The basic speed of a vessel is dependent upon its hull type. A ship usually travels slower when it is being reversed, and faster when the crew is pushed to their utmost. Crew quality further modifies the speed a vessel can maintain.

SEA VOYAGES

In good conditions, a sailing ship can cover around 192 miles over a 24-hour period. To calculate the total length of a journey, however, an average rate of 150 miles per day should be used, to account for bad weather and minor mishaps.

For each week of travel, or part thereof, the captain should make a Sailing roll. If the roll is a success, the ship is on schedule. If a critical result is obtained, the ship is one day early. If the Sailing roll is missed, add 1D3 days to the travel time. If the roll is fumbled, the captain has blundered seriously, and must roll on the Sailing Fumble table (on page 144), or simply add 1D6 days to the journey.

The helmsman should also make a Navigate roll each trip. Success indicates the vessel is on course as expected. A critical result reduces sailing time by one day. A failed roll adds one day. A fumble means' that the ship is wildly off course: add 1D3 days to the journey, and the ship remains lost until a successful daily Navigate roll is made.

VESSEL DAMAGE AND REPAIR

A ship is doomed when it becomes unseaworthy and starts to take on water, or when its structure is severely damaged. The following rules describe the effects of such damage, and how it is repaired.

LOSS OF SEAWORTHINESS

Each month that a merchant ship rests or sails in water its Seaworthiness is automatically reduced by 1 point. Properly maintained warships (those removed from the water each night) lose one point of Seaworthiness per month; warships which are left to sit in water, or are at sea full time, lose one point of Seaworthiness per week. Barges lose one point of Seaworthiness per season they are in the water.

Whenever a vessel's Seaworthiness falls to zero the ship begins to take on water. If it takes on enough water the ship swamps or sinks.

Every five minutes after its Seaworthiness reaches zero, the ship takes on 1D6 points of water for each 5 Structure Points it possesses. When the number of points of water exceeds the ship's Structure Points, it is full of water and can no longer sail normal-

ly. If the ship is carrying no cargo or its cargo floats, it is swamped, otherwise it sinks. Water can be bailed from an unseaworthy ship. Every five minutes that a pair of bailers empty the water from a ship reduces the number of points of water by 1D3.

LOSS OF STRUCTURE POINTS

Extreme stresses, such as the pounding of the winds and waves of a storm or the ram of an enemy warship, can damage a ship. Hull Quality acts just like armor to protect a vessel's Structure Points from this damage.

Whenever a ship takes damage, its Hull Quality is first subtracted from the damage. If this reduces the damage to 0 or below, the ship is unharmed. However, if the damage is greater than the ship's Hull Quality then its Structure Points are reduced appropriately. Hull Quality itself is never affected by damage.

A ship becomes useless when its Structure Points reach zero. While there may be sizable pieces of the vessel left, it can no longer carry cargo or crew, and cannot sail. The resulting hulk can be rowed at a speed of 1 knot.

If a vessel loses half of its current Structure Points at one time, a disaster may occur, see the Ship Disaster table.

REPAIR OF SHIPS AND BOATS

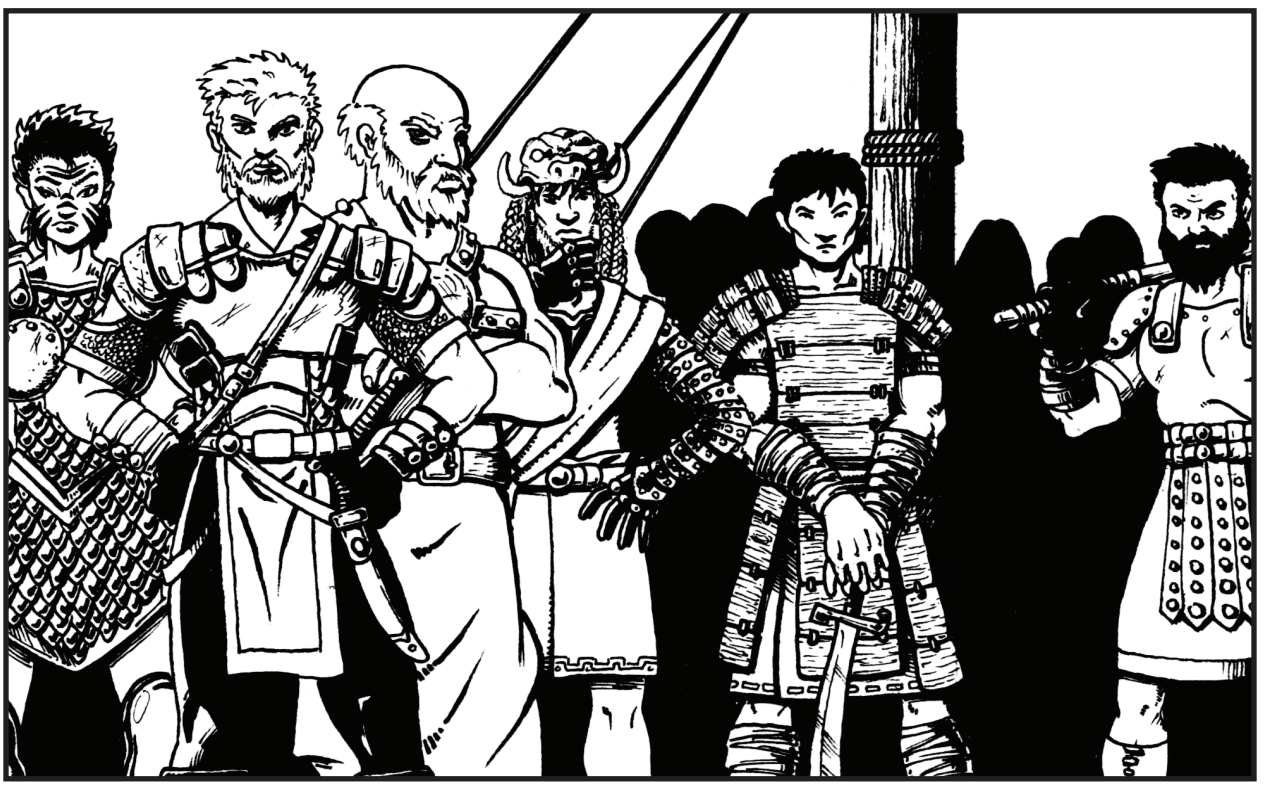
Repairs may be made through physical reconstruction or by magical means. Only damage to Seaworthiness can be repaired at sea, and even then it cannot be fully repaired. Damage to the structure of a ship can be repaired only while the ship is beached.

REPAIRING SEAWORTHINESS

Physical repair of Seaworthiness while a ship is at sea is possible only if a ship's carpenter and repair supplies are aboard.

Each day the carpenter may roll on either Repair Device or Craft (Wood), whichever is higher. Success indicates that 1 point of Seaworthiness was repaired during the day. Failure indicates that no significant repairs were completed that day. Up to half the maximum Seaworthiness for the ship's hull type can be repaired while at sea.

The crew of a mercenary warship



Seaworthiness can be repaired more quickly when a ship is beached. A carpenter can repair lD3+1 points of current Seaworthiness on a beached ship each day, up to the vessel's original Seaworthiness.

REPAIRING STRUCTURE POINTS

Structure Points can only be repaired while a ship is beached or dry-docked. Beaching is the standard procedure, but dry-docking halves the time needed for repairs.

The ship's carpenter attempts a Repair Device or Craft (Wood) once per day. If successful, 1D3+1 Structure Points are repaired that day. Structure Points can be repaired up to the ship's original number while at sea. A single application of the Make Whole spell can repair a ship's Structure Points and Seaworthiness at the same time.

To magically restore one point of Seaworthiness, the Make Whole spell must be cast once for each 10 meters of ship length, or portion thereof. For example, to fix one point of Seaworthiness on a small cog (23 meters in length), the spell must be cast three times.

To magically restore 1 Structure Point, the Make Whole spell must be cast once for each 5 meters of ship length, or portion thereof. To fix the same small cog, the spell must be cast four times.

Note that a Luck roll must be made for each cast of Make Whole to see if the spell's effects are permanent. If the roll is failed, the effect only lasts for 1D6 hours.

MENACES

Any number of terrors may threaten the safety of a ship and its passengers. The following are a selection of the most common threats to life, limb and boat on the high seas. All are appropriate for a session of action to entertain nautical Adventurers.

STORMS

Storms are the single greatest danger to ships and boats. Most craft never venture from sight of land, and plan on beaching every night. Deep-water travel prevents night-beaching and increases exposure to storms.

Storm winds tear at the sails and rigging, while waves rear and crash over the deck. A vessel might be blown off course, or even worse, onto rocks or reefs. A ship's mast could snap in two, the hold might fill with water, or the vessel might be blown over onto its side. People and cargo might be swept off the deck, never to be seen again.

Fighting a storm can make for great role-playing, with scope for drama and heroism. The captain's Sailing skill can be used to determine the vessel's overall welfare, but specific tasks can provide dramatic challenges for the other characters aboard. As the wind howls and the waves rise everyone must pitch in to make the ship safe. Agility rolls are needed to cross the storm-lashed deck, and Sailing rolls are required of all crew if they are to act decisively.

In a storm, a team of sailors should work quickly to drop the sails. If the storm is blowing in too quickly for this, someone must climb the mast and cut the sail free. If the sails stay up in gale-force winds the mast is sure to break.

Individual sailors should batten down the hatches and make sure that everything on deck is secure—siege engines and cargo would cause disaster were they to break loose and slide across the deck.

The helmsman should hold the rudder steady. Everyone else should go below to wait out the storm, and to bail out the bilges as the wind and waves pour water into the vessel's shell.

The Chronicler determines if and when a storm strikes, and can either choose the wind strength or roll on the Wind and Sea Strength table, below. A ship is only threatened by wind with Strength greater than its Seaworthiness.

For every six hours of storm, use the following procedure, to determine its effects:

1. Determine the strength of the winds. The table below can be used to find the initial strength of a storm. Each six hours the Chronicler should decide whether

the storm intensifies or slackens off. A captain's Luck roll may guide this decision, or the roll of a D6: 1-2 winds ease one level, 3-4 no change, 5-6 winds rise one level.

2. Compare the wind strength to the ship's Seaworthiness. If the wind strength is lower than the Seaworthiness, it has no effect upon the craft.

3. If the wind strength is greater than the ship's Seaworthiness, then the captain must attempt a Sailing roll. Subtract the wind strength in percentiles from the captain's Sailing skill; thus, to run before a hurricane, the captain has a 50% reduction to his or her Sailing skill. If the roll is successful the storm has no effect upon the ship – the skill of captain and crew have enabled the ship to weather the danger for the quarter-day.

4. If the Sailing roll fails, the ship is caught at a bad angle during a wind shift, or takes a tremendous wave across the deck, or something similar occurs. Subtract 1 from the vessel's Seaworthiness. Then find the strength of the wind on the table below, find the damage that it can inflict, and roll the stated dice for the damage to the ship's Structure Points. Hull Quality protects against this damage, as armor.

MONSTERS

Large creatures may threaten a ship. Normally, sea-creatures that attack ships are provoked, ensorcelled, diseased or simply hyper-aggressive. The "Bestiary" chapter provides a range of menaces to shipping. Anything from sea-serpents to flocks of loathsome harpies can spice up a voyage at sea.

If a ship is hit by a large sea monster, roll the creature's normal combat damage. The vessel's Seaworthiness is automatically reduced by the total damage, with no exceptions or reductions. The damage which exceeds the Hull Quality affects the Structure Points. If the damage done by the creature is less than the ship's Hull Quality, then it takes no structural damage.

Many dangers plague the open seas of Magic World



FIRE

The wood and canvas of a ship are usually too damp to catch fire easily, but a major fire can cause structural damage. Hull Quality does not reduce Structure Point damage caused by fires.

Normal fire causes 1D6+2 points of damage. "Greek Fire" catapults cause 3D6 points of damage. Damage is rolled once every five minutes of game time (25 combat rounds), and reduces Structure Points correspondingly. If a fire is not contained, double the damage for each successive roll.

NAVAL COMBAT

For ship-to-ship action, the captain of each vessel should attempt a Sailing roll to perform any special maneuvers (ramming, shearing oars, unusually tight turns, etc.). Success indicates that the desired maneuver was completed. Failure means that the ship did not maneuver correctly. A fumble results in the fouling of one or more of the sails or banks of oars, requiring 2D6 rounds to correct, before the vessel may again maneuver.

The captain of the faster ship receives a 20 percentile bonus to Sailing skill in such encounters. If one captain makes a Sailing roll and the other does not, the successful ship has gained the advantage. In situations where one ship is pursuing another, the second such advantage indicates that the ships have closed to war engine range; the next to missile weapon range; then to ramming, shearing, or grappling range. The fleeing vessel pulls away one range each time it achieves the advantage. Thus the pursuing captain must out-sail his prey at least four times to ensure the ships can be grappled and his crew are able to swarm across into land-style combat. Boarding is the only way to capture a vessel, although attacking from range may soften them up. If neither captain decisively gains the advantage for long enough to close to grappling range or to escape, then eventually the faster of the two ships wins the contest, whether that is to catch the other vessel or escape.

To ram an enemy craft, or shear off its oars, the captain makes an additional Sailing roll, as if making an attack. If the roll succeeds, the ram strikes home. Ram damage is 2D6+6, plus an additional 1D6 for every 50 rowers. Critical and special results are possible, with all the effects of such blows in melee combat.

Ramming is a convenient way to create a temporary bridge for boarding. Sailors can simply jump from the prow of their vessel onto the deck of their quarry. The ram stays locked in the enemy ship until withdrawn. If the stricken vessel is sinking, there is a danger that the victor will be dragged down as well. A Sailing roll from the victorious captain averts such a disaster.

COLLISION

Sometimes ships strike each other accidentally, or run into lighthouses, harbor walls, rocks, or other solid objects. Bumping into the dock is unlikely to sink a vessel, but being storm driven into a jagged cliff-face will probably smash it to smithereens.

The Chronicler should determine the severity of a serious impact. A minor blunder might cause the vessel 2D6+6 points of structural damage. A ship-shaking crash might cause 8D6+48 points of damage. The Wind and Sea Damage table is useful as a rough guide. In a ship-to-ship collision, both vessels take damage. It is more crippling to be struck amidships than on the stem or prow –damage should be increased or decreased according to the circumstances.

When calculating travel times for journeys, it is simplest to assume a cautious merchant ship under full sails, covering 192 miles per day and following the safest sea routes. Travelling Adventurers are most likely to find themselves booking passage on such a vessel.

The travel times assume ideal conditions, with fair winds. At the Chronicler's discretion, there may be delays, stops, inclement weather, or more serious impediments to a voyage. The captain's Sailing skill, and Helmsman's Navigate skill, may also

affect arrival time, as outlined in the rules for Movement Speeds. Faster times are possible if the captain is willing to take risks.

SURVIVAL AT SEA

When disaster strikes, survivors should launch rowboats to get clear of the wreck as soon as it is obvious that the ship is in trouble. If rowboats are unavailable, a raft can be constructed using a Repair/Devise roll to lash crates and barrels together. As a last resort, swimmers can cling to pieces of the wreckage and hope for rescue.

Water elementals or other magic can save lives by carrying people almost indefinitely or propelling boats tirelessly. An air elemental can fly a survivor out of immediate harm, but can only carry a person for a short time. If there is no safe landing point in range, air elementals can provide a swimmer with emergency oxygen for hours.

Survivors should get out of the water as soon as possible, or they risk hypothermia and drowning. Clothing must be dried gradually to prevent chills. Protection from the sun is equally important, to prevent dehydration and exposure.

In a small boat, everyone must remain calm and co-operative. Discontent can prove fatal, therefore food and water should be rationed fairly. Accusations and distrust usually mount as the supplies diminish. Oratory rolls might help to keep the peace, but the Chronicler may wish fraying tempers to lead to increasing penalties.

FOOD AND WATER

The dangers of starvation and dehydration can be avoided by those who are world wise. The Nature skill can be used by the Chronicler to impart survival tips to stranded Adventurers.

Generally a person needs at least a pint of water a day, but can survive for a week or more with almost no water whatsoever. After seven days without water, survivors suffering from dehydration lose 1D4 Hit Points per day. Hit Points lost in this way cannot be Healed nor Physiked until a water supply is found. Sea water is not a replacement for fresh water, as the salt increases thirst, and can eventually lead one to madness. It is possible to capture safe rain water in containers or on canvas.

A fit person can survive for several weeks without food. After 15 days without a meal, survivors suffering from starvation lose 1D3 Hit Points each day. As with dehydration, such damage cannot be healed in any way until a source of regular food is obtained.

Fish can be eaten raw as a source of both food and water. Even the flesh of fish taken from the salty ocean will satiate thirst. Fishing lines can be made by unraveling clothing or canvas, and hooks can be fashioned from nails or carved from wood. If no specific skill is available, Nature rolls can be used for fishing. Turtles are also good eating.

Sea-birds are also a ready source of food, and can be caught if an Adventurer is quick. A DEXx2 roll is required to grab a bird with bare hands. While sea-birds do not possess a large amount of flesh, and what they have is tough, it can keep a man alive. In addition, the blood is nourishing and quenches thirst. The offal can be used as fish bait.

The truly desperate often must resort to cannibalism. The dead, weak, and wounded are usually the first to be devoured. Paranoia is bound to run rampant as the number of survivors diminishes. Even as the latest victim is consumed, the question on everyone's minds is: "Who will be next?" It is said that human flesh tastes like pork, but those who know what they are eating must make CONx5 rolls to keep it down.

FINDING THE WAY HOME

Most of the craft used by shipwreck survivors are extremely difficult to steer, and for that reason Navigation is not of great use when trying to find land. Winds and currents govern such small boats' bearings, but as often as not the effects of the two do not coincide. To move primarily with the current, a craft must sit low in the water.

Trawling an anchor over the stem increases drag and thus the effect of the current. If the wind offers a more favorable direction, the vessel should be lightened to raise its profile.

Even the crudest form of sail is valuable. Repair/Devise can be used to construct a sail from available materials.

Locating land is easiest when the sky is clear, as clouds form over land. It is wisest to steer toward the leeward side of clouds, as it is preferable to beach where they have passed, rather than where they are blowing. Driftwood and floating plants both indicate that land is near. Sunlight reflected off coral reefs cast a greenish tint into the sky.

Care should be taken when crossing reefs, or the boat may sink within sight of land. Once the survivors are safely ashore, of course, they still have to make their way to civilization before their ordeal is over.

SAMPLE SHIPS

The following pages contain the statistics for many common types of ships. While this is not an exhaustive listing, Chroniclers should be able to create other ships using these as a starting point.

SMALL BOATS

These small craft are found wherever people dwell near water. Larger or smaller versions abound , and these are given merely as samples.

SIMPLE CANOE

Hull Type: warship

Hull Quality: 1D3+1

Seaworthiness: 7

Structure Points: 5

Length: 9 feet

Beam: 2 feet

Freeboard: 1 foot

Draft: 1 foot

Capacity: ¼ ton

Crew: 1 or 2 rowers

COMMON RAFT

Hull type: barge

Hull Quality: 3D6+6

Seaworthiness: 10

Structure Points: 50

Length: 18 Feet

Beam: 6 feet

Freeboard: 1 foot

Draft: 1 foot

Capacity: 4 tons

Crew: 2 pole men

COMMON ROWBOAT

Hull type: Merchant

Hull Quality: 1D3+3

Seaworthiness: 15

Structure Points: 15

Length: 9 feet

Beam: 4 feet

Freeboard: 2 feet

Draft: 1 foot

Capacity: ½ ton

Crew: 1 rower

CATAMARAN

Hull type: Warship

Hull Quality: 2D3+1

Seaworthiness: 8

Structure Points: 6

Length: 12 feet

Beam: 6 feet

Freeboard: 1 foot

Draft: 1 foot

Capacity: ½ ton

Crew: 5 or 6 warriors

SMALL TRADER

Hull Type: merchant

Hull Quality: 2D6

Seaworthiness: 18

Structure Points: 30

Length: 30 feet

Freeboard: 2 feet

Draft: 8 feet

Capacity: 7 tons

Crew: 2 sailors

MERCHANT SHIPS

Trading vessels, also known as roundships, put out from every port where men dream of wealth and profit.

SMALL COG



Hull Type: merchant

Hull Quality: 1D6+4

Seaworthiness: 22

Structure Points: 45

Length: 70 feet

Beam: 18 feet

Freeboard: 9 feet

Draft: 7 feet

Capacity: 45 tons

Crew: 15 officers and sailors

Other notes: difficult to sail at half wind angle.

LARGE COG

Hull Type: merchant

Hull Quality: 2D6+4



Seaworthiness: 28

Structure Points: 80

Length: 95 feet

Beam: 25 feet

Freeboard: 13 feet

Draft: 11 feet

Capacity: 95 tons

Crew: 25 officers and sailors

Other Notes: difficult to sail at a half wind angle.

KNORR

Hull Type: Merchant

Hull Quality: 1D6+4

Seaworthiness: 22

Structure Points: 40



Length: 65 feet

Beam: 15 feet

Freeboard: 6 feet

Draft: 3 feet

Capacity: 15 tons

Crew: 15 officers and sailors

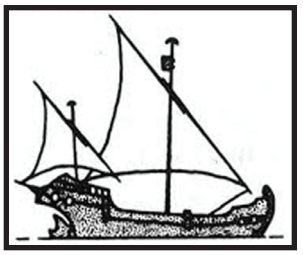
SCHOONER (TWO-MASTED)

Hull Type: Merchant

Hull Quality: 2D6+6

Seaworthiness: 30

Structure Points: 75



Length: 95 feet

Beam: 22 feet

Freeboard: 10 feet

Draft: 10 feet

Capacity: 100 tons

Crew: 30 officers and sailors

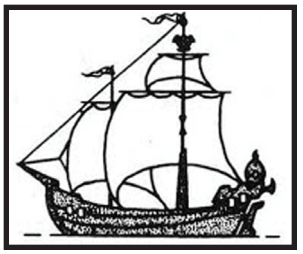
BRIG (TWO-MASTED)

Hull Type: merchant

Hull Quality: 3D6+4

Seaworthiness: 34

Structure Points: 120



Length: 105 feet

Beam: 32 feet

Freeboard: 15 feet

Draft: 15 feet

Capacity: 200 tons

Crew: 40 officers and sailors

WARSHIPS

Most coastal nations have a warfleet of some sort. The following vessels are representative of the ships a nation would use for conquest and defense.

BIREME

Hull Type: Warship

Hull Quality: 1D6+8

Seaworthiness: 12

Structure Points: 60



Length: 70 feet

Beam: 10 feet

Freeboard: 3 feet

Draft: 3 feet

Crew: 60 rowers, 10 marines, 10 officers and sailors

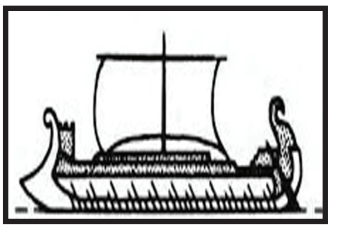
TRIREME

Hull Type: Warship

Hull Quality: 1D6+12

Seaworthiness: 18

Structure Points: 80



Length: 120 feet

Beam: 13 feet

Freeboard: 10 feet

Draft: 10 feet

Capacity: 1 ton

Crew: 170 rowers, 14 marines, 30 officers and sailors

Other Notes: Three banks of oars, up to two siege engines.

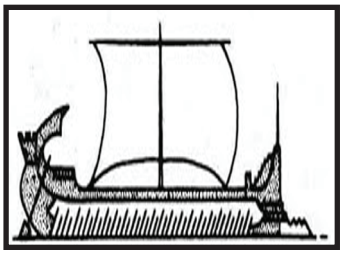
QUADREME

Hull Type: Warship

Hull Quality: 1D6+15

Seaworthiness: 20

Structure Points: 90



Length: 160 feet

Beam: 18 feet

Freeboard: 13 feet

Draft: 13 feet

Capacity: 2 tons

Crew: 210 rowers,
18 marines, 40 officers and sailors

Other Notes: Two banks of oars (2/2 rower arrangement) up to 4 siege engines.

QUINQUIREME

Hull Type: Warship

Hull Quality: 1D6+15

Sailing Fumble Table

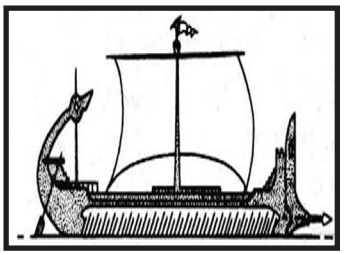
Bad things happen at sea. This table can be used whenever the captain fumbles the weekly Sailing roll. Chroniclers who prefer to ignore tables are encouraged to invent their own results for a fumbled roll. The results given here are appropriate for long voyages, so the table should not be used for generating fumbles for routine actions (such as piloting a boat into a harbor).

Roll D100

Roll	Result
01	Lucky Mistake – the captain makes a navigational error, but it turns out to be in the ship's favor. The journey is one day shorter.
02-30	Poor progress – the going is rough, the captain makes some bad decisions, and the journey is 1D6 days longer. The crew all smirk behind the captain's back.
31-45	Terrible progress – the ship is clearly off-course, due to the captain's ineptitude, and the journey is 1D10 days longer. Paying passengers demand a refund.
46-50	Supply shortage – the ship is out of pitch and timber, and cannot make repairs of any kind until fresh materials are obtained from a port.
51-55	Food shortage – food levels are critically low. Rationing is introduced, and all aboard must roll CON x5 or lose 1 hit point due to hunger. This hit point cannot be regained until the food supply is replenished. Add 1d6 days to the journey, to divert to land and restock the larder.
56-60	Water shortage – water levels are critically low. Rationing is introduced and all aboard must roll CON x3 or lose 1 hit point to dehydration. This hit point cannot be regained until the water reserves are replenished. Add 1D6 days to the journey, to divert for the nearest source of fresh water.
61-65	Widespread sickness – a fever sweeps through the ship. All aboard must roll CON x5 or catch the disease. Those ill lose one hit point, and perform skills at half-chance. Reroll CON x5 every week to get better. Successful Physik or application of healing magic allows the patient to check daily for recovery. Add 1D6 days to the journey, because of the temporary crew shortage.
66-80	Possible ship disaster – if the captain fails a Luck roll, make a roll on the Ship Disaster Table nearby, and apply the results. If the Luck roll is made, lose one point of Seaworthiness due to shipping water.
81-90	Definite ship disaster – roll on the Ship Disaster Table. The captain gets no Luck roll to avoid this.
91-92	Cargo breaks free – heavy cargo in the hold is not securely stowed. It shifts during heavy seas, and smashes the side of the boat. The ship loses 2D6 Structure points.
93-94	Run aground – the ship strikes a reef, or a submerged rock shelf, and runs aground. It takes 6D10 damage. The total amount is subtracted from the Seaworthiness. Damage in excess of Hull Quality is subtracted from Structure Points. A Sailing roll from the captain, and the hard labor of all hands, is needed to get the craft off the rock and back into the water.
95-96	Collision – the ship strikes a rock, another ship, an iceberg or similar object. Damage is per the normal rules for collision.
97	Fire in the galley – a fire starts in the galley, causing a Food Shortage (see 51-55 above). If the captain fails a Luck roll, the ship's cook is killed. If the roll is 00, the fire gets out of hand, and the ship burns to the waterline.
98	Return to port – the ship must turn around. Vital cargo was left on the dock, or an important passenger forgotten, or all the food is found to be spoiled, the map is wrong, or some such terrible event. This is a stupid error, and not one that the captain soon lives down.
99	Mutiny – the captain treats the crew harshly, and they revolt. If their demands are not met, they set the captain and any loyalists adrift in a small boat with enough supplied to reach the mainland. Tracking down the mutineers might form the basis for a future adventure.
00	Wrath of the deep – roll twice and apply both results.

Seaworthiness: 20

Structure Points: 100



Length: 190 feet

Beam: 22 feet

Freeboard: 15 feet

Draft: 15 feet

Capacity: 3 tons

Crew: 250 rowers, 22 marines, 50 officers and sailors

Other Notes: Two banks of oars (2/3 rower arrangement), up to 6 war engines.

LONGSHIP

Hull Type: Warship

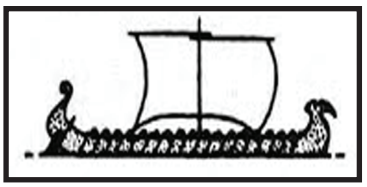
Hull Quality: 1D6+4

Seaworthiness: 15

Structure Points: 50

Length: 100 feet

Beam: 20 feet



Freeboard: 3 feet

Draft: 3 feet

Capacity: 20 tons

Crew: 50 rowers, up to 200 warriors total.

GALLEY (TWO-MASTED)

Hull Type: Warship

Hull Quality: 1D6+15

Seaworthiness: 20

Structure Points: 120

Length: 250 feet

Beam: 40 feet

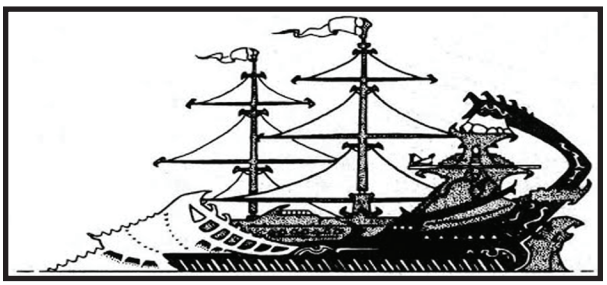
Freeboard: 15 feet

Draft: 15 feet

Capacity: 30 tons

Crew: 500 rowers, 100 warriors, 60 officers and sailors

Other notes: 2 banks of oars (3/4 rower arrangement), up to 8 war engines.



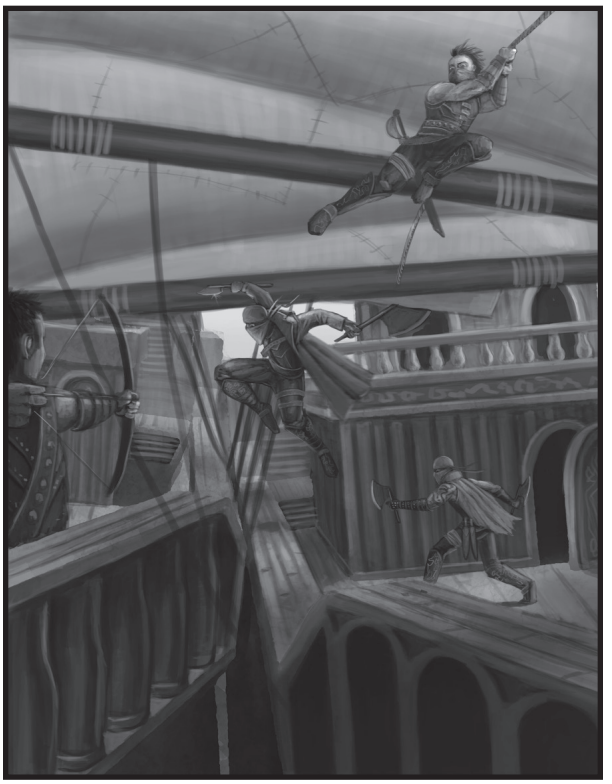
SPOT RULES FOR SHIPBOARD COMBATS

Here are compiled all the Spot Rules relevant to battles on the waves. You may never require any of these special rules, but they could aid you in adjudicating the special circumstances which arise when fighting onboard ships.

BOARDING ANOTHER SHIP

To draw alongside an enemy vessel, the Helmsman must make a Sailing roll. Alternatively, one may simply ram the enemy, providing a convenient bridge. Throw rolls successfully attach grappling hooks. Ten of these in place, with strong men to haul the ropes in, and the vessels are side-by-side. Boarders from the taller of the two ships can Jump over the gunwales and drop down onto the enemy's deck. Failure signifies the boarder hits the deck, but takes 1D6 damage and falls. A 00 result drops him neatly between the ships, into the water. The cautious may prefer to take an entire round to Climb across.

Boarders from a lower ship must Climb up the side of the enemy vessel. Allow a bonus of 20% to Climb, due to the presence of the grappling lines. Defenders alert for the



Raiders board an elvish merchant ship

climber have the advantage of Superior Position.

The truly flamboyant choose to swing across on ropes, as described later.

To board a ship from the water, roll Swim to get close enough, and then Climb up the side next round. Allow a bonus of 10 percentiles to the Climb skill, for the handy ropes, oars, sprung boards, and other aids to climbing.

CLIMBING THE RIGGING

Sailors climb the rigging as a matter of course to raise and lower sails. Such routine use is assumed in the Sailing skill. During a sea-battle, however, the rigging becomes a second field of battle, high above the bloody struggles on deck.

Adventurers need a Climb roll to go up or down the rigging, with a 20 percentile bonus, due to the ropes. Generally a climber covers ten feet per round, up or down.

Those failing the roll may attempt a Agility roll to grab the ropes and thus be saved from falling.

Those who fight and climb must hold on with one hand, leaving only one free hand with which to fight. Pirates don't carry knives in their teeth without reason.

Enemies above have Superior Position, those below have Inferior Position.

Any fumble in rigging combat results in a fall.

Consider the use of Wrestle or Brawl while aloft. Any enemy knocked out of the rigging is an enemy knocked out of the fight.

Climbers cannot Dodge missile attacks from above, and need a fresh Climb roll if struck by a missile, or else lose their grip. A single fighter in the crow's nest with a good supply of belaying pins (use stats for a small club) can hold a larger force at bay in this fashion.

For a speedy descent, sailors may drop, cutting the sails with a blade as they go, to slow their fall. To start, they release the rope and make an attack on the sail with a sword or dagger. If the attack roll succeeds, the sailor glides down, accompanied by the sound of ripping canvas, and may roll Jump at the bottom to land safely. A failed Jump roll results in 1D6 damage, and an ungainly sprawl. If the blade attack misses, the sailor is spiraling through thin air. A kind Chronicler might allow a DEXx3 roll to catch a rope before disaster. Whatever the outcome, the descent takes only a round for most sails.

A fall from the rigging for any reason calls for a Luck roll. The mast pitches and sways with the movement of the ocean. The lucky drop into the sea, with only sharks and drowning to contend with. The unlucky strike the not-so-yielding deck. Damage from a fall varies with height. Generally any fall from the mainyard or higher is fatal.

FALLING OVERBOARD

Many things can cause a sailor to fall overboard. With a successful Agility roll, no damage is taken as the water is hit, otherwise the hapless sailor takes half the normal falling damage. Once in the ocean, the unfortunate must discard non-buoyant armor, or sink, as described in Swimming in Armor

below. A final Swim roll then propels him back in the direction of the ship.

Sharks are a danger if there is any blood in the water. If sharks are present, only a successful Luck roll every round avoids attack.

Helpers on-board might make a Throw roll to land a rope nearby, which can be seized with an Agility roll. Compare the STR of the pullers to the SIZ of the swimmer on the Resistance Table to see if they can haul him safely aboard. Add the SIZ of any attached sharks to the equation.

SHIP-TO-SHIP MISSILE COMBAT

Missile fire from one ship to another is wildly inaccurate. Neither vessel is a stable platform. Uniformly reduce missile skills by half. If the seas are rough, reduce them to a quarter.

Adventurers wishing to avoid missile fire might go below-decks. Stouter souls stay on deck, but crouch behind the gunwales. Missiles aimed at such targets have a 50% chance of hitting the side of the ship instead.

PITCHING AND ROLLING

Strong winds and high seas toss boats from side to side. In such conditions, a DEXx3 roll must be made by anyone attempting physical action on deck. Failing such a roll, sailors must roll Luck or be swept over the side. At the Chronicler's option, the roll might be reduced to DEXx1 if conditions are truly awful. Wise mariners affix a stout rope to themselves first.

SCUTTLING THE BOAT

Only a scoundrel would sink a perfectly good ship, but scoundrels abound on the seas. Such blackguards proceed directly to the bilges. An axe is necessary. Do not make an attack roll; such blows strike automatically. Roll damage normally.

The ship's Hull Quality acts as armor, although its effectiveness is halved against such attacks from within. Thus a Brig, with a Hull Quality of 16, is only protected from 8 points of axe damage. If the damage exceeds the Hull Quality, then subtract the difference from the ship's Structure Points. When the Structure Points reach zero, the ship begins to sink.

SEA-LEGS AND SEA-SICKNESS

Adventurers need to find their sea-legs before they can be much use on a boat. Roll CONx3 on the first voyage to get the hang of it. Failing this, the roll is CONx4 for the next journey, CONx5 on the one after and so on. Once a roll succeeds, it need never be checked again. Adventurers lacking their sea-legs may not use any Physical skills at a rating higher than their DEXx3 , even when the weather is fair and the decks are dry.

Sea-sickness strikes even the hardy. Make a Stamina roll at the beginning of every voyage, regardless of maritime experience. Failing the roll, nausea sets in. Reduce the sailor's maximum Hit Points by 1 until back on land again.

Archers loose volleys of arrows between ships



Ship Disaster Table

Serious damage occurs when a ship loses more than half of its current Structure Points. This is somewhat akin to the effects of a Major Wound on a person. In such situations, the captain should make a Luck roll. If the roll succeeds, the ship loses the Structure Points, but suffers no other disaster. If the roll fails, the ship loses the Structure Points and sustains further damage, as described on the table below. Only use disasters that are appropriate to the situation: e.g. the mainmast cannot break on a canoe.

Some Chroniclers prefer to ignore book-keeping altogether, and may simple use this table to describe off-the-cuff dramatic effect. Use it as suits your style.

Roll	Result
01-05	Broken oar – this is hardly a disaster, except in a rowboat or a canoe.
06-10	Ship's cat lost – the proud rat-catcher falls into the drink. The ship's rats have cause for celebration.
11-25	List to starboard – the ship leans severely, and then rights itself. It loses 1 Seaworthiness point. All on deck must pass an Agility roll or fall over. Those near the starboard rails who fall over must roll Luck or be pitched over the side.
26-40	List to port – as above, but the ship leans to the other side.
41-45	Some cargo lost – 10% of cargo on board is ruined in an accident, due to water damage. This may reduce the ship's profits for this voyage.
46-50	Man overboard! – a random sailor is knocked over the side. An Adventurer should not be dumped into the water unless he fails a Luck roll.
51-55	Rigging falls – a tangle of ropes is shaken loose, and drops to the deck. Sailors in the rigging drop with it if they fail Agility rolls.
56-59	Sail tears – the sheets are ripped wide open. Until repaired, reduce speed by ½ knot per hour.
60-63	Boom falls – a length of wood splinters and falls from the rigging. It might hit an unlucky sailor for 1D6 points of damage. The unanchored sail flaps loose. Until the boom is repaired, reduce speed by 1 knot per hour.
64-67	Half the cargo lost – 50% of the cargo on board is broken, swamped, or ruined in some way. A merchant ship is almost certain to make a loss as a result.
68-71	Mainyard fails – the ship's principal cross-beam is broken, and the sail plummets with it. Those on deck who fail Luck rolls are in its path, and unless they make Dodge rolls they are struck for 2D6 damage. Until repaired, the ship cannot raise sail.

SLIPPERY DECKS

Blood or wave-drenched decks are hard to negotiate. Everyone must succeed in an Agility roll each combat round, or slip and fall. A roll of 00 signifies that the unfortunate sailor has slid off the deck.

SWIMMING IN ARMOR

Until it is soaked, Leather and Wooden armor is light enough to allow swimmers to stay afloat without Swim rolls. Hard leather does not absorb water, which is part of its usefulness. Leather & Rings, Half Plate, and Half Plate & Mail require a successful Swim roll each round, or the successful Swim roll each round, or the wearer begins to drown. One cannot swim in Plate, instead the wearer sinks like a stone.

With a successful Agility roll each round, armor can be removed in half the number of rounds as needed to put it on. The weapons tables in the *Combat* chapter lists the rounds required to don and remove armor. Failing an Agility roll, the Adventurer needs a successful Swim roll, or he begins to drown.

Armor may be removed underwater by cutting the straps. A dagger or knife is needed for this. The armor falls away and is lost.

Note that a wearer is sinking while cutting armor free. Thus, someone in Plate is under water for many rounds before the last piece is cut loose. A Swim roll is required to rise

Ship Disaster Table Continued

Roll	Result
72-75	Figurehead smashed – the symbol of the ship's luck is smashed to splinters. The crew is convinced the voyage is cursed.
76-78	Lookout killed – the lookout is pitched out of the crow's nest and falls to his death.
79-81	Men overboard! – 1D10 sailors are knocked over the side. This may include the Adventurers who fail their Luck rolls, at the GM's discretion.
82-84	All cargo lost – falling timbers and serious leaks completely ruin all cargo carried on board.
85-86	Starboard oar bank sheared off – half of the ship's oars are broken. If the oars from the port side are redistributed, the ship can continue at half speed.
87-88	Port oar bank sheared off – as above, but the other side. If no oars remain, the ship must rely on sail power.
89-90	Rudder breaks – the ship can no longer be steered reliably. Reduce Seaworthiness by one point. A temporary rudder can be rigged with a Repair/Devise roll, in which case subtract 20 percentiles from the crew's Navigation and Sailing rolls, and reduce speed by 1 knot per hour. If a temporary rudder is not installed, halve all Sailing and Navigate rolls, and halve the vessel's speed.
91	Mainmast breaks – the mast breaks and crashes to the deck. All crew on it take full falling damage. Those on deck who fail Luck rolls are in its path, and unless they make Dodge rolls they are struck for 3D6 damage. If the ship has no masts left, it must be rowed, or let drift with the current.
92-93	Mizzenmast cracks – if the ship has no mizzenmast, this affects the main mast. See Mainmast breaks for details.
94-95	Foremast snaps – if the ship has no foremast, this affects the mizzenmast. Other effects are as described under Mainmast breaks.
96-99	Abandon ship! – the ship is holed, and cannot be repaired. Structure Points immediately fall to zero. It sinks in 1D20x10 minutes. There is ample time to put food and water into the rowboats, and to launch them into the water.
00	Lost with all hands – the keel breaks in two. Structure points immediately fall to zero. The ship sinks rapidly in 1D10 combat rounds. No boats can be launched. Those on board need to make a Luck roll to get well clear of the doomed vessel, and then Swim rolls to reach floating wreckage.

back up, breaking the surface four rounds later. Drowning rolls begin at CONx10 in the first round. By the eighth round the roll is reduced to CONx3. Plate armor is not popular among sailors.

SWIMMING UNDER THE BOAT

Once in the water, swimming clear under the boat allows an enemy to surprise an enemy standing at the rails expecting him to surface nearby. It takes three rounds to pass beneath the keep, and the swimmer needs to make a Swim roll, as well as a CON x10 roll in the first round, CONx9 in the second, and CONx8 in the third. If either of these rolls are failed, drowning begins. If the vessel is being rowed, the Adventurer needs a Luck roll to avoid being brained with an oar for 1D6 damage when coming up on the other side. To complete the surprise, the Adventurer must also Climb the side of the vessel, as described in Boarding Another Ship.

SWINGING ON ROPES

Every swashbuckler wants to do this. Roll Luck to spy a handy rope hanging nearby. Failing this, change position and look for another next round. At the Chronicler's direction, a rope might be in hand's reach,

or an Agility roll might be required to vault over and grab it. Missing the rope, calculate damage for hitting the deck, lessened by a Jump roll.

Once swinging aloft, the distance covered depends on which mast the rope is attached to. A rope dangling from one of the meters on the fore-mast allows one to reach any point between the prow and amidships. The mizzen-mast allows one to range from the stern to amidships. The main mast gives one the span of the entire boat.

Swinging requires some degree of balance and poise. An Agility roll is required to control the swashbuckler's arc. If the roll is failed, the Chronicler determines where the character ends up. A result of 00 indicates a collision with a mast or someone swinging in the opposite direction, for 1D6 damage to all parties involved.

A rope-bound attacker is entitled to a free Brawl attack to kick the head of any one enemy passed during the round, and a Jump roll to land upright and ready for action at the final destination. If that destination is a foe, an immediate attack may be made, with a bonus of +10%. The opponent may only Parry or Dodge the daring and unexpected assault, until the next round of combat.

Will you survive the shipwreck?





Bestiary

CREATURES OF FANTASY

The creatures presented here include a variety of strange beasts from saga, legend, myth, and fancy. The Bestiary presents various monsters and creatures of varied strength and ability. Study a creature's abilities and limitations before using it. In play, gamemasters may want to create weaker entities than given here.

Incomplete creatures possess special limitations and advantages which complete creature's lack. The worlds of Magic World are rife with supernatural and alien beings. Players can interact with exotic animals, fairy folk, extraterrestrial horrors, and other-planar entities, as well as mundane creatures such as lions and horses. This chapter provides a multitude of creatures, both noble and bestial, for the Chronicler to utilize.

Statictics are not given for individual creatures, but for a species, the die rolls and averages allow the gamemaster to generate any number of different individuals. Or he or she can eyeball the averages and vamp away if needing a quick single stat. The percentages given for attacks and skills as well should be understood as being the base chance for adults who are likely to be found armed.

INCOMPLETE CREATURES

An entity lacking one or more of the characteristics of STR, CON, SIZ, INT, POW, or DEX, or which possesses one such characteristic in a limited fashion, is said to be an 'incomplete creature.' By definition, the otherworld planes of existence are inhabited solely by incomplete beings. An elemental which must summon its body into existence and has no permanent STR or SIZ is incomplete. An undead monster with no POW is also incomplete. Only fully sentient physical beings are defined as 'complete.' Animals are incomplete because they lack free will, possessing instead fixed INT, described below.

Chroniclers should not usually permit players to choose incomplete creatures as Adventurers.

FIXED INT VERSUS NORMAL INT

Intelligent, sentient beings are said to possess normal INT. Animals and other unintelligent creatures possess fixed INT.

Creatures with fixed INT do not normally make a die roll to determine their beings' INT. For example, all dogs have an INT of 5 and all cows have an INT of 4. No die roll is involved. This does not mean that all dogs are equally intelligent, but it does mean that any dog (INT 5) is considered to be more intelligent than any cow (INT 4) and less intelligent than any baboon (INT 6). Ghouls, with an INT of 2D6, have normal INT. They are considered sentient. A dog might show more common sense than a ghoul with an INT of 4, or less, but the dog's common sense is derived from instinct and experience rather than logic or intuition, and is less flexible.

Creatures with fixed INT may not learn knowledge or communication skills. They

are ruled by instinct. Creatures with fixed INT will neither disobey nor betray their instincts, though circumstance may modify their reactions. Creatures with large fixed INT have complex and elaborate instincts, and even some reasoning power.

Beings with normal INT also possess instincts, often as powerful as those of any animal. However, beings with normal INT are capable of defying their instincts and acting according to logic.

LACKING AND GAINING CHARACTERISTICS

Many creatures do not possess all of the Magic World characteristics which define humans. Lack of one or more such characteristics causes a variety of effects. A creature lacking a characteristic is invulnerable to attacks directed against that characteristic.

Spirits lack several characteristics



EFFECTS OF CHARACTERISTIC LACK

STR: Creatures lacking STR may not interact with physical objects. They may not lift or move any tangible thing. Such a creature may not use any weapons, physical, or manipulation skills. It never tires. A creature that gains STR may now touch physical objects and move them. It gains a damage bonus if it also has SIZ. If the creature has DEX, it may learn weapons, physical, and manipulation skills (with a base chance of 00% in all such skills).

CON: A creature lacking CON is immune to disease and poison. If the creature possesses SIZ, it has Hit Points based on a separate roll, usually related to SIZ. It cannot tire. If a being gains CON it may or may not retain immunity to disease and poison, depending on its nature (and the Chronicler's decision). It will now have fatigue points if it also has STR. If the creature has SIZ it now has Hit Points equal to the average of its CON plus SIZ.

SIZ: Creatures without SIZ lack bodies and are said to be discorporate. They cannot interact with physical objects. Certain of such creatures may initiate spirit combat. If a discorporate being possesses CON, its Hit Points are equal to its CON. If it lacks CON it has no Hit Points. Such an entity which gains SIZ becomes corporate, and may not initiate spirit combat. If it possesses CON, its Hit Points become equal to the average of CON and SIZ.

INT: Fixed INT is described above. Creatures with no INT at all are no more truly alive than a crystal or flame. Creatures with fixed or with no INT may not learn or use communication or knowledge skills. Creatures with fixed or with no INT are not affected by emotion-affecting spells.

A being which gains INT may now learn communication and knowledge skills (with a base chance of 00% in all such skills).

After gaining INT, the being is considered to be sentient, though possibly stupid. If it formerly had fixed INT it is now considered

to have normal INT. The being also becomes susceptible to emotion-affecting spells.

POW: If a creature lacks POW, a typical magic point score is provided. Creatures lacking POW may not regenerate Magic Points expended. Many such creatures have special abilities allowing them to gain additional Magic Points, such as the vampire's magic-point draining touch. Others lack such abilities and must carefully hoard their Magic Points. Creatures lacking POW are said to be soulless; all undead fall into this category. If a soulless creature gains POW, it becomes capable of regenerating Magic Points up to its POW, acting as does normal POW. If the creature possesses a special ability used to increase Magic Points, it may not use the ability to increase its Magic Points higher than its POW. Thus a vampire which had received a POW of 10 could not use its magic-point-draining touch to increase its Magic Points to more than 10.

DEX: Creatures lacking DEX (such as ghosts and spirits) will take action on a combat rank equal to their INT characteristic. This is noted in the individual creature descriptions. Such creatures may only use their natural attacks, and may not learn weapons, physical, or manipulation skills.

Upon gaining DEX, a being may learn stealth skills. It may learn agility, manipulation, and weapons skills if it has STR.

APP: All beings are considered to have APP, though it may not be given. The vast majority of incomplete creatures have not been given such a rating (vampires are such an exception). If the Chronicler deems it necessary, he may assign APP ratings. Nonhuman beings have species-specific APP. Beings with APPs of less than 3D6 are considered to be intrinsically more ugly to any observer, while those with an APP of over 3D6 are intrinsically more striking, awe-inspiring, or beautiful. Regardless of this, a normal rule-of-thumb in *Magic World* is to subtract 10 from the APP of any individual of another species when your Adventurer first encounters it, unless your Adventurer has had previous experience with such beings. Later, a more mature judgment can be made, of course.

A Comparison of Typical INT Ratings

INT	*Representative Animals*
1	worm, snail
2	insect, shark
3	shrew, chicken
4	sheep, raven
5	dog, cat
6	baboon
7	chimpanzee, gorilla

CREATURES AS ADVENTURERS

Instead of simply encountering nonhuman creatures, a player may desire to roleplay one. In many cases this possibility is limited.

Certain creatures are easier to roleplay than others. Incomplete creatures are too limited for enjoyment. Nor do we recommend playing of creatures with characteristic INT rolls of less than 3D6.

A Chronicler also may wish to forbid the attempt to run very powerful or philosophically-unappealing beings. For example, in a campaign where elves play a major role, and in which there are many elf Adventurers, the Chronicler may forbid trolls or orcs as Adventurers. A Chronicler who feels that roleplaying a dragon or giant overshadows Adventurers of lesser size may forbid them. All such decisions belong to the Chronicler, and a player should ask the Chronicler if he is permitted to run a particular type of being in the campaign.

Full statistics and information have been given to permit the roleplaying of nine species in addition to humans. Most nonhumans have species-specific weapons which vary less than those used by humanity. For nonhumans, use the weapons and skills base chances given in the combat section of their description in this book rather than using those given for in the Creating Adven-

turers chapter. The fully described species include beast-men, centaurs, dwarfs, elves, halflings, humans, ogres, orcs, and trolls.

Note that skill base chances noted for nonhuman creatures take precedence over the base chance percentiles on the Adventurer sheet. For example, while the Adventurer sheet, and the skills chapter note Climb as having a base chance of 40 percentiles, an elf character's base Climb is 45.

When applying occupation skill packages to nonhuman characters, use common sense and change skills when necessary. For example, a centaur bandit has no use for the "Ride" skill. Switch it for Jump, or something similar. Chroniclers and Players are further encouraged to create unique occupations for nonhuman species Adventurers. Doing so adds an extra level of verisimilitude to the chronicle setting.

TALKING BEASTS

Intelligent animals are a staple of fairy tales, fantasies and myths. Creating a talking beast is a simple matter, done with little effort at all. First, pick the species you wish to play from those in the Bestiary. Physical abilities and most skills remain the same. A talking beast is 'awakened', and thus has a full INT rating. INT is equal to 2D6+the fixed INT value of the base species. Finally, talking beasts are paragons of their species. Add +1 per die of SIZ to STR, CON, and SIZ.

For example, a baboon has a fixed INT of 6, while a dog has a 5. Thus, a talking baboon would have an INT of 2D6+6, while a talking dog would have an INT of 2D6+5. Bears have a SIZ rating of 3D6+15. A talking bear character would add 3 points to each of SIZ, STR, and CON.

Grauthnir, A beast-man adventurer



THE CREATURES

The creature statistics are organized alphabetically. The different elemental, nymph, whale, and spirit types are grouped together under general headings.

All creatures are listed in alphabetical order by common name. In a few cases, several different types are described under a single common name.

FORMAT FOR CREATURE ENTRIES

Name: All entries begin with the creature's common name.

Description: The text of the entry first deals with the creature's appearance. Next is a brief description of the ecology, with preferred habitat and food, and some useful or interesting details about behavior, lifestyle, or culture. Finally, any special abilities, powers, and limitations are noted.

Characteristics: The creature's characteristic rolls are given along with average scores (for the Chronicler's convenience in quickly making up non-Adventurers). Average scores for Hit Points, and movement rate per round are here. All creature Hit Points are calculated using (CON+SIZ)/2.

Incomplete creatures will lack one or more characteristic entries.

Skills: Most skills are presented in list format. The value listed represents the base chance for a creature of that type. Note that additional skill points from skill category modifiers, cultural bonuses, etc. have not been applied to the skill numbers. Chroniclers should add additional points as they see fit to custom-craft the abilities of the creatures encountered.

Combat skills are listed first. This is usually done in the same order, with weapon type given first, then the percentage chance to attack, then the damage done, and finally the weapon Hit Points, if appropriate.

Many creatures can attack more than once in a round. For example, a lion may claw in a round and bite as well. This gives it two attacks each round. In the lion's case, the two attacks take place 5 DEX-ranks apart. Animals with multiple attacks are considered capable both of Dodging and of making all possible normal attacks each round. For example, each combat round the lion can attack twice, as well as Dodge. Some creatures can make multiple attacks and parry as well: the beast-man, for instance, can have a normal weapon attack and a head butt each combat round, in addition to either a parry or Dodge.

Damage is given in an X+Y format. X represents the weapon's basic damage, and Y represents an average creature's damage bonus. If a monster had claw damage listed as 1D6+1D6, this would mean that its claws naturally did 1D6 damage and that a typical representative of the species has a +1D6 damage bonus. Some natural weapons gain no damage bonus, or use it in a non-standard manner, as explained in particular creature descriptions.

After combat, other important skills are given. In the case of an intelligent race, all skills not listed are assumed to have the same basic chance as for humans. Players wishing to play nonhuman creatures as Adventurers should note the different base chances on their Adventurer sheet.

Other Features: Following skills comes the natural or typical armor and defensive powers of the creature. The last section is left out of some descriptions. It describes magic known or supernatural powers possessed.

ANGEL

An angel is a holy being, usually an emissary of the Light. Angels can take on a variety of forms; their appearance is based on the religion they spring from, from Christian cherubim to Hindu devas. Angels can appear if summoned, as messengers, as guardians, as soldiers of heaven, or as harbingers of a greater divine action. These statistics describe a winged humanoid of moderate power equipped with a breastplate and a flaming sword. The GM should feel free to devise angels of other power levels and different cultures if desired.

Angel

Characteristic	*Roll*	*Average*
STR	4D6+12	26
CON	2D6+24	31
SIZ	2D6+6	13
INT	2D6+6	13
POW	4D6+12	26
DEX	2D6+12	19
APP	4D6+12	26

Move: 10 (12 flying)

Hit Points: 22

Damage Bonus: +1D6

Attacks: Holy Fire 100%, 10D6 (fire, see below)

Voice of Heaven 100%, special (see below)

Flaming Broad Sword 200%, 1D8+1+db (slashing)+2D6 (fire)

As divine beings, angels are capable of exceeding skill levels of 100% even if the GM is not allowing players to use this optional rule. This allows the angel to make multiple attacks and parries in a round as described in the section on "Game Procedures" on page 67-68 of Chapter Five: Combat. An angel can never be separated from its sword, and the sword cannot be broken.



Angel

Powers: Angels have a host of powers ascribed to them. The GM should determine which of these an individual angel may possess:

Divine Radiance: Angels are surrounded by a radiance of light that protects them from all forms of injury. This serves as 10-point armor against any source of damage, including the use of powers.

Flight: Whether winged or wingless, angels are able to fly at great speed and with tremendous agility. At the Chronicler's discretion, the angel may appear wingless, but then manifest great birdlike wings that appear to suddenly grow and unfold from its back.

Healing Touch: Angels are able to lay hands upon the sick, the infirm, and the unhealthy, and heal them. This is not a simple restoring of Hit Points, however. Instead, the angel is able to remove any illness, disease, or infirmity (crippled, blind, insane, etc.) by spending one magic point per point of POT in the infirmity (GM's discretion) or if the ailment does not have a POT, spending one point for each of the target's CON. The angel can attempt this for as many Magic Points it has, but if the angel's Magic Points are completely expended, it will return to the higher planes until it is bidden or allowed to return to the world of the living (at least one week, at which time it will be fully restored and healed from any injuries it suffered while in the living world).

Holy Fire: Angels can summon holy fire as a form of divine retribution. This is the equivalent of a flame strike from above with an area of effect of roughly three meters square. At the GM's discretion, a pious character (someone whose Allegiance to the Light, or whichever force the angel represents, is the highest of their Allegiance scores) may make a roll of Allegiance as a %. If successful, the character takes no damage whatsoever from the holy fire. Failing, or impious, targets are engulfed in flame taking the rolled damage. Unlike normal fire, holy fire does not linger, and its effects are nearly instantaneous, disappearing at the end of the combat round it was summoned. Use of this power costs the angel 10 Magic Points and it can be performed once per day.

Invisibility: Angels have the ability to become Invisible at will. Use of this power costs the angel only 3 Magic Points per use.

Voice of Heaven: An angel can speak with the voice of Heaven (substitute an appropriate locale or deity). This is an area of effect attack roughly ten meters in diameter from the angel, though it may warn those within range to cover their ears. This voice, booming and regal, stuns anyone in the range if they do not succeed in a resistance roll of their own POW vs. the angel's POW. Failure means that they are stunned as per the normal stunning rules, while success means that they are unaffected this combat round. This power costs the angel 3 Magic Points, and takes the place of any physical attack.

Skills: Dodge 100%, Flight 100%, Insight 75%, Own Language and Other Language (Any)100%, Language (any) 100%, Nature 100%, Oratory 100%, Sense 90%, Search 90%, World Lore 90%.

Spells: Angels are disinclined to use sorcery.

Armor: 2D4+2-point plate breastplate + 10-point divine radiance.

ANT, GIANT

Everyone knows what an ant looks like—a tripart body, long thin legs and antennae, and vicious-looking mandibles. Ants live nearly everywhere except underwater or the poles.

There are several types of ants: granivorous (seed-eating), carnivorous, scavenger, and more. Giant ants may herd other giant insects, go on slave-taking raids, or engage in war against other anthills or even humans. A typical ant colony can range from a few hundred to over ten thousand individuals and is usually marked by a large mound.

Ants live in complex underground lairs containing many interconnected chambers and tunnels. Some chambers hold the ant eggs, larvae, or pupae. One holds the queen. Other chambers store food and loot. Ants are irrepressible collectors, and hoard all sorts of strange objects, possibly including human artifacts.

Ants have a communal mind. Although an individual ant only has an INT of 2, the ant colony as a whole also has its own INT which varies with colony size. This INT may be fixed or normal, depending upon the Chronicler.

ANT COMMUNAL INT TABLE

Colony Size	*Colony INT*
< 100	1D6
100-300	2D6
300-1000	3D6
1000-3000	4D6
3000-10000	5D6

An anthill can react and adapt, setting ambushes for intruders, barricading tunnels for defense, raiding animal herds, and clearing out nearby menaces. Anthills are hard to invade-parties of ants will ambush the party from the rear, seal off critical passages, and set traps.

The queen is just a breeding machine, and neither the spiritual nor the intellectual leader of the hive. However, the death of the queen spells eventual doom to the colony, since no more eggs will be laid. The ants guard their queen fanatically. Some ant species have multiple queens, possibly hidden in separate chambers. The queens are large and powerful, but never are expected to fight.

Some ant species possess soldier castes, specially bred for battle. A few vicious ant types have soldiers only. Statistics below are for an ordinary, moderate-sized ant species, with but one caste fulfilling the functions of both workers and soldiers.

GIANT ANT

Characteristics	*Average*
STR 4D6	14
CON 3D6+6	16-17
SIZ 2D6	7
INT 2	2
POW 1D6+4	7-8
DEX 2D6+6	13

Move 8

Hit Points 12

Damage Bonus: +0

Attacks: Bite 40%, 1D10

Sting 40%, 1D6

Notes: Both the bite, with sickle-like mandibles, and the sting are capable of impaling.

The ant will bite until it scores a hit, then hang on, continuing to bite and simultaneously stinging each combat round. While the ant is hanging on, the bite automatically hits (unless 96-00 is rolled), and has usual chances for specials or getting a critical hit. If a fumble is rolled, the ant drops off.

The sting injects an acid poison with a POT of 1D6 (roll separately each time the sting penetrates armor). Full-sting venom damage is automatically done; don't match it against the target's CON. An ant can only sting a target with which it is hanging onto with its mandibles.

Skills: Climb 70%, Dodge 25%, Track 90%.

Armor: 1D6-1-point chitin.

BABOON

Baboons are large ground-dwelling monkeys, familiar to most zoo visitors. They inhabit tropical and semi-tropical savanna. Omnivorous, they both hunt live prey and gather roots and fruit.

Baboons roam in troops ruled by powerful dominant (called "Alpha") males. A typical troop has 30-100 baboons, of which a tenth or so are dominant males. Baboon troops are well-organized, and sentinels are always on guard. When on the move, the females and infants are in the center, guarded by the dominant males, while lesser males and adolescents scout the perimeter of the troop. Faced with superior foes, baboons run or climb trees and rocks to escape.

Female baboons are unlikely to engage in battle. Only statistics for males are given below. Females are identical except that their STR and SIZ are 2D4 and 1D4 respectively. A female's smaller canines give her a bite damage of only 1D6.

BABOON

Characteristics	*Average*
STR 2D6	7
CON 3D6	10-11
SIZ 2D3	4
INT 6	6
POW 3D6	10-11
DEX 3D6+6	16-17

Move 8

Hit Points 7-8

Damage Bonus: -1D6

Attacks: Bite 40%, 1D8

Note: Negative damage bonuses do not apply to the baboon's bite.

Skills: Search 40%, Climb 75%, Dodge 25%.

Armor: 1D3-1-point fur.

BANDERSNATCH

The bandersnatch is derived from Lewis Carrol's book, Through the Looking Glass. They are large, clawed tetrapods with bright patches of color on their hides, extensible necks and roundish fanged skulls. Bandersnatches are vaguely leonine in general outline. Bandersnatches live in temperate climes, inhabiting forests and meadows. They are strictly carnivorous and generally solitary.

BANDERSNATCH

Characteristics	*Average*
STR 2D6+18	25
CON 2D6+6	13
SIZ 2D6+12	19
INT 6	6
POW 2D6+10	17
DEX 1D6+18	21-22

Move 20

Hit Points 16

Damage Bonus: +2D6

Attacks: Bite 50%, 1D10+db

Claw 30%, 1D6+2D6



Bandersnatch

Notes: A bandersnatch may bite once or claw twice each combat round, but not both simultaneously. If it claws twice, the attacks take place 5 DEX-ranks apart. The extensible neck of the bandersnatch allows it to shoot its head out to 3 or 4 meters away.

Skills: Sneak 50%, Track 40%, Dodge 100%.

Armor: 2D3-point skin.

Magic: Once wounded, a bandersnatch becomes magically furious (known by scholars as becoming 'frumious'). Its Dodge is halved, and its chance of hitting increased by half again. Thus, a bandersnatch with a 100% Dodge and a 50% Bite attack would have a 50% Dodge and a 75% Bite when furious.

By expending an extra magic point, a bandersnatch can emit clouds of vapor from its frothing mouth and steaming hide. As these fumes accumulate, the bandersnatch becomes harder to see, only the snapping jaws and waving claws being visible. Each successive round the cloud is generated, cumulatively subtract 5 percentiles from chances of hitting the bandersnatch. This applies to all those trying to strike the creature. For example, a bandersnatch that had been generating the cloud for 3 consecutive rounds would subtract 15 percentiles from the chances to hit of all those attacking him. This cloud moves with the animal. Bandersnatches can see through the fumes easily.

If the bandersnatch does not expend fatigue to keep the cloud forming, it will dissipate at the rate of 5 percentiles per round. If a bandersnatch kept his cloud going for 5 rounds and then left it off for two, on the start of the seventh combat round the animal would only subtract 15 percentiles from his foes' chances to hit.

BASILISK

Basilisks are reptilian horrors famed for deadly power. A basilisk is small, with grey or green scales, and four roosterlike clawed legs.

Upon its head is a crown-like crest. Basilisks have two bat-like wings and a "mane" of black twisted feathers running down the back of the neck and body. A basilisk's head is cock-like, wattled, and fork-tongued. Its large eyes glare, moon-like, through the mists of its breath.

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in a magic point against magic point struggle, the target dies. Using the glance costs no Magic Points, and the creature may attack normally in the same round. The glance penetrates magical defenses as if it were a sprcery spell of POW 3. (This may vary from basilisk to basilisk.) The glance acts on the basilisk's DEX-rank, and may be used once per round in addition to any other attacks.

BASILISK

Characteristics	*Average*
STR 2D3	4
CON 2D6+6	13
SIZ 1D3	2
INT 3	3
POW 1D6+12	15-16
DEX 2D6	7

Move: 8/12 flying

Hit Points: 8

Damage Bonus: -1D6

Attacks: Glance 100%, Death (see above)

Bite/Peck 40%, 1D6+poison

Notes: If the basilisk's bite penetrates armor, it injects a venom with a potency equal to twice the basilisk's CON (an average basilisk has potency 26). This venom is extremely quick-acting, and its potency is matched against the target's CON on the DEX-rank following the one in which he has been bitten. If he resists the poison successfully, he takes damage equal to half the venom's potency. If he fails to resist the poison, he dies automatically.

In addition, weapons hitting a basilisk corrode in the creature's blood. Any weapon hitting a basilisk takes one point of damage for every point of damage done to the monster. Magical damage does not count for this purpose.

Skills: Listen 40%, Search 30%, Hide 40%, Dodge 25%.

Armor: 1D4 points of scales and feathers.

Magic: The deadly glance is obvious magic, as is the extreme power of the basilisk's venom and its corrosive blood.

BEAR

The European brown bear is the source of many legends and tales. Bears kill deer and even cattle on occasion. They can be vicious or cowardly. Bears sleep in the winter, but it is not a true hibernation. At intervals, an overwintering bear will go forth to forage.

Bears are solitary. Statistics below are for male bears, which are likelier to turn rogue, and are more aggressive. Females have SIZ and STR of 3D6+12.

BROWN BEAR

Characteristics		*Average*
STR	3D6+15	24-25
CON	2D6+6	13
SIZ	3D6+15	24-25
INT	5	5
POW	3D6	10-11
DEX	3D6	10-11

Move: 18

Hit Points: 19

Damage Bonus: +2D6

Attacks: Bite 25%, 1D10+db

Claw 40%, 1D6+db

Notes: A bear may attack twice in a round, using either two claw attacks separated by 5 DEX-ranks or a claw and bite separated by 5 DEX-ranks. (Bite rarely comes first.)

Skills: Climb 30%, Listen 30%, Track 25%, Sneak 30%.

Armor: Skin and fur worth 1D6 points of armor.

BEAR, POLAR

The polar bear is one of the largest and most dangerous bears. They live only in the frozen wastes of the tundra and ice, and are strictly carnivorous. Polar bears feed largely on seals, and may pass their entire life without sight of land. They are excellent swimmers. Polar bears have little fear of humans, and often treat them as prey.

The statistics given below are for male bears. Females have SIZ and STR of 3D6+15.

POLAR BEAR

Characteristics		*Average*
STR	3D6+21	31-32
CON	2D6+6	13
SIZ	3D6+21	31-32
INT	5	5
POW	3D6	10-11
DEX	3D6	10-11

Move 18/10 swim

Hit Points 23

Damage Bonus: +3D6

Attacks: Bite 25%, 1D10+db

Claw 40%, 1D6+db

Notes: A bear may attack twice in a round, using either two claw attacks separated by 5 DEX-ranks or a claw and bite separated by 5 DEX-ranks. (The bite rarely comes first.)

Skills: Swim 90%, Listen 30%, Sense 25%, Hide 60%, Sneak 50%.

Armor: Skin and fur worth 1D6 points of armor.

BEETLE, GIANT

There are many species of giant beetle. The variety described here is an active, running carnivore. It has a glossy black shell, bulging black eyes, and sharp toothed mandibles which cross in front.

This beetle inhabits forests, where it preys upon anything it can catch. If a beetle attacks a party, it will be mindlessly ferocious, battling to the death. If the beetle kills a horse or man, it will try to drag the prey off and eat in privacy.

GIANT BEETLE

Characteristics		*Average*
STR	2D6+12	19
CON	3D6+6	16-17
SIZ	3D6+6	16-17
INT	2	2
POW	1D6+6	9-10
DEX	2D6+6	19

Move 18

Hit Points 16-17

Damage Bonus: +1D6

Attacks: Bite 50%, 1D10+db

Beast-Men



Skills: Search 60%, Track 30.

Armor: 1D8-1-point chitin.

BEAST-MAN

Human-bodied with the heads of deformed animals, Beast-men are foul mutant hybrids. They rub dung in their hair, worship spirits of disease, and engage in other repulsive practices. At least 90% of all beast-men are male. They can hybridize with almost any other creature, so there is no standard beast-man shape-all are mongrels.

Beast-men roam wastes, deserts, swamps, and mountains in small gangs. They are not builders, though they may inhabit ruined buildings or caverns. They use other beings as targets for their frequent raids and carry away victims to be used as objects of sadistic pleasure. A common Beast-Man trick is to infect money or jewelry with disease, then leave the stash where humans can find it. beast-men are immune to disease and poison.

BEAST-MAN

Characteristics	*Average*	
STR	2D6+6	13
CON	1D6+12	15-16
SIZ	1D6+12	15-16
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7

Move 8

Hit Points 16

Damage Bonus: +1D4

Attacks: Head Butt 40%, 1D6+db

Club 25%, 1D10+db

1-H Spear 25%, 1D8+1+db

Target 25%, 1D6+db

Notes: A Beast-man may use its head butt 5 DEX-ranks apart from any other attack, as

well as parry and/or Dodge. The head butt is usually a second attack.

Skills: Climb 30%, Jump 30%, Swim 05%, Conceal Object 25%, Track 25%.

Armor: The head has tough skin worth 1D3 points of armor. Often has at least hard leather on body and limbs. Will steal or salvage metal armor when available.

Disease: Feral beast-men are known for their filthy habits There is a 50% chance a random beast-man carries disease on its person and weapons. Anyone wounded by a disease-carrying Beast-man is exposed to that Beast-man's disease(s). See the spot rules for Disease on p. 85.

Obviously, there may also be genteel, civilized beast-men who are not afflicted with such maladies as their notoriously foul cousins. The choice, as always, is yours.

CATTLE

Cattle are beasts well-known. The term includes domestic bulls, cows, and oxen. Various breeds of cattle may be smaller or differently-shaped having smaller SIZ or less DEX, or other changes.

Cattle live on plains and in meadows. Tey are purely herbivorous, but bulls can be dangerous. For that matter, cows can be dangerous, but rarely are, because bulls take care of intruders. The statistics below are for bulls. Cows have STR and SIZ of 3D6+24 instead.

CATTLE

Characteristics		*Average*
STR	4D6+24	38
CON	2D6+9	16
SIZ	4D6+24	38
INT	4	4
POW	2D6	7
DEX	2D6	7

Move 14

Hit Points 27

Damage Bonus: +4D6

Attacks: Charge 35%, 1D10+db

Trample 75%, 8D6 to downed foe only

Skills: Sense 25%, Listen 25%.

Armor: 1D4-point hide.

CENTAUR

Centaurs are familiar mythological creatures. A centaur has the body of a horse, but the torso, arms, and head of a human appear where a horse's head and neck would normally be. Centaurs live in meadows and open deciduous forests. They are hunters renowned for their strength, musicianship, and archery. Chiron (the most notable centaur from myth) was also a philosopher, healer, mystic, astrologer, etc. They are as noble and knowledgeable as they are mighty and honorable. Their favorite musical instrument is the lyre. Because of their peculiar body arrangement, their damage bonus is based upon STR alone when using melee weapons (i.e., use STR X2 instead of STR plus SIZ to determine damage bonus). However, when kicking, trampling, or charging with lance, figure damage bonus normally.

CENTAUR

Characteristics		*Average*
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	4D6+12	26
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+3	13-14
APP	3D6	10-11

Move 12

Hit Points 19

Damage Bonus: +2D6

Attacks: Comp. Bow 30%, 1D8+1

Lance 25%, 1D10+1+db

Sword 25%, 1D10+1+db

Target Shield 25%, 12

Kick 25%, 1D6+db

Notes: A centaur can kick 5 DEX-ranks after striking with a sword or other melee weapon, though not when charging with lance.

Armor: None natural. Usually wears at least leather over body and legs (1D6 points).

Skills: Climb 00%, Jump 30%, Ride 00%, Swim 25%, Art: Sing 25%, First Aid 25%, Nature 25%, Centaur Lore 25%, World Lore 25%, Art: Play Lyre 40%, Hide 05%, Sneak 05%.

CHIMPANZEE

These forest apes are familiar to all zoogoers. Chimpanzees are intelligent and fair-sized, adult males standing over 1.5 meters (5 feet) tall. They have rather thin black hair and long muscular arms.

Chimps are quadrupeds, and spend quite a bit of time on the ground, though they are also at home in the trees.

Chimps are fruit-eaters, though they also eat meat and insects. Chimps live in bands of about 6-20, with several males and females all dwelling in harmony. The strongest male is usually the group leader, but he is not the tyrant that a dominant male baboon can be. Some male chimps have used clubs in threatening gestures and might even do so in combat. Most chimpanzees would not use weapons, however.

Statistics given here are for male chimpanzees. Females have STR of 4D6 and SIZ of 2D4+4.

CHIMPANZEE

Characteristics		*Average*
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	2D4+7	12
INT	7	7
POW	3D6	10-11
DEX	3D6+6	16-17

Move 4/6 in trees

Hit Points 12

Damage Bonus: +1D4

Attacks: Paw 25%, 1D4+db

Bite 25%, 1D8

Notes: A chimpanzee may either strike once with each paw or once with paw and once with bite. The second attack takes place 5 DEX-ranks after the first.

The damage bonus is not used with the bite.

Skills: Climb 90%, Dodge 35%, Swing Through Trees 80%, Hide 30%, Search 25%, Sense 25%.

Armor: None.

CHONCHON

Chonchons are magical otherworld monsters. They look like enormous, bodiless human heads with two large ears. These beings fly by flapping their ears. At night, in areas haunted by chonchons, they can be heard keening their eerie cry of "Kon-Kon!"

Chonchons appear after dark; daylight forces them back to the otherworld. Chonchons cannot return to the otherworld at will, though they are forced back there each dawn, unless they can find a spot cut off from sunlight in which to hide.

They are incomplete creatures, lacking POW and permanent STR, CON, and SIZ. A chonchon's body appears automatically when it is on the mundane plane.

Chonchons are vulnerable to Undo Sorcery. For each magic point in a Undo Sorcery or Refutation Magic spell cast at a chonchon, one of the choncon's Magic Points is blasted away (it loses 4 Magic Points for each point in a Dismiss Magic spell). If the creature's Magic Points reach 0, it falls to the ground, and may no longer fly.



Chonchon

CHONCHON

Characteristics		*Average*
STR	2D6	7
CON	3D6	10-11
SIZ	2D3	4
INT	4D6	14
MP	3D6+6	10-11
DEX	2D6+6	13
APP	1D6	3-4

Move 0/12 fly

Hit Points 8

Damage Bonus: -1D6

Attacks: Bite 50%, 1D4+Magic Point drain (no damage modifier)

Notes: If the chonchon's bite penetrates armor, the chonchon matches its magic points vs. the victim's Magic Points. If the chonchon overcomes the victim, it steals 1D6 Magic Points for itself. Once it has bitten through armor, the chonchon will hang on and continue to drain Magic Points each round it succeeds in the Magic Points versus Magic Points roll.

Defensive magic effective vs. spirits will help to block off the chonchon's drain.

Skills: Sense Life 80%: this special Perception skill allows the chonchon to feel the presence of mortal entities within 20 meters.

Armor: None.

Magic: Chonchons always know half of their INT worth of spells.

CROCODILIANS

These large saurians live in swamps and rivers. Crocodilians are active predators, eating fish, snakes, and animals coming for drinking water. Crocodilians are not social animals, but often are found in large numbers. Crocodiles are faster in the water than on land, and are likeliest to attack a victim in the water or close on the shore.

Both a moderately-sized 3m reptile and a huge 6m one are given below.

SMALL CROCODILE

Characteristics		*Average*
STR	4D6+12	26
CON	3D6+8	18-19
SIZ	4D6+12	26
INT	3	3
POW	3D6	10-11
DEX	2D6	7

Move 8/10 swimming

Hit Points 23

Damage Bonus: +2D6

Attacks: Bite 50%, 1D10+2D6

Tail Lash 30%, 2D6+knockdown

Note: A crocodile may use either tail lash or bite in combat, but not both simultaneously. A successful tail lash always counts as a knockdown attack. Tail damage is equal to the crocodile's damage bonus.

If a crocodile bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodile's damage bonus to the area struck each round. Armor will not protect against this damage. The attack is not efficacious on land.

Skills: Hide 20%, Sneak 30%.

Armor: 1D6-point hide.

LARGE CROCODILE

Characteristics		*Average*
STR	8D6+12	50
CON	6D6+8	29
SIZ	8D6+12	50
INT	3	3
POW	3D6	10-11
DEX	2D6	7

Move 8/10 swimming

Hit Points 40

Fatigue 79

Damage Bonus: +5D6

Attacks: Bite 50%, 1D10+5D6

Tail 30%, 5D6 + knockdown

Notes: A crocodile may use either tail lash or bite in combat, but not both simultaneously. A successful tail lash always counts as a knockdown attack. Tail damage is equal to the crocodile's damage bonus.

If a crocodile bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodile's damage bonus to the area struck each round. Armor will not protect against this damage. The attack is not efficacious on land.

Skills: Hide 20%, Sneak 30%.

Armor: 1D10+2-point knobby hide.

DEER

All deer live on the fringes of forests and in brushy areas. They are easily frightened, shy, and wary. Occasionally a stag attacks a human when cornered or during rutting season.

Deer live in small herds, consisting of either a number of does and fawns with one stag or a group of bachelor stags.

Does lack horns. Their SIZ and STR is generally 6 points lower than that of the males. White-tailed deer stags have a STR of 2D6+2 and a SIZ of 3D6+4. Fallow deer stags have a STR of 2D6 and a SIZ of 3D6. A Fallow deer doe has a STR of 2D6 and a SIZ of 2D6+2.

DEER

Characteristics		*Average*
STR	2D6+6	13
CON	3D6	10-11
SIZ	3D6+12	22-23
INT	4	4
POW	2D6	7
DEX	3D6+6	16-17

Move 18

Hit Points 17

Damage Bonus: +1D6

Attacks: Headbutt 30%, 1D8

Skills: Listen 60%, Sense 60%, Search 10%, Jump 90%.

Armor: 1D3-1-point hide.

DEMON, GREATER

A demon is an infernal being, a servant of Shadow, usually summoned or brought to this plane for some terrible purpose. A greater demon is no mere guardian or servant—it will be encountered only because something monumental is at stake. Depending on its personality, it may be bestial and merely concerned with destruction, or it may be witty and urbane, charming and persuasive. These statistics represent a combat-oriented demon, clawed and horned, ready to wreak havoc upon any who defy it. The Chronicler should feel free to devise further types of demons representing other cultures or roles within the setting, as desired. At the Chronicler's discretion, the greater demon may have a number of chaotic features from the list on page 213.

GREATER DEMON

Characteristics		*Average*
STR	3D6+24	34-35
CON	3D6+12	22-23
SIZ	3D6+12	22-23
INT	3D6	10-11
POW	3D6+6	16-17
DEX	3D6+6	16-17
APP	3 or 21	3 or 21

Move: 10 (12 flying)

Hit Points: 22-23

Damage Bonus: +3D6

Attacks: Greatsword 150%, 2D8 + 2D6 flame

Whip 90%, 1D3-1+½db+1D6 fire

Flame Breath 100%, 6D6 fire

Claws 150%, 1D6+db

Grapple 150%, special

In combat, a greater demon usually begins with a blast of fire from its mouth before engaging in physical combat. It can make two (or more) attacks per round, preferring to use the whip first to immobilize a foe then strike with the greatsword 5 DEX-ranks later. A greater demon is able to use its greatsword one-handed, due to its SIZ and STR. Its flaming greatsword can ignite flammable materials and does extra damage to most foes. It fights two-handed with a long whip, also aflame. If either weapon is lost, it will resort to using its claws or grappling. Unlike the weapons of an angel, a greater demon's weapons have double HP but can be broken or otherwise destroyed (they are immune to fire, however).

Skills: Climb 90%, Dodge 75%, Jump 75%, Search 75%, Spot 75%, Throw 75%.

Powers: Demons have a host of powers ascribed to them. The GM should determine which of these an individual demon may possess:

Aura of Terror: Aura of Terror: The greater demon has a radiance of malevolence and hatred that manifests in an aura of terror. The demon can activate this power at the cost of 1 MP and it will last for the demon's POW in combat rounds, or until the demon chooses to stop the power. Anyone coming within the demon's POW in meters is subject to making a POW vs. POW resistance roll with the greater demon to avoid being overcome with terror. Anyone failing the resistance roll is stricken with fear and acts as if under the influence of the "Terror" spell (p. 128). Allies of the demon, or those of the same allegiance are exempt from this power unless the demon wishes to extend it to affect them.

Blight: The demon's overall presence can cause an area to become tainted, twisted with the dark evil in the demon's soul. This is not a power useful in combat, but instead

Grzhurkur, Greater Demon



will contaminate an area over time, until it has a foreboding presence of evil and malice that lingers. Living plants will wither or grow twisted and bitter, the soil will become dry and bleak, and the very atmosphere will take on an unholy resonance. The radius of this effect is equal to the greater demon's POW x 100 meters. It does not cost any Magic Points to activate, is automatic and beyond the demon's control (the presence cannot be masked or hidden). It takes 30 days minus the demon's POW for this presence to become manifest, and the demon's POW in months for an area to recover once it has become blighted.

Any creature of non-fixed INT gains 1 point of Shadow allegiance automatically for each day spent within the Blight.

Flame Breath: A demon can breathe a blast of fire with a range equal to its CON in meters. This blast will be an area-of-effect attack of roughly three meters by three meters. If using the optional hit location system, this will affect every hit location at once. Any caught within this blast will take 6D6 fire damage (regardless of their Allegiance). This fire lingers, and will continue to burn on subsequent rounds. Consult the rules for fire on page 87 of Chapter Five: Combat for more details. This fiery blast costs 6 Magic Points per blast.

Flight: Some greater demons have huge bat-like wings and can fly, tirelessly and effortlessly.

Regeneration: A demon has a hellish vitality and can heal from injuries with astonishing speed. It can regenerate 1D6 HP per combat round.

Sheath of Smoke and Fire: The demon itself is sheathed in a flaming radiance that will cause 1D6 points of fire per combat round to any creature that gets within two meters of it, such as in physical combat. This sheath can ignite any flammable substance around the demon. It serves as 1 point of additional armor against any wooden missile weapon directed at it, such as an arrow or crossbow bolt. This sheath may be activated around the demon at will and costs 1 Magic Point per round it is active.

Armor: 1D10-point tough hide (may wear armor)

DEMON, LESSER

A lesser demon is much smaller than a greater demon, and has been summoned by a Sorcerer to either serve it continually, or for some short task. The sorcery section in Chapter Six: Sorcery contains guidelines for summoning demons. This lesser demon is a smallish, almost grotesque creature, similar to an emaciated gargoyle in appearance, with claws, wings, and horns. It is not cowardly, but usually serves through means other than combat. When it is destroyed, it will return to its home in the lower realms, where it is bullied and tormented, so it wishes to prolong its freedom in the world of the living for as long as is possible. At the Chronicler's discretion, the lesser demon may have a number of chaotic features from the table on page 213.



Txechuul, Lesser Demon

LESSER DEMON

Characteristics	*Average*
STR 2D6+3	10
CON 3D6	10-11
SIZ 1D6+6	9-10
INT 2D6+3	10
POW 2D6+6	13
DEX 3D6+3	13-14
APP 1D6+3	6-7

Move: 8 (12 flying)

Hit Points: 10

Damage Bonus: +0

Attacks: Short Sword 40%, 1D6+1

Self Bow 35%, 1D6+1

Half Shield 35%, 1D2

Claw 50%, 1D3

Bite 35%, 1D3

Grapple 45%, special

Usually the demon's master will arm it for combat. If unarmed, a demon can make two claw attacks in a combat round. If successful with both, it will attempt to grapple and bite on the next combat round.

Skills: Bargain 55%, Climb 65%, Dodge 50%, Fast Talk 40%, Hide 45%, Listen 40%, Sense 35%, Search 50%, Stealth 35%.

Spells: Lesser demons are not particularly powerful, though they may have a few sorcery spells if their POW values are high enough. These will likely be some of the following: Curse of Sorcery (4), Flames of the Sun (4), Midnight (1), and Pox (1).

A Sorcerer summoning a lesser demon may, at the GM's discretion, choose which spells the demon knows if adequate research is done beforehand.

Armor: 1D3-1-point scaled hide.

DOG

Dogs include both wild dogs, and the semi-wild dogs common to primitive societies. Chroniclers are encouraged to create other dog breeds.

Dogs hunt in packs composed of members of both sexes. The packs cooperate in hunting and are led by a single dominant animal or two.

DOG

Characteristics	*Average*
STR 1D6+1	4-5
CON 3D6	10-11
SIZ 1D6	3-4
INT 5	5
POW 1D6+6	9-10
DEX 2D6+6	13

Move 10 (6 swimming)

Hit Points 7

Damage Bonus: -1D6

Attacks: Bite 40%, 1D8

Skills: Dodge 25%, Listen 40%, Track 80%.

Armor: None.

DRAGON

Dragons are gigantic flying reptiles which can breathe flame. They are clawed, fanged, and voracious. Those described here are the well-known Western European dragons.

Dragons are solitary, living alone and devastating the countryside. Some dragons are intelligent, but many are merely cunning animals. A Chronicler should feel free to endow a particular dragon with normal intelligence, if he desires, though most have only fixed INT. An intelligent dragon would have an INT of at least 2D6+6. For more intelligent, or ancient dragons, add additional dice.

Dragons frequently fight by flying overhead and vomiting down fire upon their foes.

DRAGON

Characteristics		*Average*
STR	20D6	70
CON	10D6	35
SIZ	20D6	70
INT	10	10
POW	4D6+6	20
DEX	3D6	10-11

Move: 12/26 flying

Hit Points: 53

Damage Bonus: +8D6

Attacks: Breath 60%, flame (see below)

Bite 25%, 3D6+db

Claw 25%, 1D6+db

Tail 50%, 4D6

Notes: A dragon has two attacks each round: it may either bite or breathe flame for one attack, and either use claw or tail for the other. The bite attack will come 5 DEX-ranks after any other attacks being performed. When flying, a dragon only has the breath attack.



Dragon

Tail damage equals half the dragon's damage bonus in D6s (round up). It is an area-effect sweep attack.

A dragon's fire blankets an area 3 meters in diameter and has a range equal to the dragon's POW in meters. The flame does 4D6 points of damage to all targets within the 3 meter blast. 4D6 is rolled once; the damage rolled is applied to all targets simultaneously. Armor does protect against this damage. The dragon must expend 1D6 Magic Points to belch forth flame.

Skills: Listen 50%, Search 25%.

Armor: 2D10-points of metal scales.

Magic: Dragons are rife with magic. Both their fiery breath and flying ability demonstrate this. Intelligent dragons can know sorcery spells, regardless of their POW score.

DWARF

Dwarfs are small humanoids dwelling beneath the earth's surface. Their bodies and heads are nearly as large as those of humans, but their limbs are short, powerfully-muscled, and often twisted. Male dwarfs usually sport long beards.

Dwarfs are famed artificers and craftsmen. They spend most of their time underground, and only Adventurers or avenging armies invade the surface world. Dwarfs are popularly believed, with justification, to be enormously wealthy. Dwarfs are ancient enemies of elves, trolls, and orcs.

Dwarfs move in the dark using a supremely-developed touch called Earthsense. They can sense other beings by the slight air currents created in any movement. They direct blows in combat by feeling their enemy's body heat, and dodge or parry his blows by perceiving the air currents produced when he swings. Earthsense – a combination air current/heat sensing system—might be possessed by a few other underground species as well.

Dwarfs are inventive and famed for their contrivances. They hate having their mechanical wonders and money fall into the

hands of other races. Dwarf Adventurers generally have no more special items or cash than those from any other race, though they are usually better-armed and better-armored.

Male and female dwarfs do not differ in size or strength. Dwarf women are even more rarely seen than the men.

DWARF

Characteristics	*Average*
STR 4D6	14
CON 1D6+12	15-16
SIZ 2D6	7
INT 2D6+6	13
POW 3D6	10-11
DEX 3D6	10-11
APP 3D6	10-11

Move 6

Hit Points 12

Damage Bonus: +0

Attacks: 1H Hammer 25%, 1D6+2

Battleaxe 20%, 1D8+2

Bow 40%, 1D8+2

Buckler 20%, 8

Skills: Climb 20%, Jump 15%, Ride 00%, Swim 05%, Craft (stone and metal working) 25%, Craft (Player's Choice) 25%, Evaluate 40%, Nature 00%, Pick Lock 25%, Conceal Object 15%, Repair/Devise 40%, Earthsense/ Search 25%, Visual Search 15%, Track 00%, Sailing 00%.

Armor: Usually chainmail over entire body, plus open helm (1D8+1).

ELEMENTALS

Elementals are essentially primal and simple elemental spirits that manifest themselves in bodies composed of the element of their type. They are usually summoned into existence by the sorcery spell Summon Elemental (p. 127), or other creative uses of powers (at the GM's discretion). See the relevant spells for information about how elementals can be summoned, though in most cases, there must be a relative abundance of the element of the specific type, such as a body of water is required to summon a water elemental.

Generally, there must be at least the amount of SIZ of the raw element required for the elemental to be summoned. Elementals figure their Hit Points differently from most beings: instead of averaging CON+SIZ, they are added together for the HP total. Elementals do not heal lost HP or regenerate Magic Points. When an elemental is reduced to 0 HP or spends all of its Magic Points, it disappears, reduced to the raw element it was composed of.

As magical beings, elementals are traditionally immune to normal attacks such as weapons or fists.

They are also vulnerable to one another's attacks.

Additionally, attacks by substances that might naturally oppose them may also have an effect, at the GM's discretion. For example, a character with a bucket of water or sand may be able to affect a fire elemental. The GM is advised to be fair and equitable in this; players rarely like having no ability to affect a potential assailant.

This section provides four traditional types of elementals—air, earth, fire, and water—and the GM is encouraged to create additional types of elementals as desired. These do not need to be tied to traditional elemental associations, either. Other types of elementals can be spirit; shadow; hybrids of existing elementals such as smoke (air and fire), magma (earth and fire), fog (air and water), or mud (earth and water). Concepts as potentially abstract as time and space can become weird elemental types. Additionally, these are average elementals, and the GM is encouraged to make them more or less powerful as desired.

AIR ELEMENTALS

Air elementals usually appear as mostly-transparent female humans of surpassing



beauty, either naked or in wispy garments, surrounded by a whirlwind, floating in the air. They are barely tangible, feeling like they're formed out of thickened air. Their voices are soft and faint, and they are mischievous, with a short attention span. Air elementals are often called sylphs.

AIR ELEMENTAL

Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6	7
INT	4D6	14
POW	3D6	10-11
DEX	4D6	14
APP	3D6+3	13-14

Move: 10 (12 flying)

Hit Points: 17-18

Damage Bonus: +0

Attacks: Scouring Wind 50%, 1D10 (knockback, range is POW in meters)

Skills: Dodge 75%, Language (Summoner's) 100%, Listen 75%, Sense 75%, Search 75%.

Armor: None, but invulnerable to normal attacks.

Powers: An air elemental has control over its element, represented by being able to cast the spell Wings of the Sky (4) at will, with no Magic Point cost.

An air elemental may, at the cost of its own life, utterly destroy a fire elemental of equivalent strength. It may also provide breathable air for one character, at the cost of 1 HP per round.

Air elementals can turn invisible at will at a cost of 1 Magic Point, though they will reappear if commanded by their summoner, or if they attack someone.

EARTH ELEMENTAL

Earth elementals usually appear as thick-bodied masculine humanoid forms, made of stone, earth, and minerals, with roots and vines like veins and sometimes hair or beards of moss and leaves. In other environments, they may appear as the type of earth available, such as sand and sandstone in the desert. They are often slowwitted and grumpy, and surly when summoned, though they will do the bidding of their controller. Their voices are low and gravelly. They are usually called gnomes.



EARTH ELEMENTAL

Characteristics		*Average*
STR	5D6+12	29-30
CON	3D6+6	16-17
SIZ	3D6	10-11
INT	2D6	7
POW	3D6	10-11
DEX	2D6	7
APP	1D6+3	6-7

Move: 6

Hit Points: 26-28

Damage Bonus: +1D6 or +2D6

Attacks: Fist 50%, 1D6+db

Skills: Appraise 50%, Craft (Blacksmithing) 75%, Language (Summoner's) 25%.

Armor: None, but invulnerable to normal attacks (see below).

Powers: An earth elemental has control over its element, represented by being able to cast the spell Gift of the Earth (4) at will, with no Magic Point cost.

An earth elemental may, at the cost of its own life, utterly destroy an air elemental of equivalent strength.

An earth elemental can also sink into the ground and move at normal speed, emerging when it wishes. It can extend this ability to a character of its SIZ or smaller, engulfing it and moving the character through the earth unharmed at the elemental's normal MOV rate. It will only do this with a willing character, but does not supply oxygen for the voyage. See the rules for suffocation on page 86.

In addition to being invulnerable to normal attacks, an earth elemental has a chance of breaking any normal weapon made of metal. If a character successfully strikes an earth elemental with a metallic weapon, he must make a resistance roll of the weapon's HP vs. the earth elemental's CON. If the weapon's roll fails, it automatically breaks. If it succeeds, it does not break. This roll needs only to be made once at the first successful strike in a round, and it applies to weapons with magic spells or sorcery temporarily cast upon them, but not magical weapons.

Earth elementals are also aware of any precious metals or anything underground within their INTx100 meters, but will only begrudgingly admit this, and must be convinced or commanded to go and retrieve these things. Use of this power costs the earth elemental a number of Magic Points equal to the SIZ of the item brought back.

FIRE ELEMENTAL

Fire elementals usually appear as four-legged reptiles made up of fiery plasma. They scorch the ground where they walk, and smoke emerges from their mouths when they speak in their hissing, crackling voices. They are generally irritable and quick-tempered. Fire elementals are often called salamanders.



FIRE ELEMENTAL

Characteristics		*Average*
STR	2D6+6	13
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6	7
POW	3D6	10-11
DEX	4D6	14
APP	1D6+3	6-7

Move: 10

Hit Points: 26-28

Damage Bonus: +1D4

Attacks: Flame Breath 50%, 1D10 per round (fire, range is POW in meters)

Grapple 50%, special + 1D6 per round (fire)

Skills: Dodge 50%, Language (Summoner's) 50%, Listen 50%, Sense 50%, Search 50%.

Armor: None, but invulnerable to normal attacks

Powers: A fire elemental has control over its element, represented by being able to cast Flames of the Sun (4) at will, with no Magic Point cost.

A fire elemental may, at the cost of its own life, utterly destroy a water elemental of equivalent strength. They can ignite any flammable material by touch, but will never willingly extinguish or prevent a fire.

WATER ELEMENTAL



Water elementals usually appear as beautiful aquatic, vaguely translucent human females the color of the sea, with greenish-blue hair and skin. They are alluring and usually are scantily clad or nude. If encountered on land, water elementals leave wet footprints and are constantly dripping with water. They are intelligent and thought-

ful, and speak in gurgling voices. Water elementals are often called undines.

WATER ELEMENTAL

Characteristics		*Average*
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	2D6	7
INT	4D6	14
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6+3	13-14

Move: 10 (12 swimming)

Hit Points: 23-24

Damage Bonus: None

Attacks: Drowning 50%, special (see below)

Skills: Dodge 75%, Language (Summoner's) 75%, Navigate 100%, Sense 50%, Search 50%, Swim 100%.

Armor: None, but invulnerable to normal attacks (see below)

Powers: A water elemental has control over its element, represented by being able to can cast Bounty of the Sea (4) at will, with no Magic Point cost.

A water elemental may, at the cost of its own life, utterly destroy an earth elemental of equivalent strength.

To drown an opponent, a water elemental engulfs the target's mouth and nose in a bubble of water. If it has succeeded in a touch attack, all further drowning attacks against the target are automatic until the target has either broken free or is dead. See the rules for drowning on p. 86. This attack costs the water elemental an equivalent number of HP to the damage inflicted on the target. It may cease the drowning attempt at any time.

In addition to being invulnerable to normal attacks, a water elemental has a chance of rusting any normal metal weapon or warping any wooden weapon striking it. If a character successfully strikes a water elemental with a metallic weapon, he must make a resistance roll of the weapon's HP vs. the water elemental's CON. If the weapon's roll rails, it rusts (losing 2 HP and with a –1 to damage) or warps (-1 HP, -5% to hit). If it succeeds, it is unaffected. This roll needs only to be made once at the first successful strike in a round, and it applies to weapons with magic spells or sorcery temporarily cast upon them, but not magical weapons.

While submerged, a water elemental can become invisible at will at the cost of 1 magic point, though it will reappear if commanded by the summoner, or if it attacks someone.

While underwater, a water elemental can speak clearly to any within normal hearing range.

Water elementals are also aware of any items within the body of water they were summoned from, within their INT x 100 meters, but will only admit this if asked, and must be convinced or commanded to go and retrieve these items.

Each use of this ability costs the water elemental a number of Magic Points equal to the SIZ of the item brought back.

ELEPHANT

Elephants travel in herds and live on tropical plains, sometimes entering forests. When feeding, a herd will break up temporarily.

Sometimes an elephant is outcast from the herd because of its bad nature, becoming a rogue. Elephants will help and defend an injured comrade, unlike most other herd animals.

Elephants are intelligent, and learn quickly-one of the reasons that rogues are so dreaded. They can be domesticated and trained.

When injured, an elephant may go berserk, so it is not always a good war beast. An elephant requires quite a bit of upkeep-an adult male elephant eats 225 kg of hay, fruit, grain, and foliage each day.

ELEPHANT

Characteristics		*Average*
STR	6D6+34	45
CON	3D6+16	26-27
SIZ	6D6+42	53
INT	6	6
POW	2D6+6	13
DEX	3D6	10-11

Move 12

Hit Points 40

Damage Bonus: +5D6

Attacks: Trunk 50%, grapple

Rear & Plunge 25%, 2D8+db

Trample 50%, 10D6 vs downed foe

Tusk 25%, 5D6

Notes: An elephant can attack once a combat round. If the trunk grapples a victim, the victim may escape by successfully matching his STR against half of the elephant's STR. The trunk does no damage in and of itself, but each round following the initial grapple, a grappled victim can be hit by any of the elephant's other attacks with a 100 chance for success. Indian elephants have no tusk attack.

The tusk damage equals the elephant's damage bonus.

Skills: Smell Intruder 50, Listen 50.

Armor: 1D10-point thick skin, except on trunk, which has 4-point skin.

ELF

Elves are human-like folk dwelling in forests. They are slender and slightly shorter than humans, with pointed ears. Elvish skin is usually fair. Their eyes are large, without pupils or whites, and variable in color-often violet or pale green. Female elves have slight, rather than voluptuous, figures, while male elves lack facial hair. Both males and females generally have brown, blond or silver hair. There is no size or strength difference between the sexes.

Elves are tied to their forests in ways not understandable by humankind. Individual elves seem free to go and come at will, but mass elvish migrations only occur in times of disaster. Elves are ancient foes of trolls, orcs, and dwarfs. Sometimes parties of elves seek their enemies underground.

ELF

Characteristics		*Average*
STR	2D6+2	9
CON	3D6	10-11
SIZ	2D4+4	9
INT	3D6+6	16-17
POW	2D6+6	13
DEX	3D6+3	13-14
APP	3D6	10-11

Move 12

Hit Points 10

Damage Bonus: None

Attacks: Bow 45%, 1D8+1 HP: 8

Spear 20%, 1D6+1 HP: 10

Shortsword 20%, 1D6+1 HP: 10

Buckler 05%, 1D4 HP: 8

Skills: Sailing 00%, Climb 45%, Craft (Player's Choice) 25%, Dodge 20%+DEXx2, Swim 05%, Physik 25%, Nature 50%, Conceal Object 20%, Listen 45%, Track 25%, Hide 25%, Move Quietly 25%.

Armor: Elves have no natural armor. They generally prefer to Dodge rather than wear armor. They often wear light leather and occasionally light mail.

FACHAN

A fachan is a large and fierce monstrosity, sporting one eye in the middle of his forehead, one arm in the middle of his chest, and one leg supporting him beneath. His features are as twisted and gnarled as the

roots of an old tree, and his torso is protected with a hard, matted coat of filthy blue feathers. His scalp has a single tuft of hair, which is magically strong and cannot be uprooted.

The normally-solitary fachans are of unknown origin. Though rare, they sometimes wander through ravaged lands, smashing, pillaging, and eating hapless folk. They are amenable to logic, and are sometimes found as champions or hired warriors for tribes of trolls or other sorts who will provide them with plenty of battle and booty.

Fachans are well-armed (at least in terms of weaponry), and frequently own a magic weapon. Fachans love weapons and carry the best they can obtain. This love may be exploited by Adventurers desiring to bribe a fachan into leaving them alone. Since fachans have only a single arm, they can only use one weapon at a time. They must hop to move and do so quite effectively.

A fachan can leap 6 meters in a single bound, and may jump once every four DEX-rank. If a fachan is knocked down, it must roll its DEX x5 or less to regain its posture (and can do nothing else that round). Fachans have poor depth perception and rarely use missiles.

FACHAN

Characteristics		*Average*
STR	3D6+24	34-35
CON	3D6+12	22-23
SIZ	3D6+24	34-35
INT	2D6+3	10
POW	3D6	10-11
DEX	1D6+6	9-10
APP	1D6	3-4

Move 12/leap

Hit Points 29

Damage Bonus: +3D6

Attacks: Flail 50%, 2D6+2+db

Fist 50% 1D6+3D6

Fachan



Notes: A fachan's flail often has poison smeared over its spiked apples. Fachans may be found with any weapon, but flails are a favorite. The statistics above are a minimum–a given fachan may well have 90% or more in skill at using his chosen armament.

Fachans are not strong on magic-using, except for magic weapons.

Skills: Climb 20%, Jump 150%, Listen 50%, Ride 00%, Swim 05%, Search 10%.

Armor: 1d6+3-point skin plus feathers on torso.

GHOST

Ghosts are spirits of the dead. Ghosts found on the mundane plane are always tied to a specific site or object, and either cannot leave or must return if they do leave.

Normally invisible and intangible, ghosts can become visible at will, and engage intruders in spirit combat. If a ghost reduces a foe to zero Magic Points, it will possess him, usually causing the victim to kill himself. Even if a ghost possesses someone, it remains tied to its site and may not leave. Most ghosts are malignant, and hate the

living. They are frequently insane. Ghosts possess only INT and POW.

GHOSTS

Characteristics		*Average*
INT	2D6+6	13
POW	4D6	14

Move equal to POW

Damage Bonus: None

Magic: A ghost may possess sorcerous magic, at the Chronicler's option.

GHOUL

Ghouls are loathsome, feral monsters which feed on the dead. Sporting grisly fanged teeth, they look like caricatures of humans who have stepped from a week-old grave. Long, snake like tongues are used to lick the marrow from the cracked bones of their victims.

Any armor they possess is looted from graves or victims, and they usually fight only with their talons and deadly poison bite.

Ghouls are magical incomplete creatures lacking POW. They are formed when a certain class of malignant spirit crosses from the otherworld and possesses a freshly-dead corpse. The corpse is thereby transfigured and animated, becoming a parody of life. Ghouls gain 1 magic point for every 3 SIZ points of corpses they devour. They must expend a magic point every daybreak or collapse, the malignant spirit returning to the otherworld, and the animated corpse dissolving. For each hour in the sun, a ghoul must spend an extra magic point.

Ghouls use a blood-chilling howl in combat. When a ghoul howls, match its Magic Points against the INT of each foe. If more than one ghoul howls, use only the Magic Points of the ghoul with the most Magic Points against each foe (make one roll, and compare to all victim MPs). If a victim is overcome, he becomes terrified (as if under the effect of a Terror spell) until all howling stops. If an Adventurer resists the howl's effects, he must try again on the next round. An Adventurer who resists for five successive combat rounds becomes immune to the howl until he has not heard the howl for a week or more.

Magic does not protect against ghoulish howling.

With its rotten fangs a ghoul can inject magical venom with a potency equal to the ghoul's CON. Resolve the attack by matching it against the victim's CON. If the victim is overcome, the full potency enters his system—otherwise, only 1D3 potency is injected.

When the total potency injected equals or exceeds the victim's CON, the victim falls limp and comatose until an antidote counteracts the venom. The unfortunate Adventurer will live for as many days as he has points of CON, but loses a point of CON each day. An Adventurer who dies in this fashion rises at the next moonrise as a ghoul.

An Adventurer bitten by a ghoul, yet not paralyzed, purges the venom from his system at the rate of 1 point per day.

GHOUL

Characteristics		*Average*
STR	4D6	14
CON	3D6	10-11
SIZ	2D6+6	13
INT	3D6	10-11
MP	2D6+6	10-11
DEX	3D6	10-11

Move 8

Hit Points 12

Damage Bonus: +1D4

Attacks: Claw 25%, 1D6+db

Bite 25%, 1D6+1D4+venom

Howl 100%, demoralize

Notes: A ghoul can attack with both claws and the bite simultaneously, all on the same DEX-rank.

Armor: None natural; may have looted armor from graves or victims.

Magic: The ghoul's howl costs a magic point to use. Ghouls can learn sorcery.

GIANT

Giants are huge, ugly humanoids with a taste for human flesh. They are surly and untrustworthy. At full growth of 16 meters, SIZ 24D6+48, a giant is truly formidable. (Fortunately, most giants are smaller.) Giants grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants use enormous clubs or tree trunks in battle. Giants are naturally contrary. Any magical attempt to influence a giant's actions or emotions (such as casting at them Fury, Muddle, etc.) has only a 5% chance to work, no matter how many Magic Points the spell caster has in comparison to the giant. This even applies to such spells cast by the giant on himself. It does not apply to spells specifically designed to command giants nor to spells or spirits which cause madness rather than emotion.

GIANT

Characteristics		*Average*
STR	(3D6+6)/2m height	16-132
CON	(2D6+6)/2m height	13-94
SIZ	(3D6+6)/2m height	16-132
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7

Move 3/1m height

Hit Points 15-113

Damage Bonus: +7D6

Attacks: Maul 25%, 3D6

Stomp 25%, 3D6

Notes: Despite their great size, most giants are able to parry competently with their mauls, for they learn to parry in their youth and increase their skill as they age.

A giant's maul has Hit Points equal to 10 plus the giant's damage bonus in D6s.

Skills: Sense 50%.

Armor: As armor, giants have tough skin worth 1D6 points plus their damage bonus in D6s. A giant with a 10D6 damage bonus has 1D6+10-point skin. Some giants wear leg armor (often of hammered plate).

Magic: A giant is capable of learning magic, if someone is so foolish as to teach him.

GORGON

Gorgons are dread flying horrors, with the faces and breasts of human hags and hair composed of writhing serpents. They have bat-like wings and most of their bodies are covered with bronze scales. Talons adorn feet and hands.

The most famous attack of a gorgon is her deadly appearance. The face of a gorgon is so hideous that anyone seeing it automatically is turned to stone, his spirit trapped until the statue is broken. (Then he dies.) Each combat round, everyone within sight of a gorgon's face must receive a successful POWx5 roll or inadvertently see the face and be turned to stone.

The gorgon's appearance attack may not be prevented by defensive spells. Gorgons are immune to their own appearance and to that of other gorgons.

GORGON

Characteristics		*Average*
STR	4D6	14
CON	3D6+6	16-17
SIZ	4D6	14
INT	3D6	10-11
POW	1D6+12	15-16
DEX	3D6+6	16-17
APP	1D6	3-4

Move 8/16 flying



Gorgon

Hit Points 16

Damage Bonus: +1D4

Attacks: Talons 50%, 1D6+db

Serpents 100%, 2D3+poison

Appearance 100%, Petrifies

Notes: The gorgon's appearance attack is automatic each round. Additionally, each round a gorgon can attack with two talons or 1D10 serpents. The talons strike 5 DEX-ranks apart.

The gorgon's head/serpents can reach up to half a meter. The bites are capable of impaling and inject a poison with a potency equal to the gorgon's CON. If the victim does not successfully resist the poison, he takes its potency in damage to his Hit Points. If he resists, he takes 1D6 damage.

Armor: 1D10-point bronze scales.

GORILLA

Gorillas are jungle-dwelling apes. They are quite large, with strength excessive to even their massive size. Gorillas are quadrupeds, but can walk and stand on their hind legs. Gorillas are mainly vegetarians, though they eat grubs, insects, and an occasional rodent. They move in small family groups usually led by an old silverback male. Gorillas are unaggressive and retiring, but an angry gorilla can tear a man to pieces. Female gorillas are smaller than the males, and have 1D6 less SIZ and STR.

GORILLA

Characteristics		*Average*
STR	6D6+15	36
CON	2D6+6	13
SIZ	4D6+12	26
INT	7	7
POW	3D6	10-11
DEX	3D6+3	13-14

Move 10/6 in trees

Hit Points 20

Damage Bonus: +3D6

Attacks: Bite 40%, 1D10+3D3

Wallop 20%, 1D3

Grapple 50%, special

Notes: Each round, a gorilla may attack twice. It may wallop twice, bite and wallop, or bite and grapple. The attacks occur 5 DEX-ranks apart. The gorilla's bite and wallop damage has only half its damage bonus.

If a grapple succeeds, the gorilla grips its opponent and does full damage bonus (usually 3D6) each round. It may continue to bite as well.

Skills: Climb 60%, Dodge 40%, Hide 40%, Listen 25%, Move Quietly 30%, Search 25%, Swim 00%.

Armor: 1D6-point skin, muscle, and hair.

GRAMPUS

These odd arthropods are also known as vinegaroons or whipscorpions. They resemble gigantic maroon scorpions with massive

dark claws, but they lack the dreadful stings of true scorpions. Instead, there is a slender whip-like tail at the end of their abdomen. At the base of this tail is a gland which can expel clouds of noxious vapor.

Grampuses are strictly carnivorous and live in forests, jungles, and swamps.

GRAMPUS

Characteristics		*Average*
STR	4D6+12	26
CON	2D6+12	19
SIZ	3D6+12	22-23
INT	2	2
POW	3D6	10-11
DEX	3D6	10-11

Move 9

Hit Points 21

Damage Bonus: +2D6

Attacks: Pincer 50%, 1D8+db

Spray 100%, Variable

Notes: A grampus can attack with spray and both pincers in the same round. The pincers strike 5 DEX-ranks apart.

The most common spray smells strongly of vinegar and is 1 point acid, dissolving 1 point of armor each time the target is sprayed. If all armor has been dissolved, it damages flesh instead. This spray has a range of 10 meters, and covers an area of 3 meters radius.

The second type of spray smells of chlorine, and is a poisonous gas with a potency of 3D6. If the gas's potency is resisted, the victim takes half the potency as damage. If not resisting, he takes full potency as damage. It is possible to hold one's breath while inside this cloud. The cloud covers a 3 meters-radius-area all around the grampus, and can be squirted up to 10 meters away.

The last type smells like formic acid and is squirted in a narrow stream. If it hits, the target takes 2D6 acid damage losing armor first, then Hit Points.

Skills: Listen 50%, Hide 60%, Move Quietly 60%.

Armor: 2D4-1-point chitin.

GRIFFIN

The griffin is a large flying carnivore with the body of a lion and the head, foreclaws, and wings of a mammoth eagle. They prize horse meat, live in desert areas and dry mountains. Griffins are found in family groups of no more than a dozen. They lair in great nests, often placed in caverns or dug into the side of mountains. In combat, a griffin will drop from above, grab a prey, and carry it away, clawing and tearing at it.

GRIFFIN

Characteristic		*Average*
STR	10D6	35
CON	3D6+12	22-23
SIZ	10D6	35
INT	6	6
POW	3D6+6	12
DEX	3D6+12	22

Move 8/12 flying

Hit Points 29

Damage Bonus: +3D6

Attacks: Bite 50%, 1D6+db

Claw 50%, 1D6+3D6

Note: Each combat round, a griffin attacks with both claws simultaneously and bites three DEX-ranks later.

Skills: Dodge 25%, Search 70%.

Armor: 1D4+2-point hide.

HALFLING

Halflings are small, generally stout, humanoids living in temperate climes. They usually live underground or in the sides of hills. They are quite civilized, and dwell in pros-

perous small villages, though with much underground construction. Their advanced techniques of food storage and cookery are well-known.

Halflings are phlegmatic and avoid conflict. Stifled by such bucolic existence, occasionally a halfling becomes an Adventurer. Halflings get along well with humans and may share a village.

They also get along moderately well with elves and dwarfs, though they fear and mistrust trolls. There is no great size difference between female and male halflings.

HALFLING

Characteristics		*Average*
STR	2D6	7
CON	2D6+12	19
SIZ	2D3	4
INT	2D6+6	13
POW	2D6+4	10
DEX	2D6+10	17
APP	3D6	10-11

Move 6

Hit Points 12

Damage Bonus: -1D6

Attacks: Shortsword 25%, 1D6+1

Sling 25%, 1D8

Rock 35%, 1D4

Notes: Halflings throwing rocks do a full 1D4 points of damage; this is not reduced by their damage bonus.

Skills: Sailing 10%, Climb 25%, Conceal Object 15%, Dodge 25%, Hide 20%, Move Silently 40%, Swim 25%, Fast Talk 20%, Oratory 20%.

Armor: None natural; may wear any.

HARPY

This hateful creature has the head and breasts of a harridan, but the rest of the body is that of a particularly grimy vulture. Harpies are notoriously filthy and delight in befouling the food and persons of others. They are cowardly and, unless they outnumber their enemy, will fly away if attacked. Any article of food contaminated by harpy dung is disease carrying and completely inedible (except to harpies). Harpies delight in snatching small valuable objects (such as familiars) from their owners and in other petty torments. They are extremely vindictive and will follow an enemy (at a safe distance) for miles. A harpy may work with another creature as a scout or spy.

HARPY

Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6	7
INT	3D6	10-11
POW	3D6	10-11
DEX	5D6	17-18
APP	1D6	3-4

Move 6/16 flying

Hit Points 9

Damage Bonus: None

Attacks: Claw 25%, 1D6+disease

Stone 25%, 1D6/3m dropped

Droppings 50%, -1D10 APP+disease

Notes: A harpy can attack with both claws on the same DEX-rank.

A harpy can fight by dropping stones. Chances to hit are reduced by 5 percentiles for every 3 meters of height.

An Adventurer struck by harpy droppings must scrub for hours to cleanse himself. Until he has done so, only monsters such as harpies or Beast-men would associate with him.

An Adventurer hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease.

Skills: Search 40%.

Armor: 1D3-1-point feathers.

HAWK

Hawks are predacious birds which inhabit all temperate and tropical climates. They make excellent familiars. They are unlikely to attack a human unless diseased or defending their nest. The stats below are for a large hawk and can also be used for a big owl or other bird of prey.

HAWK

Characteristic		*Average*
STR	1D3	2
CON	2D4	5
SIZ	1D2	1-2
INT	3	3
POW	2D6	7
DEX	3D6+18	28-29

Move 2/24 flying

Hit Points 4

Damage Bonus: -1D6

Attacks: Claw 40%, 1D2

Bite 25%, 1D3

Notes: A hawk attacks with both claws simultaneously and bites 5 DEX-ranks later.

Skills: Dodge 80%, Search 100%, Sense 100%.

Armor: None.

HORSE

There are many horse breeds. Given here is a typical multipurpose horse. A Chronicler may wish to make up special breeds of horses. Cart horses are animals used as beasts of burden. They may or may not be usable as riding beasts, but may not be compelled to much more than a broken trot, and that over a very short period.

Their main function in a battle would be to run away as fast as possible, and no one with any knowledge of horses would attempt to use them otherwise.

Riding horses include nearly everything we think of nowadays as being a horse. A riding horse will not fight unless cornered or engaged in a fight with another horse.

Cavalry horses are trained to stay calm in battle and carry the rider where he wants to go amidst the hubbub of melee. They are not trained to fight. If a cavalry horse were to commence fighting for any reason, the rider would have to make Riding rolls each round to stay on its back. If he made a second successful Ride roll, he could fight as well. Most horses used in battle fall into this category.

A good cavalry horse could be trained to fight, in which case it would become a warhorse. Warhorses are very specialized animals, nearly always geldings. A warhorse will fight in conjunction with the rider. A warhorse must be separately trained in each type of attack. Warhorses will attack footmen in combat, but not usually riders, and only attack other mounts in combat if the rider makes a Riding roll commanding it to do so. Warhorses are mean, and cannot be stabled with other horses without risking a fight. Someone unknown to the horse takes his life in his hands by entering the stall of such a horse.

A horse doing moderate work needs about five kilograms each of grain and fodder, and 20 to 60 liters of water a day. The water needed varies with temperature; an average day requires 24 liters.

A hard-working horse needs an additional two kilograms each of grain and fodder.

Certain breeds of horses from the most ancient times were as large as modern horses (excluding massive draft horses). Horse size has not increased over the centuries.

HORSE

Characteristics		*Average*
STR	4D6+18	32
CON	3D6	10-11
SIZ	4D6+18	32
INT	4	4
POW	3D6	10-11
DEX	2D6+6	13

Move 12

Hit Points 22

Damage Bonus: +3D6

Attacks: Bite 40%, 1D8

Kick 25%, 1D6+db

Rear & Plunge 10%, 2D6+db

Trample 75%, 3D6 vs. prone target

Notes: A horse may attack once in a combat round. A ridden non-warhorse normally makes no attacks, as described above.

Skills: Climb 10%, Jump 50%, Smell Intruder 25%.

Armor: 1D4-point hide. Horses can wear special armor made for them, called barding.

HUMAN

There are various races of humans, some coming in different sizes. Statistics for conventionally-scaled humans are provided below.

HUMAN

Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 8

Hit Points 12

Damage Bonus: None

Attacks: Any Weapon at Base %

Skills: As per Adventurer sheet.

Armor: None natural, may wear any.

Magic: Humans may learn any variety of magic, and frequently are masters.

Humans are one of the most adaptable races in Magic World



INSECT SWARM

Normal-sized insects can be as great a danger to Adventurers as gigantic ones. This category includes hornet nests, wasp swarms, and aroused beehives.

Stinging insects are not found in the far north, but are ubiquitous in warmer climes. They will not go out of their way to sting or otherwise harass a group of clumsy humans, but if a hive is threatened, a horde of buzzing insects could burst out after their tormentors.

Beasts this small need no characteristics, merely a description of effects. The size of the hive determines the number of stings delivered each round. Consult the chart below:

STINGS	HIVE SIZE
1D6	Very small (small wasp nest)
2D6	Small (large wasp next, small beehive)
4D6	Large (very large wasp nest, average beehive)
6D6	Very large (large beehive)
8D6	Huge (very large beehive)

Each character attacked by a hive takes the listed number of stings each combat round until he escapes the swarm. For heavy clothing subtract two stings per die from the number of stings suffered each round. Normal battle armor subtracts one sting per die. Battle armor combined with heavy clothing only subtracts two per die.

Muffling worn with the purpose in mind of preventing stings subtracts three stings per die. Specially-made beekeeping gear (only available in certain civilized areas) subtracts four stings per die.

Protective magic subtracts one per die from the total number of stings per three points of spell.

Keep track of the total number of stings that each victim has suffered. After the bees or wasps have been driven away or stung the target to their hearts' content, total the number of stings taken and then divide the total by that insect species' venom factor, as given in the following chart:

INSECT TYPE	VENOM FACTOR	HIVE SIZE
Honeybees	20	2D6 to 8D6
Hornets	15	1D6 to 4D6
Bumblebees	15	2D6 to 4D6
Yellowjackets	20	1D6 to 2D6
Army Ants	10	6D6 to 12D6
Fire Ants	15	4D6 to 5D6
Bulldog Ants	5	1D6 to 3D6

The total number of stings divided by the venom factor gives the venom potency introduced into the victim's body. After 1D6 hours from the first sting, match the victim's CON against the venom. If his CON resists the potency, he takes half the potency as damage to his Hit Points. If his CON is overcome by the potency, he takes the full potency as damage.

JABBERWOCK

The jabberwock is from Lewis Carrol's classic, Through the Looking Glass. Our description is largely taken from Sir John Tenniel's celebrated illustrations. A jabberwock stands as tall as 8 meters (25 feet), though much of this is scrawny neck and thin legs.

A jabberwock has two long arms, ending in claws like those of a gigantic bird of prey. It has two thin bat-like wings sprouting from its back and a long reptilian tail. A jabberwock's head is hideous, with downward-staring eyes, rodent-like teeth, and four long tendrils or antennae around the mouth.

Jabberwocks live in forests and ravenously set upon anyone they find. They have some intelligence, and can make plans, set ambushes, and terrorize an entire region. Jabberwocks are solitary, but may organize other creatures of horror to keep house or to otherwise help them.

JABBERWOCK

Characteristics		*Average*
STR	3D6+18	28-29
CON	3D6+6	16-17
SIZ	4D6+24	38
INT	2D6+3	10

POW	4D6	14
DEX	3D6+6	16-17
APP	2D6	7

Move 12/12 flying

Hit Points 28

Damage Bonus: +3D6

Attacks: Claw 50%, 1D10+db

Bite 30%, 1D6

Glare 100%, 2D6

Notes: A jabberwock attacks with two claws simultaneously, followed by a bite 5 DEX-ranks later. If a claw hits, the jabberwock can grasp and immobilize its target. The victim can only escape by overcoming the jabberwock's STR with his own STR. An immobilized target may be bitten automatically.

For 1 magic point, a jabberwock can glare flames from its eyes. Match the target's CON against the flame damage rolled. If the flame damage overcomes the target's CON, he takes full damage to his Hit Points. If not, he takes half damage. Armor is useless against this damage.

Armor: 1D8-1-point skin. May wear 3 points of leather and padding on the body.

Magic: Flaming glare. A jabberwock may learn other magic, if it can find anyone to teach it.



Jabberwock

KRAKEN

Kraken are monstrous sea creatures, a loathly hybridization of the most awful sea creatures on a titanic scale. Sailors associate the tentacled monsters with omens of death. Kraken wander the sea in an endless search for a source of food large enough to satisfy their cruel, gnawing hunger.

Two sizes are presented here. The first is a manageable creature which Adventurers should find a reasonable challenge, should it decide to make a meal of their ship. The second is so large that sailors might mistake its broad expanse for a small island, and land there in the hope of finding fresh water or buried treasure.

SMALL KRAKEN, 40 METERS ACROSS

Characteristics		*Averages*
STR	20D6	70
CON	4D6+12	26
SIZ	20D6	70
INT	2D6	7
POW	6D6	21
DEX	3D6+12	22-23

Move: swim 24, crawl 10

Hit Points: 48

Damage Bonus: +8D6

Weapons: Tentacle* 80%, damage 8D3

Bite** 80%, damage 8D6 + venom, POT = CON

* A kraken is able to make eight tentacle attacks in a single round. A tentacle hit does no damage but instead ensnares the target. When a target has been gripped by two tentacles, they begin to constrict, doing the listed damage.

** The bite attack is made five DEX-ranks after the tentacle attacks. The bite injects venom of POT equal to CON.

Skills: Hide 120%, Sense 55%, Track 20%.

Armor: 1D8 rubbery hide.

LARGE KRAKEN, 100 METERS ACROSS

Characteristics		*Averages*
STR	100D6	350
CON	20D6+60	130
SIZ	100D6	350
INT	2D6	7
POW	30D6	105
DEX	3D6+12	22-23

Move: Swim 36, Crawl 18

Hit Points: 140

Damage Bonus: 42D6

Weapons: Tentacle* 80%, damage 43D3

Bite** 80%, damage 43D6 + venom, POT = CON

* Able to make eight tentacle attacks in a single round. A tentacle hit does no damage but instead ensnares the target. When a target has been gripped by two tentacles, they begin to constrict, doing the listed damage.

** The bite attack is made five DEX-ranks after the tentacle attacks. The bite injects venom of POT equal to CON.

A basking Kraken is awakened



Skills: Hide 160%, Sense 70%, Track 30%.

Armor: 1D20 rubbery hide

LAMIA

A lamia is a supernatural vampiric female. Lamiae resemble beautiful women from the abdomen up, but they have the lower torsos of gigantic serpents. Lamiae can cast illusions so that they appear to be whole women. Lamiae lack POW.

Each combat round, a lamia may try to overcome a male humanoid in a match of her Magic Points against the male's INT. This costs no Magic Points. If the lamia wins, then the man will remain hopelessly in love with her for as long as she is present. The first time he sees her in her true form, he may attempt to break the spell in a match of his INT against her current Magic Points. If he succeeds, then he is no longer enslaved. If he fails, he will remain entranced. If a character resists the lamia's initial charm, he will be immune for a full day to her wiles.

Even after being taken from or leaving the lamia, the victim will remain in love with her for a number of days equal to her APP. In this manner, a lamia keeps a strong man or two as her slaves for extended periods of time, protecting her. Eventually, her bloodlust will cause her to drain them of blood, too, but they may survive for weeks or months or longer.

A lamia loses 1D6 magic points per day. She gains magic points only by draining STR (blood) from passersby. Lamiae do not regenerate magic points normally.

LAMIA

Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	4D6	14
Magic Points		2D6+6
DEX	4D6	14
APP	3D6+6	16-17

Move 8

Hit Points 14

Damage Bonus: +1D4

Attacks: Bite 40%, 1D6+STR drain

Kiss 40%, POW drain

Constrict, 60% 2D4

Notes: each round, a lamia may either bite or kiss. Three DEX-ranks after that attack, she may use her constriction ability to attack.

When a character is hit by the constriction attack, he is held in the lamia's coils and takes damage automatically on succeeding rounds. Armor will protect only until cumulative damage surpasses his armor points, when it is crushed and broken. A lamia cannot use her constriction attack without dropping her illusory appearance. Constriction damage is equal to twice the lamia's damage bonus (minimum of 1D6).

On a successful bite, the lamia will hang on and drain 1 point of STR (blood) from him each round thereafter. This STR drain gives her 1D6 Magic Points. This STR loss is permanent for the victim. When she drains a victim to zero STR, he dies. The kiss of the lamia drains POW. Match her Magic Points against those of her victim. If she overcomes the victim, he loses 1D6 POW and she gains an equal number of Magic Points. She cannot drain a victim below 1 POW.

Skills: Hide 90%, Move Silently 90%.

Armor: The snake body has 1D6-point scales.

Lamia



Magic: Bite, touch, illusion spell, and love trance attack. The lamia's illusion spell costs 2 Magic Points to maintain per day, and can be dispelled as if it were a 4-point spell. The lamia's attacks and love charm cost no Magic Points to use.

Many lamias know sorcery.

Both defensive and dispelling magic are useless against the lamia's love-trance attack.

LION

These big cats hunt arid regions and savannah. They are the most social felines and live in packs known as prides.

Lions cooperate; a pair may frighten prey towards the rest of the pride, for example. A pride is led by a male, who lords it over several lionesses and adolescent lions. Several brothers may rule a pride together. Prides composed entirely of bachelor lions are not uncommon. Lionesses do much of the hunting, but males do some, and fight defensively for the pride.

The statistics below are for male lions. Lionesses have STR 4D6+12 and SIZ 3D6+12. Otherwise, the sexes are identical.

LION

Characteristics		*Average*
STR	5D6+12	29-30
CON	3D6	10-11
SIZ	4D6+12	26
INT	5	5
POW	2D6+6	13
DEX	3D6+6	16-17

Move 12

Hit Points 19

Damage Bonus: +2D6

Attacks: Claw 50%, 1D8+db

Bite 40%, 1D10

Rake 80% 2D8

Notes: A lion can attack with one claw and one bite each round. The bite will take place 5 DEX-ranks after the claw. If both connect, it will continue to bite and rake with the hind legs.

Skills: Hide 60%, Move Quietly 70%, Listen 50%, Sense 50%.

Armor: 1D4-point fur.

LIZARD, ROCK

These giant lizards live in hills and caves. They also inhabit ruined cities. They are carnivorous but cheerfully eat carrion. In their haunts, groups of these reptiles bask together each morning. They are basically slow, dumb predators and scavengers.

LIZARD

Characteristics		*Average*
STR	2D6+6	13
CON	2D6+6	13
SIZ	4D6	14
INT	2	2
POW	2D6	7
DEX	2D6+3	10

Move 10

Hit Points 14

Damage Bonus: +1D4

Attacks: Claw 45%, 1D6+db

Bite 45%, 1D10

Notes: A rock lizard will attack with a claw until it scores a hit. Then it will hang on with that claw, and bite.

Skills: Hide 25%, Track 30%.

Armor: 1D3 point scales.

MANTICORE

A manticore is a large leonine monster with a giant scorpion's tail and a human head. The face is huge and somewhat ugly, with protruding tusks and a lion-like mane of hair. The hindquarters sport several dozen long. sharp spines which pulse in and out as the creature breathes.

Manticores live in wastelands and mountainous terrain. They always eat the brain of their prey and are notorious man-killers. Manticores are a surly, dangerous lot, and it is fortunate that they rarely work in groups.

In some universes, manticores may actually be considered to have normal INT, in which case they should be given an INT of 2D6. The disposition of a manticore is not improved by such sentience.

It is sometimes claimed that manticores hate the smell of manticore blood so much that one can protect himself from attacks by smearing fresh manticore blood over his body.

MANTICORE

Characteristics		*Average*
STR	4D6+12	26
CON	2D6+9	16
SIZ	4D6+12	26
INT	7	7
POW	3D6	10-11
DEX	2D6+3	10
APP	2D6	7

Move 10

Hit Points 21

Damage Bonus: +2D6

Attacks: Claw 30%, 1D6+db

Sting 30%, 1D6+2D6+poison

Notes: A manticore will claw first, then sting 5 DEX-ranks later. The sting injects a poison with POT equal to the manticore's CON. If the poison's POT overcomes the victim's Hit Points, he takes the poison's POT in damage. If he resists the poison, he takes half its POT in damage.

Skills: Climb 80%, Dodge 45%, Search 40%.

Armor: 1D6-point skin.

MINOTAUR

Such large humanoids have a bull's head and tail. They are omnivorous and sometimes eat people. Minotaurs live in arid brushy places.

If a minotaur is wounded or gets a special hit on an opponent, it will go berserk. The minotaur will stay berserk until all foes have been destroyed. These effects are: the minotaur loses all power to parry or Dodge, and can cast no spells. Its Attack chance and damage bonus are doubled. Also, all its CON rolls, no matter what the modifiers, are assumed to succeed. It is immune to shock, exhaustion, unconsciousness, and incapacitation. The minotaur can come out of its rage by rolling below INT x1 or less on 1D100. After the rage, the minotaur is exhausted and collapses for a number of minutes equal to 1D6 times the number of rounds it was berserk. The minotaur may only take defensive actions at half chance while exhausted.

MINOTAUR

Characteristics		*Average*
STR	3D6+12	22-23
CON	1D6+12	15-16
SIZ	3D6+12	22-23
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7

Move 6

Hit Points 19

Damage Bonus: +2D6

Attacks: Great Axe 25%, 3D6+db

Head Butt 40%, 1D6+db

Notes: A minotaur can use either a head butt or a hand-held weapon in a given round. It could use both only as per normal two-weapon use, thereby depriving itself of the ability to parry that round.

Skills: Track 50%.

Armor: 1D6-point hide. Usually wears leather body and limbs as well for 1D3 more points of armor.

MUMMY

A mummy is an undead monster formed from a preserved, dried, eviscerated corpse. The former spirit animates the mummy. The ritual for creating a mummy takes a point of POW from the enchanter, and requires consent upon the part of a living individual, who becomes the mummy, and who expends all of his own POW in the process. Depending upon the type of preservation, a mummy may be wrapped in bandages or cloth. It takes several years of "seasoning" to finish the process.

Only a few morbid religious cults and cloistered Sorcerers know the secret rituals needed to create mummies. Mummies lack POW, like other undead. They have no convenient way to gain Magic Points, so usually refrain from casting spells. Since mummies are dry and spiced, they are vulnerable to fire. A source of flame (e.g.: a flaming brand, the spell "Flames of the Sun", or other intense fires) will ignite a mummy's desiccated body. In such a case, the mummy counts

as a flammable substance when checking whether or not it catches fire.

If a mummy's limb is broken, a Make Whole spell will fix it. Healing spells do no good.

MUMMY

Characteristics		*Average*
STR	3D6x2	20-22
CON	3D6x2	20-22
SIZ	2D6+6	13
INT	2D6+6	13
Magic Points		2D6+2
DEX	2D6	7
APP	1D3-1	1

Move species -2

Hit Points 18

Damage Bonus: +1D6

Attacks: Sword 75%, 2D8

Fist 50%, 1D6

Armor: May wear any, plus has 1D4-point skin.

Magic: Mummies may retain magic from their former existence, and may learn sorcery. Any Magic Points they have must be given to them via some spell or ritual. They may also use staves (see p. 103), and other items which store Magic Points.

NYMPH

Nymphs are nature beings tied to a specific locale or natural feature. They can create female, human-like bodies from their native essence at will. They cannot voluntarily engage in spirit combat nor cast spells when disembodied.

If a nymph is reduced to zero Hit Points while in body, it passes to the otherworld like any other embodied creature. However, if the locale remains intact, the locale eventually will generate another body for the nymph's spirit to inhabit.

There are many types of nymphs. Four of the most common are dryads, hags, naiads, and oreads, representing respectively trees, shadowy places, streams and ponds, and hills and mountains. Nymphs are always female. When a natural feature has existed a long time, it often grows a nymph.

Different nymph types vary greatly in personality, power, and nature, and rarely associate. Some nymphs are benign and others are malevolent. Some malignant ones are hideous. Most are playfully indifferent to mortals.

DRYADS

A dryad is a wood nymph, tied to a special copse or grove. One of the trees in the copse is always the dryad's personal tree. As this tree fares, so fares she. When a dryad forms her body, she appears to step out of her tree. To dissolve her body, she must step back into it. Larger and older copses have more powerful dryads. As a copse goes senile and trees are lost, the dryad weakens with it. However, as long as her personal tree remains alive, she will not die.



Dryad

A dryad can control all the trees and other plant life in her grove. Thus, she could make trees creak and move their branches, flowers bloom out of season, and cause blades of grass to entangle an intruder. Most dryads are not too powerful. Forests tend to have multiple dryads rather than one very strong dryad.

Dryads are close friends to elves, and frequently associate with them. Dryads cannot leave their grove of trees. If forced outside it, their body will dissolve, and the dryad's spirit will re-enter its tree.

DRYAD

Characteristics		*Average*
STR	2D6	7
CON	3D6	10-11
SIZ	2D6+3	10
INT	3D6+6	16-17
POW	2D6+16	23
DEX	4D6	14
APP	2D6+12	19

Move 10

Hit Points 11

Damage Bonus: None

Attacks: Staff 10%, 1D8

Skills: Conceal Object 90%, Hide 90%, Move Quietly 90%.

Armor: None.

Magic: Form body at will from tree; knows INT worth of levels of Sorcery, always including Healing and Witch Sight.

For 1 magic point, the dryad can command any one incomplete creature born in her grove. The creature may not resist this charm, which lasts for an hour at a time.

HAGS

Hags are nymphs of dark and shadowy places. Because most such places are old and forlorn, most hags are malevolent and ugly. Hags are often friends of undead, shades, and other horrors. They may haunt old crypts, dank caverns, or dark, dense forests. Hags can materialize their bodies at will, clotting out of the darkness and mists of their lair.

Hags can leave their home for short periods of time, but must return before dawn. Their bodies are dissolved by direct sunlight—this doesn't kill the hag, however, and her spirit merely returns to her home.

HAG

Characteristics		*Average*
STR	6D6	21
CON	3D6	10-11
SIZ	3D6	10-11
INT	2D6+12	19
POW	2D6+20	27
DEX	3D6	10-11
APP	1D6	3-4

Move 10/10 flying

Hit Points 10-11

Damage Bonus: +1D4

Attacks: Claw 50%, 1D6+db

Skills: Hide 90%.

Armor: None.

Magic: May form body at will. Hags know at least 2D6 levels of sorcery spells. She can command any one incomplete creatures living in her locale for 1 magic point. This can include undead or monsters as well as creatures such as bats, scorpions, or snakes. The creature may not resist this charm, which lasts for an hour.

NAIAD

The several types of naiads include oceanids, naiads of fountains and streams; nereids, connected with the ocean; potameides, naiads of the rivers; and limnades, naiads of still water, lakes, marshes, and swamps. Limnades are the most malignant of the water nymphs, and can try to lead wayfarers astray, like a will o' the wisp.

Naiads form their bodies directly from the water. For every 10 meters distant a naiad is from her body of water, she loses a magic point. She only regenerates Magic Points while immersed in her water.

NAIAD

Characteristics		*Average*
STR	4D6	14
CON	3D6	10-11
SIZ	2D6+2	9
INT	3D6+6	16-17
POW	2D6+18	25

DEX	4D6	14
APP	2D6+12	19

Move 10/26 swimming

Hit Points 10

Damage Bonus: None

Attacks: Whip 25%, 1D4

Skills: Dodge 90%.

Armor: None.

Magic: May form body at will. Has INT levels of sorcery. A naiad can transform herself into an undine (water elemental). She will have a size of 1 cubic meter for every magic point she expends. Sufficient water must be available to do this. Destruction of a naiad while in undine form dispels her, and she must expend more Magic Points to again appear in that form.

Naiads can command any one incomplete creature living in her waters at a cost of 1 magic point. The creature may not resist the charm's effects, which last for one hour.

OREAD

Oreads are nymphs of the mountains and hills. They include limoniads (nymphs of meadows and flowering places) and auloniads (nymphs of mountain valleys). An oread cannot leave its particular mountain and foothills. An auloniad can leave its valley and limoniad its meadow, but lose 1 magic point for every 20 meters distance from the home area. Oreads frequently consort with satyrs.

Oread bodies are normally always formed, but can be dissolved if need be.

OREAD

Characteristics		*Average*
STR	2D6	7
CON	3D6	10-11
SIZ	2D6+2	9
INT	3D6+3	13-14
POW	2D6+16	23
DEX	3D6+6	17-17
APP	2D6+10	17

Move 12

Hit Points 10

Damage Bonus: -1D4

Attacks: Fist 25%, 1D3

Kick 15%, 1D6

Skills: Climb 90%, Conceal Object 90%, Hide 90%, Jump 90%.

Armor: None.

Magic: May form body at will. Oreads have levels of magic equal to their INT. An oread can command any one incomplete creature born on her mountain for 1 magic point. The creature may not resist this charm, which lasts for an hour.

OCTOPUS

Octopi are large mollusks with eight arms and no shell, which normally feed on shellfish. Octopi are not naturally aggressive, but have been known to attack people. They can change their skin color and texture at will to an amazing extent, and can release clouds of ink into the water to distract attackers or block views.

For every meter an octopus is from tentacle-tip to tentacle-tip, give it 1D6 of SIZ and STR. The stats below are for a six meter version.

Octopi can crawl slowly on land, and survive for quite a long time out of water.

OCTOPUS

Characteristics		*Average*
STR	6D6	21
CON	2D6+6	13
SIZ	6D6	21
INT	4	4
POW	3D6	10-11
DEX	3D6+12	22-23

Move 4 / 12 swimming

Damage Bonus: +2D6

Hit Points 17

Attacks: Arm 60%, 2D3 + constrict

Bite 40%, 2D6+venom

Notes: An octopus can attack with all eight arms simultaneously and then bite 5 DEX-ranks later. On the round an arm gets a hit, it does no damage, but clings.

When a victim has been gripped by two arms, they will constrict, doing damage equal to half the octopus' damage bonus each round. Armor protects only until broken through. An octopus bite does damage equal to the octopus' damage bonus (minimum of +1D3). It also injects venom with a potency equal to the octopus' CON. If the victim resists this venom, he takes 1D6 damage. Otherwise, he takes damage equal to the venom's potency.

Skills: Hide 100%, Search 50%, Sense 50%.

Armor: 1D3-point skin (1D3 per +D6 damage bonus).

OGRE

Ogres are larger and stronger than humans, and often have sharp, carnivore-like teeth. They eat all forms of sentient beings, and are essentially malignant. They are very strong, and indulge in their cannibalistic tendencies whenever possible. Thankfully they are rare.

OGRE

Characteristics		*Average*
STR	2D6+12	19
CON	2D6+6	13
SIZ	2D6+12	19
INT	3d6	13
POW	2D6+6	13
DEX	3D6	10-11
APP	2D6+2	8-9

Move 8

Ogre



Hit Points 16

Damage Bonus: +1D6

Attacks: Any at Base %

Skills: Climb 35%, Nature 40%, Hide 35%, Sense 45%.

Armor: May wear any.

ORC

Orcs are a swarthy, long-armed, bow-legged species of mountain-dwelling humanoids. Orcs are nocturnal and weaker races of them are blinded in daylight (-25% to all visual skills). Orcs generally live in rough country such as mountains and poor terrain.

In some settings, orcs are a degenerate form of elf, thus elves and orcs have a special hate for each other, and feel a racial obligation to battle the other.

The several varieties of orcs differ in size, strength, and resistance to daylight. The weaker races breed faster than the stronger ones, and often are, in fact, slaves of stronger ores. Even the largest orcs are small-

er than a large man, though they may be much stronger. Innate orcish traits include brutality and cannibalism.

The orc statistics given below are for an intermediate race of orcs. Smaller races would have a STR of 3D6 and SIZ of 2D6 while larger ones would have a STR of 5D6, CON of 3D6+3, and SIZ of 2D6+4. Otherwise, all races are identical.



Orc Tusk-rider

ORC

Characteristics		*Average*
STR	4D6	14
CON	3D6	10-11
SIZ	2D6+2	9
INT	3D6	10-11
POW	2D6+3	10
DEX	4D6	14
APP	2D6	7

Move 10

Hit Points 10

Damage Bonus: None

Attacks: Scimitar 25%, 1D6+2

Comp. Bow 25%, 1D8+1

Spear 25%, 1D8+1

Mdm Shield 25%, HP: 12

Knife 30%, 1D4+2

Skills: Conceal Object 20%, Hide 20%, Move Quietly 20%, Track 20%.

Armor: None natural. Usually wear at least ringmail and open helm (1d6 points).

PANTHER

The panther, also known as the leopard, is a large hunting cat which may be spotted or all-black. Panthers live in forests and jungles, ranging onto nearby savannah or plains. They prey on anything they can catch, but leave large aggressive prey to bigger cats. Panthers hunt by lying in ambush until their victim nears, then pouncing.

PANTHER

Characteristics		*Average*
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	2D6+8	15
INT	5	5
POW	3D6	10-11
DEX	2D6+12	19

Move 16

Hit Points 13

Damage Bonus: +1D4

Attacks: Claw 50%, 1D6+db

Bite 30%, 1D10

Rip 80%, 2D6

Notes: A panther first attacks twice with claws simultaneously, followed by a bite 3 DEX-ranks later. If both claws hit, the panther will hang on and rip with its hind claws on the next round, while continuing to bite.

Skills: Hide 80%, Move Quietly 90%.

Armor: 1D3-1-point fur.

PYTHON

Pythons and similar gigantic constrictors live in jungles and rain forests. Some types, such as the anaconda, are water snakes, some live and hunt in trees, and some are ground dwellers. Statistics are given here for constrictors about eight meters long-potential man-eaters.

PYTHON

Characteristics		*Average*
STR	3D6+24	34-35
CON	3D6+18	28-29
SIZ	3D6+18	28-29
INT	3	3
POW	2D6+6	13
DEX	2D6+6	13

Move 6/8 swimming

Hit Points 29

Damage Bonus: +4D6

Attacks: Bite, 60% 1D4

Constrict 40%, 3D6

Notes: A python can attack twice in a round, by bite and constriction, separated by 5 DEX-ranks. If the constriction attack hits, then the victim is wrapped in the serpent's coils. He can gasp but cannot yell or shout. Each round of constriction does 3D6 damage to the victim's Hit Points–armor counts against this damage.

No matter how much armor the victim has, he immediately starts suffocating when the constrictor engulfs him. Begin at once with CONx10 rolls and proceed from there.

The victim can free himself. Match his STR against the constrictor's STR. He cannot attack when doing this.

Skills: Climb 80%, Dodge 50%, Hide 60%, Move Quietly 80%.

Armor: 1D3-point skin.

REVENANT

Occasionally death cults and necromancers use revenants as guards or in macabre exhibition of their magical powers. Revenants are difficult to defeat, since they continue to function normally until all their Hit Points are gone, after which they collapse, writher, and quickly decay. Impaling weapons do only one point of damage to the thing's Hit Points. All other weapons do half the rolled damage, except enchantments and demon weapons (halve the physical damage for the weapon then apply any magical damage in full).

For example, Bron of the Hammer is attacked by a revenant. He is armed with a large club on which has been cast Sorcerer's Hammer (spending 2 magic points). Bron hits and rolls damage of 6 (1D8), which is halved to a 3. He then adds the damage from Hell's Hammer, +2, for a total of 5 points of damage. If Bron had a positive damage bonus, that too would be rolled for and then half the result applied.

The spell creating the revenant requires a corpse entire enough to walk. The necromancer determines the body's characteristics and supplies one point of POW to motivate it. Each revenant requires 14 Magic Points to complete and has identical skills that do not improve.

Once created, the body relentlessly decays, at the rate of one hit point per week. As the weeks pass, the thing becomes less able to move and function until it collapses

into a mass of decay and must be removed or destroyed.

Revenants have no will, and follow the Sorcerer's commands literally. It is possible to re-bind a revenant to a new owner, although the thing's creator must permit the transfer. The new owner must sacrifice one POW, but does not need to be of POW 16 or better.

The Chronicler may determine special weaknesses that stop or destroy a revenant. Revenants are cannibalistic and often can be diverted by opportune food.

REVENANT, MINDLESS SERVANT

Characteristics		*Averages*
STR	4D6	18
CON	4D6	18
SIZ	3D6	13-14
POW	-	1
DEX	2D6	9

Move 1D8. max 5 -

HP 16

Damage Bonus: +1D4.

Weapon: Bite 30%, damage 1D6

Large Club 20%, damage 1D8+db

Skills: no others.

Armor: None natural, may wear any. Often given leather.

SATYR

Satyrs are high-magical wilderness entities. They often associate with nymphs, or try to. All satyrs are male, and perpetuate their stock by breeding with nymphs or with captured human and elf women.

Satyrs have the haunches and rear limbs of horses or goats, and have horns like those of a goat or ram. Their skin is baked brown. Their muscles and faces are gnarled. They are famed for lechery and wiry strength.

SATYR

Characteristics		*Average*
STR	5D6	17-18
CON	4D6	14
SIZ	2D6+6	13
INT	2D6+6	13
POW	4D6	14
DEX	3D6+6	16-17
APP	2D6	7

Move 10

Hit Points 14

Damage Bonus: +1D4

Attacks: Head Butt 40%, 1D6

Club 25%, 1D10

Thrown Rock 25%, 1D4

Notes: Can use head butt 3 DEX-ranks after any other attack.

Skills: Hide 50%, Move Quietly 75%, Art: Dance 80%, Art: Play Pipes 90%.

Armor: 1D3-point skin and fur.

Magic: Satyrs use magic with pipes or (rarely) another musical instrument as a focus. When the satyr plays his pipes the desired spell is cast by expending the appropriate number of Magic Points. This spell will affect anyone within earshot, unless the satyr specifically exempts a particular target. Through their pipes satyrs normally can cast Fury, Muddle, Witch Sight, Guide Fire, and Healing Trance, as well as one of the following three special spells: Sleep (costs 3 MP), which causes those listening to fall asleep; Harmonize (costs 2 MP), which causes all listeners to dance so long as the satyr dances and plays his pipes; and Madness (cost 4 MP), which causes those listening to either scream in fear or sing merrily, but in any case not react to outside stimuli.

When using the offensive spells make only a single roll to match the satyr's Magic Points against the individual Magic Points of all potential targets. Only those characters overcome by the roll are affected. Every

ten rounds the song is played, make another such resistance check. If the satyr stops playing his pipes, the effect stops after one combat round.

Magic point cost of the spells does not vary with the number of targets affected.

The satyr does need to keep these spells in mind, and may learn other magic, which may be cast in the same manner, or normally.

SEA SERPENT

Sea serpents are colossal marine reptiles. They are carnivorous, and occasionally attack ships. The stats below are for a serpent around 20 meters long and a meter thick at the broadest. They are usually found far from shore, and rarely crawl ashore. The biggest sea serpents are found furthest from shore.

The sea serpent can attack ships in two ways. It can lurch onto a ship's deck and attack sailors directly, or it can wrap around a ship and constrict it. Only larger sea serpents can constrict ships.

SEA SERPENT

Characteristics		*Average*
STR	8D6+30	26
CON	6D6+20	41
SIZ	8D6+30	58
INT	3	3
POW	5D6	17-18
DEX	2D6	7

Move 10/16swimming

Hit Points 50

Attacks: Bite 60%, 1D6

Constrict 40%, 6D6

Notes: A sea serpent can bite and then use its constriction attack 5 DEX-ranks later, in the same combat round. If the constriction attack succeeds, the victim is caught in the serpent's coils. He will take damage equal to the serpent's damage bonus each round. His armor will protect until overcome. The victim can escape by overcoming the serpent's STR with his own.

Skill: Climb 50%.

Armor: 4D4-point skin.

A Sea Serpent sinks a small cog



SHARK

These well-known and dreaded fish are unpredictable, and can be quite dangerous. Two sizes of sharks are given here: one 2-3 meters long, and a larger type 8 meters long. Sharkskin is extremely tough and covered with tiny enamel teeth.

MEDIUM SHARK

Characteristics		*Average*
STR	3D6+12	22-23
CON	2D6+9	16
SIZ	3D6+12	22-23
INT	2	2
POW	3D6	10-11
DEX	2D6+3	10

Move 10 (Swimming)

Hit Points 20

Damage Bonus: +2D6

Attacks: Bite 75%, 2D6+db

Fin Slash 50%, 2D3

Notes: If the shark's bite misses, or is dodged, then 5 DEX-ranks later a fin slash takes place. If the shark's bite is parried or hits, then there is no fin slash that round. Fin slash damage equals half of the shark's damage bonus.

Skills: Sense (Smell Blood) 80%.

Armor: 1D6-point skin.

LARGE SHARK

Characteristics		*Average*
STR	6D6+24	45
CON	4D6+18	32
SIZ	6D6+24	45
INT	2	2
POW	4D6	14
DEX	2D6+3	10

Move 20

Hit Points 39

Damage Bonus: +5D6

Attacks: Bite 75%, 4D6+2D6

Fin Slash 50%, 2D6

Notes: If the shark's bite misses, or is dodged, then 5 DEX-ranks later a fin slash takescplace. If the shark's bite is parried or hits, then there is no fin slash that round. Fin slash damage equals half of the shark's damage bonus.

Skills: Smell Blood 80%.

Armor: 2D6+2-point skin.

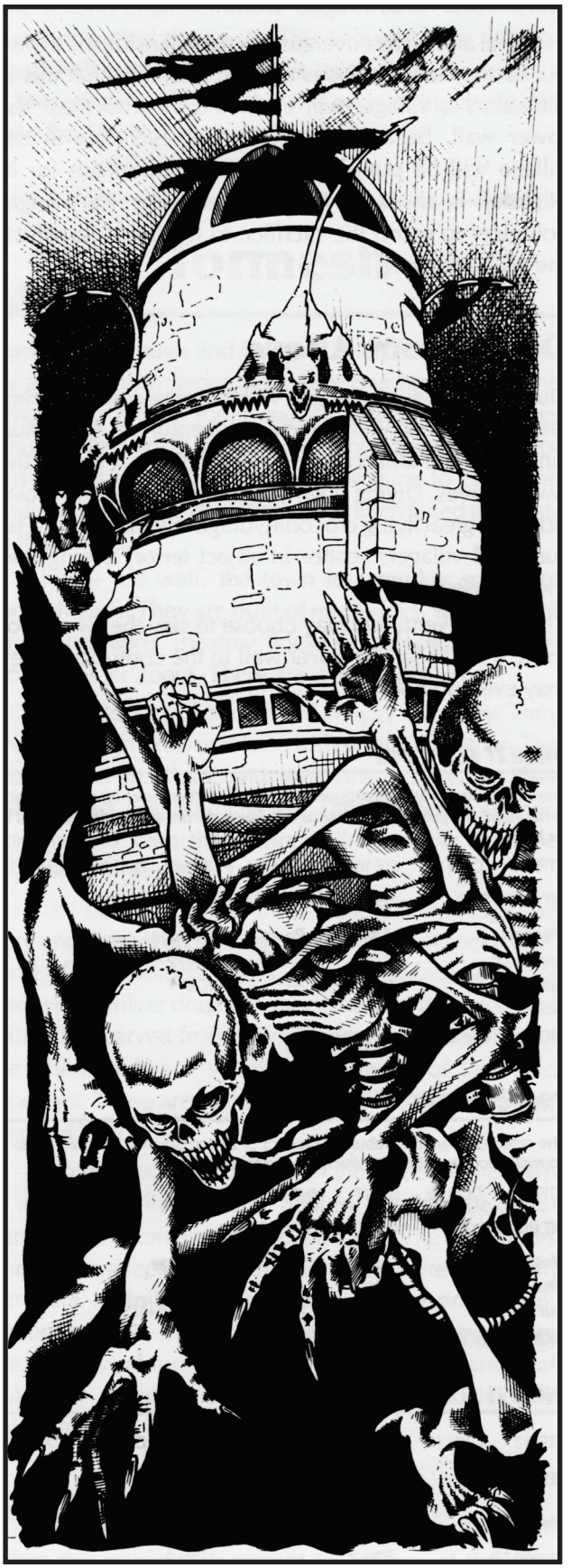
SKELETON

Animated skeletons are magical artifacts, not true undead. To create such a horror, a ritual is performed over a corpse or skeleton. Each point of POW placed the skeleton gives it 1D6 STR or 1D6 DEX (specified when enchanted). The skeleton's SIZ is the same as that of the base creature. To be capable of normal movement, the skeleton must have a STR equal to at least half its SIZ. It also must have sufficient STR to wield any weapons the creator gives it. The skeleton's chance to hit with any weapon equals to its DEX x5%.

The corpse need not be skeletal when the ritual is performed, but the processes of putrefaction continue regardless of the ritual, and within a year or so all flesh rots off the body. At that point the skeleton is animated and is subject to its creator's orders. It obeys as literally and as completely as possible.

The skeleton's creator may put Magic Points into it upon creation. A skeleton cannot cast magic, but its Magic Points can resist spells.

Skeletons lack CON, INT, and POW. 1 point of armor per +D6 of damage bonus. When a skeleton takes a major wound, it shatters. It can be repaired through normal use of spells or by splinting it with Repair/Devise. Breaking a skeleton does not destroy the enchantment involved in its creation,



Skeletons tainted by Shadow

and once it is repaired, it will once again animate.

Skeletons can wear armor to help defend their brittle bones.

Skeletons take no damage from thrusting weapons, unless the hit was a special or critical hit.

Skeletons move at the same speed they did in life, but cannot fly or swim (if they could when alive).

The sample skeleton described below has had 3 POW expended on STR, and 3 POW expended on DEX.

SKELETON

Characteristics		*Average*
STR	3D6	10-11
SIZ	2D6+6	13
DEX	3D6	10-11

Move 10

Hit Points 7

Damage Bonus: None

Attacks: Broadsword 45-60%, 1D8+1

2-H Spear 45-60%, 1D8+1

Bow 45-60, 1D6+1

Mdm Shield HP: 12

Skills: Dodge DEX x 5%.

Armor: As provided.

SPIRIT

Those spirits included under this heading are spirits of disease, healing, intellect, passion, and power. Ghosts, wraiths, chonchons, nymphs, and elementals are other-world creatures often classified with spirits. They are found in this book under individual alphabetical headings.

There are as many different types of spirits as there are types of animals and plants on the mundane plane. Each type is a different species. Several types of spirits have been grouped together here for convenience.

None of the beings classified here have SIZ of any sort. Some can initiate spirit combat and some cannot. All these spirits normally inhabit the otherworld and are usually found on the mundane plane only when summoned by some magician.

After each spirit listing, typical characteristics for the spirit type are given. Naturally a particular spirit may be more or less powerful than the average spirits given here. Such variations are up to the Chronicler.

DISEASE SPIRIT

There are several types of disease spirits. They have only POW as a characteristic. They also carry a specific disease. Disease spirits are capable of engaging in spirit combat. If victorious, the spirit will covertly possess its victim.

A disease spirit attacks by matching its Magic Points against one of the victim's characteristics. If it overcomes the characteristic, the victim loses 1D3 Magic Points. This continues until either the spirit or victim's Magic Points are reduced to 0.

Once a spirit has reduced a victim's Magic Points to zero, it possesses him with varying results.

The five main types of disease spirits are explained individually below.

Wasting Disease: This spirit attacks against STR. Once it has possessed its victim, the sufferer loses one current STR point per day.

Creeping Chills: This spirit attacks against CON. Once it has possessed its victim, the sufferer loses one current CON point per day.

Brain Fever: This spirit attacks against INT. Once it has possessed its victim, the sufferer loses one current INT point per day. It cannot possess beings with fixed INT.

Soul Waste: This spirit at-tacks against POW (not Magic Points), Once it has possessed its victim, the sufferer loses one current POW point per day.

Shakes: This spirit attacks against DEX. Once it has possessed its victim, the sufferer loses one current DEX point per day.

DISEASE SPIRIT

Characteristics	*Average*
POW 3D6+6	16-17

Move equal to POW

HEALING SPIRIT

These spirits have POW only. Healing spirits are capable of initiating spirit combat, but only with spirits of disease that are covertly possessing an individual (causing an illness). If the healing spirit can bring the spirit of disease to zero Magic Points; it can force it to leave its host. The healing spirit must then leave as well, for it cannot permanently possess a body. If a spirit of healing is used on someone who is sick for other reasons than harboring a spirit of disease, the spirit can add its POW to the Adventurer's chances of success on the next roll to determine the progress of the disease. The spirit gives its POW as a chance of being cured or improving the disease even if the normal chances for success are 0%. The spirit will remain with the victim until the resistance roll is made, then departs even if the victim is still sick.

HEALING SPIRIT

Characteristics	*Average*
POW 4D6	14

Move equal to POW

INTELLECT SPIRIT

Intellect spirits have INT and POW. They cannot initiate spirit combat.

If an intellect spirit is forced into a permanent binding enchantment (see the Summon Spirit spell on p. 201), the binder may store sorcery spells in its INT. Effectively, an intellect spirit's INT serves as an adjunct to the caster's own INT to help in storing spells.



Merely casting a successful Summon spell on an intellect spirit will not permit one to use its INT—the spirit must also be bound.

Thus, these spirits may be used only by a Sorcerer who has placed the spirit into a permanent binding.

The spirit's Magic Points may not be used to power spells, and intellect spirits may not cast spells of any sort.

INTELLECT SPIRIT

Characteristics	*Average*
INT 1D6	3-4
POW 2D10	11

Move equal to POW

PASSION SPIRIT

Passion spirits possess POW only, and can engage in spirit combat. There are several types of passion spirits, most of which match their Magic Points against a foe's INT. If the spirit overcomes the foe's INT, he loses 1D3 Magic Points. The target resists the spirit with normal spirit combat, matching his Magic Points against the spirit's. If the passion spirit ever reduces the foe's Magic Points to zero, it covertly possesses the foe, cursing him with an emotional or mental blight which varies according to the spirit. A few passion spirits are described below.

FEAR SPIRIT: Fear spirits look like black wells in space, their pale faces peering out, their skeletal hands stretching toward the viewer.

If a fear spirit covertly possesses a host, that host becomes permanently Terrified (as per the spell, Terror) until the spirit is exorcised.

MADNESS SPIRIT: A madness spirit appears as a ghastly swirl in the air, manifesting a hysterically-laughing or screaming face in the center.

If the madness spirit covertly possesses its victim, the victim becomes subject to fits of insanity. In any stress situation, and at least once a day in any case, the spirit matches its Magic Points against the victim's Magic Points. If the spirit overcomes the target, he becomes incapacitated for 1D20 hours—screaming, giggling, or comatose for that time.

PAIN SPIRIT: A pain spirit looks like a pulsating, infected welt in space. It hurts the eyes to look at it. A pain spirit matches its Magic Points against its target's CON, rather than INT. If it possesses its target, the victim is momentarily overcome with agony. From then on, he will always be conscious of a dull ache in his bones and muscles. Whenever he acts quickly or concentrates (and sometimes at random), then shooting pains afflict his joints and skull. This reduces all his skill rolls by a number of percentiles equal to the spirit's POW.

For example, if a pain spirit with a POW of 15 possesses a victim, he loses 15 percentiles from all his skills for the duration of the possession. If he had a 90% Climb and his player rolled 85, the Adventurer would fail the Climb roll due to distracting pain flashing through his body as he attempted the climb.

PASSION SPIRIT

Characteristics	*Average*
POW 3D6+6	16-17

Move equal to POW

POWER SPIRIT

Power spirits have POW only. They cannot initiate spirit combat. The master of a bound power spirit can use the spirit's Magic Points to power his own spells. The spirit acts as a sort of adjunct magic point pool to the caster's own Magic Points. These Magic Points are only available when the spirit has been bound in some way. A power spirit may be drained of Magic Points and released, or permanently bound into an enchanted item (per the Summon Spirit spell on p. 127).

POWER SPIRIT

Characteristics	*Average*
POW 2D6+3	10

Move equal to POW

OTHER SPIRITS

Other spirit types can be inferred from the types above: spell spirits could know more than one spell or know new spells never seen before; magic spirits could be capable of using their INT as do intellect spirits; passion spirits could give their host berserker rage or lycanthropy. The inhabitants of the otherworld are as varied and bizarre as those of the mundane world.

STOORWORM

Stoorworms are large limbless dragons. They frequent dismal swamps and dank forests. They have no fiery breath, but can belch out clouds of poisonous gas and regenerate Hit Points after damage.

When Adventurers attack a stoorworm, it immediately spews forth its deadly fumes and it attacks simultaneously. To keep from inhaling the poison, all Adventurers will have to make CON rolls as per asphyxiation rules.

STOORWORM

Characteristics		*Average*
STR	12D6	42
CON	3D6+12	22-23
SIZ	12D6	42
INT	9	9
POW	1D6+12	15-16
DEX	2D6	7

Move 10

Hit Points 33

Damage Bonus: +4D6

Attacks: Bite 50%, 1D10+db

Breath 100%, poison only

Notes: The stoorworm can bite and emit its poisonous vapors in the same round. The cloud has a radius of three meters and a POT equal to the monsters POW. The poisonous cloud costs the stoorworm one Magic Point every round to maintain.



Stoorworm

The stoorworm regenerates 1D6 Hit Points per round. A slain stoorworm ceases regeneration. The stoorworm cannot regenerate wounds from acid or fire.

Skills: Move Quietly 35%, Sense 40%.

Armor: 1D10-point skin.

TIGER

The tiger is the largest of the big cats. Tigers hunt alone, and live in jungles and grassy areas. They survive well in cold climates.

Tigers hunt by ambush, and are intelligent enough not to attack clearly dangerous foes.

TIGER

Characteristics		*Average*
STR	5D6+12	29-30
CON	3D6+3	13-14
SIZ	4D6+12	26
INT	5	5
POW	3D6	10-11
DEX	3D6+6	16-17

Move 12

Hit Points 20

Damage Bonus: +2D6

Attacks: Bite 30%, 1D10

Claw 50%, 1D8+db

Rip 80%, 2D8

Notes: A tiger gets two simultaneous claws and one bite each round. The bite hits 5 DEX-ranks after the claws.

If both claws hit, the tiger will hang on and rip with its hind claws on the next round, while continuing to bite.

Skills: Dodge 40%, Jump 50%, Hide 80%, Move Quietly 80%.

Armor: 1D3-point skin.

TOAD, CLIFF

Cliff toads are gigantic amphibians inhabiting rocky areas, mountains, and canyons. They are gray and pebbled-looking, blending well with their surroundings.

Young cliff toads are mere nuisances, going after provisions and smallish edible items such as familiars. Larger, older cliff toads are infamous for hanging onto the side of cliffs with their sucker-tipped feet, and grabbing up warhorses or riders with their tongues. They swallow their prey whole.

Cliff toads can leap 6 meters per D6 of SIZ once every 10 DEX-ranks.

A cliff toad's tongue has a range of 1 meter per D6 of SIZ.

They continue to grow throughout their lives. Cliff toad tadpoles are a meter long and must live in water until discarding their fins.

Cliff toads have a SIZ and STR range of 2D6 to 12D6. A cliff toad's CON is equal to half its SIZ in D6s (round up).

TOAD, CLIFF

Characteristics		*Average*
STR	2 to 12D6	7-42
CON	1 to 6D6	3-21
SIZ	2 to 12D6	7-42
INT	2	2
POW	3D6	10-11
DEX	3D6	10-11

Move (leap) 6m/D6 of SIZ

Hit Points 5-32

Average Damage Bonus: +2D6

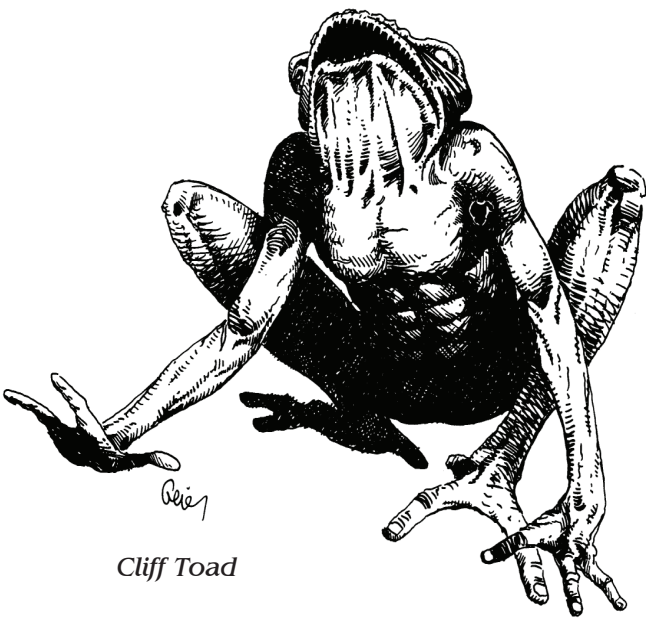
Attacks: Tongue 40%, 1D6-4D6

Swallow 80%, acid damage

Kick 25%, 1D6 to 4D6

Notes: The toad may attack once per round. It normally uses its tongue, which hits on the toad's DEX-rank and does damage equaling the toad's damage bonus.

When the tongue hits a victim, it wraps around him and sticks to him, then retracts with the victim into the toad's stomach on the next round (the "swallow" attack). If the swallow attack misses, the toad may try again next round. Once in the toad's belly, the character is immobilized, and takes 1D3 points of acid damage each round; armor



Cliff Toad

dissolves first, then Hit Points. The toad can swallow objects with SIZs equal to or less than its own SIZ, its belly swelling tremendously to accommodate large victims.

The kick is used against targets too big or too dangerous to swallow.

Skill: Hide in Rocks 50.

Armor: 1 point of skin armor per D6 of SIZ.

TROLL

A race of ancient beings including both large and huge versions. They inhabit caves, subterranean dwellings, waste places, and ramshackle villages in gloomy troll lands. Trolls are noted for their voracious appetites. Hunting trolls may range deep into human territory.

Trolls stand a little over 2 yards tall and weigh around 290 lbs. They have snouted faces, tusks, and dark gray or mottled skin. Their bodies tend towards a muscular obesity, accented by a posture normally crouched and ready for action.

Trolls are nocturnal, and have a sonar sense called Darksense used to make their way in the dark. This sense works in a fashion similar to that of bats and dolphins. To non-trolls, Darksense sounds like a series of sinister, guttural meepings and gibberings.

Stats given below are for male trolls. The females, who rarely need to leave their dwellings, have 3D6 +10 SIZ.

TROLL

Characteristics		*Average*
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	3D6+8	18-19
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 8

Hit Points 15

Damage Bonus: +1D6

Attacks: Club 25%, 1D10

Sling 25%, 1D8

Maul 20%, 2D8

Large Shield HP: 16

Skills: Ride 00%, Swim 05%, Listen 35%; Darksense/Search 25%, Darksense/Sense 25%, Hide 20%, Move Quietly 20%.

Armor: 1D3-1-point skin; may wear any armor.

TROLL, CAVE

Cave trolls are huge deformed humanoids with rough green-black hide, hairy shoulders and arms, and long claws. They dwell in mountains, wastelands, boggy moors, and forests, making their dens in caves or other underground dwellings. Cave trolls hate sunlight; all their skills are at -25% when exposed to the blinding rays of the sun. Cave trolls gather in small family groups and wear rude clothing made of hides. They have



Cave Troll

a keen sense of smell and use the same sonar-like Darksense as trolls.

Cave trolls have the ability to regenerate. They heal 1D6 Hit Points of damage per combat round, unless the troll is dead. Damage taken under sunlight or done by fire or acid does not regenerate in this manner.

Cave trolls are nocturnal and carnivorous. An average cave troll stands 8 feet tall.

CAVE TROLL

Characteristics		*Average*
STR	3D6+12	22-23
CON	2D6+6	13
SIZ	4D6+12	26
INT	2D6	7
POW	2D6	7
DEX	2D6+3	10
APP	1D6	3-4

Move 6

Hit Points 20

Damage Bonus: +2D6

Attacks: Club 25%, 1D10+2

Claw 40%, 1D6

Notes: The usual tactic is to strike with the club then hit with the claw, but the troll cannot parry if he does so. (Club plus claw counts as regular two-weapon use.) The troll club is the equivalent of a war maul used one-handed.

Skills: Sense 50%, Darksense/Search 50%.

Armor: 1D6-point skin.

UNICORN

The unicorn is a cloven-hoofed beast with a horse-like body, a long, rather leonine tail, and a single spiral horn springing from the center of the forehead. Unicorns are nearly always white.

They live only in verdant forests, and are solitary. They are intelligent, live forever unless killed, and get along well only with virgin female humans and elves.

UNICORN

Characteristics		*Average*
STR	2D6+24	31
CON	2D6+6	13
SIZ	2D6+18	25
INT	2D6+6	13
POW	2D6+12	19
DEX	2D6+6	13
APP	4D6	14

Move 12

Hit Points 19

Damage Bonus: +2D6

Attacks: Horn 60%, 1D8

Kick 25%, 1D8

Rear & Plunge 25%, 2D8

Trample 75%, 4D6 to downed foe

Notes: A unicorn can attack once a round, preferring the horn. A unicorn can parry with the horn as well as either kick or gore simultaneously.

A unicorn can heal wounds with its horn by touching the wound and expending 1 magic point per damage point healed. This healing can reattach a severed limb, if at least six points are expended.

Attribute points lost through poison or disease can also be cured, but this takes a point of current POW per point cured, so unicorns are reluctant to perform this.

A unicorn can detect poison with a touch of its horn. If a horn is made into a cup it will shatter if poison is placed into it.

Skills: Dodge 30%, Search 75%, Sense 75%.

Armor: None natural; in times of war or battle, they may wear barding.

VAMPIRE

Vampires are pale, clammy entities which cast neither shadow nor reflection. They are usually human in origin. Only carnivorous (or omnivorous) intelligent beings can be converted to this status.

These bloodsucking revenants are the nobility of the undead. Vampires live wherever there is sufficient prey for them to maintain unlife. They must feed on sentient beings—the blood of oxen or pigs will not satisfy their supernatural hunger.

A vampire has twice its former STR and CON. It can transform itself into mist in 3 DEX ranks, and regenerate damage as a mist at the rate of 1 hit point per round. If a vampire is damaged to zero Hit Points, it automatically evaporates into mist and regenerates damage. It may do so at whim as well.

In mist form, the vampire moves has a MOV of 3, and is immune to most types of physical damage. Spells can still affect it.

A vampire cannot regenerate from fire damage or from damage taken in daylight. Fire cannot harm a vampire in mist form. A vampire can change at will into a wolf or bat (or alternate appropriate creatures). These forms are used for camouflage and speed of movement, not combat.

Naturally, vampires can see in the dark.

If a vampire takes major wound, it will collapse upon the ground and cannot evaporate into mist. If a stake is then driven through its heart and the head cut off, the vampire will be destroyed. Immersion in running water instantly destroys a vampire.

Religious icons are efficacious against vampires. By thrusting (for example) a symbol of the Light strongly towards a vampire and concentrating, an Adventurer matches his POW against the vampire's Magic Points each round. If the Adventurer overcomes the vampire's Magic Points, the vampire loses 1D3 Hit Points and Magic Points. Neither armor nor magical defenses will absorb this damage.

A vampire is unable to transform into mist, to Enthrall others, to turn into a wolf or bat, or to drain Magic Points in daylight.

A vampire loses 2D6 Magic Points every night just to keep its undead body running. Once it has been reduced to zero Magic Points, it will become comatose, unable to leave its crypt without help.

VAMPIRE

Characteristics		*Average*
STR	3D6 x2	20-22
CON	3D6 x2	20-22
SIZ	2D6+6	13
INT	2D6+6	13
Magic Points	2D6+6	13
DEX	3D6	10-11
APP	3D6	10-11

Move race +4

Hit Points 18

Damage Bonus: +1D6

Attacks: Touch 50%, 1D4+magic point drain

Bite 25%, 1D6+blood drain

Notes: A victim hit by a vampire's touch must match his magic points against the vampire's magic points, whether or not the touch penetrated armor. If the vampire wins the struggle, the victim loses 1D4 Magic Points to the vampire.

A vampire's bite does damage equal to his damage bonus, or 1D3 in any case. If the bite penetrates armor, the vampire will stay attached and drain blood as 1D3 points of CON each round. CON points lost in this manner are regained at a rate of 1 per hour. A victim drained of all CON dies, and rises on the following night as a vampire. For every 2 points of CON drained, the vampire may regenerate 1 HP of damage.

By concentrating and overcoming a target's Magic Points with its own, a vampire can Enthrall him. This costs the vampire no Magic Points. The victim will stand or slouch helplessly, unable to react to the outside world. This effect wears off after a full turn.

The vampire may only attack a single target per round with Enthrall. This counts as an attack, and the vampire may only parry or Dodge on combat rounds this ability is used.

An Adventurer is engaged in melee, a player can attempt to avoid his Adventurer being caught by the vampire's eye, by succeeding in a Luck Roll each round. Success indicates that he was lucky and willful enough to avoid the dread glance. Otherwise, the vampire may attack with the Enthrall that round.

Reflection or similar spells are of no effect against the vampire's Enthrall. However, if an Adventurer were somehow able to fight with his eyes closed, he would be protected against this attack. A vampire cannot Enthrall a person strongly presenting a religious icon, though it could attack them physically. If a vampire is actually struck by a cross, it will automatically take 1D3 points of nonregenerable damage, ignoring any armor or magical protection. Vampires in mist form are immune to the effects of the cross.

Vampires are inherently magical. Although they have no POW score, they may still cast sorcerous magic, if anyone is foolish enough to teach it to them. A typical vampire has 1D6 levels of sorcery spells. A powerful vampire may have many more.

Skills: Vampires retain skill knowledge from their former life. Since they may also have spent many years as a vampire, they usually have excellent skill levels.

Armor: None natural. Usually wears none, because it would have to be left behind if the vampire changed shape or dissolved into mist. This also happens to any clothes it wears except for the clothes in which it was buried.



A Vampire of Magic World

WEREWOLF

Depending on your Chronicle's setting, werewolves are humans who turn into wolves, or wolves which transform into humankind, or both. Whatever the truth, a werewolf takes on the strength and senses of the wolf at the expense of intelligence. Lycanthropes can change form at will, taking 1 combat round to do so. On nights of the full moon, a lycanthrope must change to beast form.

Contrary to popular folklore, the bite of a lycanthrope does not ordinarily transmit the shape-changing ability.

In wolf form, werewolves are immune to most damage, which simply bounces off. Only magic, fire, or pure metals such as silver will harm them. If an ordinary steel sword with a Sorcerer's Razor 3 spell were used on

a werewolf, only the Sorcerer's Razor would do damage.

The werewolf 's skin armor would help to neutralize even this. If the whole blade were enchanted, such as with an enchanted weapon (see the Chronicler's Chapter), the entire damage rolled (except for any damage bonus) would count. Poison will affect a lycanthrope, if the skin of the creature is penetrated (i.e: an attack which gets through the werewolf's natural armor). Werewolves need oxygen, as do most other living things, and can be asphyxiated or drowned.

The characteristic numbers in parentheses represent the lycanthrope's statistics when in animal form.

WEREWOLF

Characteristics		*Average*
STR	3D6(x2)	10-11(20-22)
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6 (x1/2)	13 (7)
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Move 10 (22)

Hit Points 12

Damage Bonus: None (+1D6)

Attacks: Brawl 50%, 1D6

Bite 50%, 1D8

Notes: The common tactic is to knock down a foe and then attack him when prone. Use the werewolf's Brawl skill as a knock-back attack.

Skills: Search 50%, Sense 50%, Sneak 50%, Track 50%.

Armor: 1D3-point fur, plus immunity to most weapons.

WHALE

Three types of whale are described here: the sperm whale, the killer whale, and the bottlenose dolphin. All whales are carnivores: sperm whales feed on squid, killer whales on other whales and mammals, and dolphins on fish and small squid. Dolphins and killer whales travel in pods, but sperm whales are not infrequently solitary. It is uncertain how intelligent whales really are. Here, we have assumed that they are not fully intelligent. In your universe, this may not be the case. Fully-intelligent whales should have INTs of 2D6+6.

SPERM WHALE

Characteristics		*Average*
STR	7D6+50	73-74
CON	3D6+40	50-51
SIZ	7D6+60	83-84
INT	8	8
POW	4D6	14
DEX	2D6+3	10

Move 21

Hit Points 67

Damage Bonus: +9D6

Attacks: Ram 60%, 1D6

Bite 40%, 1D6

Tail Smash 25%, 1D6

Notes: A sperm whale may attack once per round, using any attack. The ram is only effective against opponents at least half the whale's SIZ. The bite only has a half-normal damage bonus in D6s (round up fractions).

The tail smash is generally used against foes to the rear. It cannot be used against submerged foes; only those on the surface.

Skills: Jump 60%, Search 50%.

Armor: 3D6-point blubber.

KILLER WHALE

Characteristics		*Average*
STR	6D6+30	51
CON	3D6+25	35-36
SIZ	6D6+40	61
INT	8	8
POW	3D6	10-11
DEX	2D6+3	10

Move 30

Hit Points 49

Damage Bonus: +6D6

Attacks: Ram 60%, 1D6

Bite 60%, 1D6

Skills: Jump 60%, Search 50%.

Armor: 2D6-point blubber.

DOLPHIN

Characteristics		*Average*
STR	3D6+8	18-19
CON	2D6+8	15
SIZ	3D6+12	22-23
INT	8	8
POW	3D6	10-11
DEX	2D6+3	10

Move 18

Damage Bonus: +2D6

Hit Points 19

Attacks: Ram 50%, 1D6+db

Skills: Jump 60%, Search 50%.

Armor: 1D4-point blubber.

WOLF

Wolves hunt in packs ranging from under a dozen individuals up to 40 or more. If too many wolves are killed or wounded in a fight, the pack will slink off, unless starved.

Wolves fight cooperatively. Several wolves may attack the same target, ensuring that most of them will not be parried or dodged.

Or one or two large wolves may attempt to knock the target downwhen he falls over, a bunch of wolves rush to worry him while he is down. Wolves hunt in mountains and northern forests. Wolf packs may be led by one or more werewolves. Such packs are more likely to attack humans, a feat usually only attempted by normal wolves when very hungry or the human is injured. Large dogs have statistics similar to those of wolves.

WOLF

Characteristics		*Average*
STR	2D6+6	13
CON	3D6	10-11
SIZ	2D6+3	10
INT	5	5
POW	3D6	10-11
DEX	2D6+10	17

Move 10

Hit Points 11

Damage Bonus: None

Attacks: Bite 25%, 1D8

Skills: Dodge 25%, Track 80%.

Armor: 1D3-point fur.

WRAITH

A wraith is a ghost formed when an individual's feelings at death are of overwhelming frustration and hate. Wraiths are malignant to all life. Wraiths appear as skeletal and usually rotted and putrid looking spectral forms. Their appearance is often heralded by a sudden blast of freezing, foul air.

Wraiths inhabit ruins, abandoned temples, haunted spots, and the spirit world. They are often bound to the site of their death. A wraith possesses only INT and CON. Its Hit Points are equal to its CON. A wraith may only be hit by magic. If a sword with a Sorcerer's Razor 4 spell were to strike a wraith, the

wraith would take exactly 4 points of damage. Enchanted weapons (see the *Chronicler's Resources* Chapter) do full damage, but no damage bonus is added. If a wraith loses all its Hit Points or Magic Points, it is forced to the otherworld and is very unlikely to find a way to return.

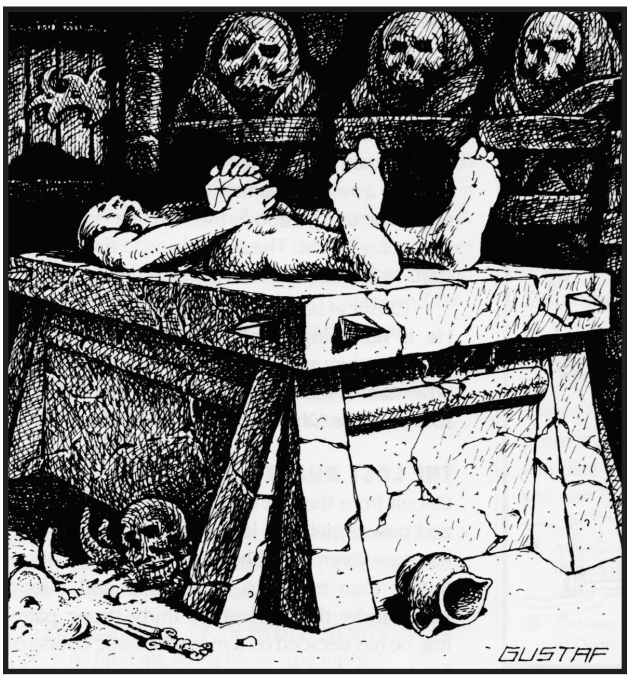
Emotional spells such as Muddle and Terror never affect a wraith.

There are three varieties of wraith; one attacking STR, one INT, and one CON. Match the wraith's Magic Points against the appropriate characteristic of its target. If it overcomes the target, the victim takes 1D6 points of damage. Armor or magical protection will not help against this damage, but a Spirit Screen will lessen the wraith's chances of success. This is considered to be a form of spirit combat.

A STR-affecting wraith attacks with the enfeebling touch of its icy spectral claw; an INT-affecting wraith numbs the brain and rends the body with the dreadful horrors and pangs of the wraith's own death; and the CON-affecting wraith shocks its victim with a penetrating grip, causing the victim's internal organs to spasm.

If a wraith's target is sleeping, unconscious, incapacitated, or reduced to zero Magic Points, and the individual can be overcome as in a normal wraith attack, then the wraith can reduce the victim's current characteristic STR, INT, or CON by 1D6 points instead of doing hit point damage. The wraith gains one magic point for each characteristic point it saps. This is not considered to be a form of spirit combat.

All a wraith's attacks take place on DEX-rank 20.



A wraith guards the Tomb of Kings

WRAITH

Characteristics		*Average*
CON	6D10	33
INT	2D6+6	13
Magic Points		3D6+6

Move equals Magic Points

Armor: None, but may only be struck by magic.

WYRM

Wyrms are gigantic, legless, winged reptiles. Their bony armor and draconic head show a relationship to dragons. Wyrms live on plains, steppes, and mountains. They are not comfortable in a forest's confines, though they sometimes hunt along the fringes.

Wyrms usually hunt alone, though sometimes a small group of wyrms will join together for special purposes.

A newly-hatched wyrm starts out at 3D6 SIZ and STR (about 6-7 feet long) and grows at the rate of 1D6 per five years until it reaches the age of 35, when its growth greatly slows. After 35 (at which point it has reached a length of about 9 meters or 30 feet), it continues to grow at the rate of +1 D6 SIZ and STR per 50 years. Wyrms may live for hundreds of years.

The statistics below are for a wyrm between the ages of 35 and 80.

WYRM

Characteristics		*Average*
STR	10D6	35
CON	3D6+12	22-23

SIZ	10D6	35
INT	3D6	10-11
POW	3D6+6	16-17
DEX	1D6	3-4

Move 6/16 flying

Hit Points 29

Damage Bonus: +3D6

Attacks: Bite 50%, 1D10

Constrict 45%, 1D8+Asphyxiation

Tail Lash 25%, 1D6

Note: A wyrm can attack once per round. It cannot attack ground targets without landing.

Skills: Search 40%.

Armor: 2D4-point scales.

WYVERN

Wyverns are relatives of dragons. They have two legs, two wings, no forelimbs, and a long tail equipped with a venomous sting. The tail can reach around the wyvern to the front to hit an enemy. Wyverns live in hills and open forests. A typical wyvern is as big as a good-sized horse.

WYVERN

Characteristics		*Average*
STR	4D6+12	26
CON	2D6+12	19
SIZ	2D6+24	31
INT	2D6	7
POW	3D6	10-11
DEX	2D6+6	13

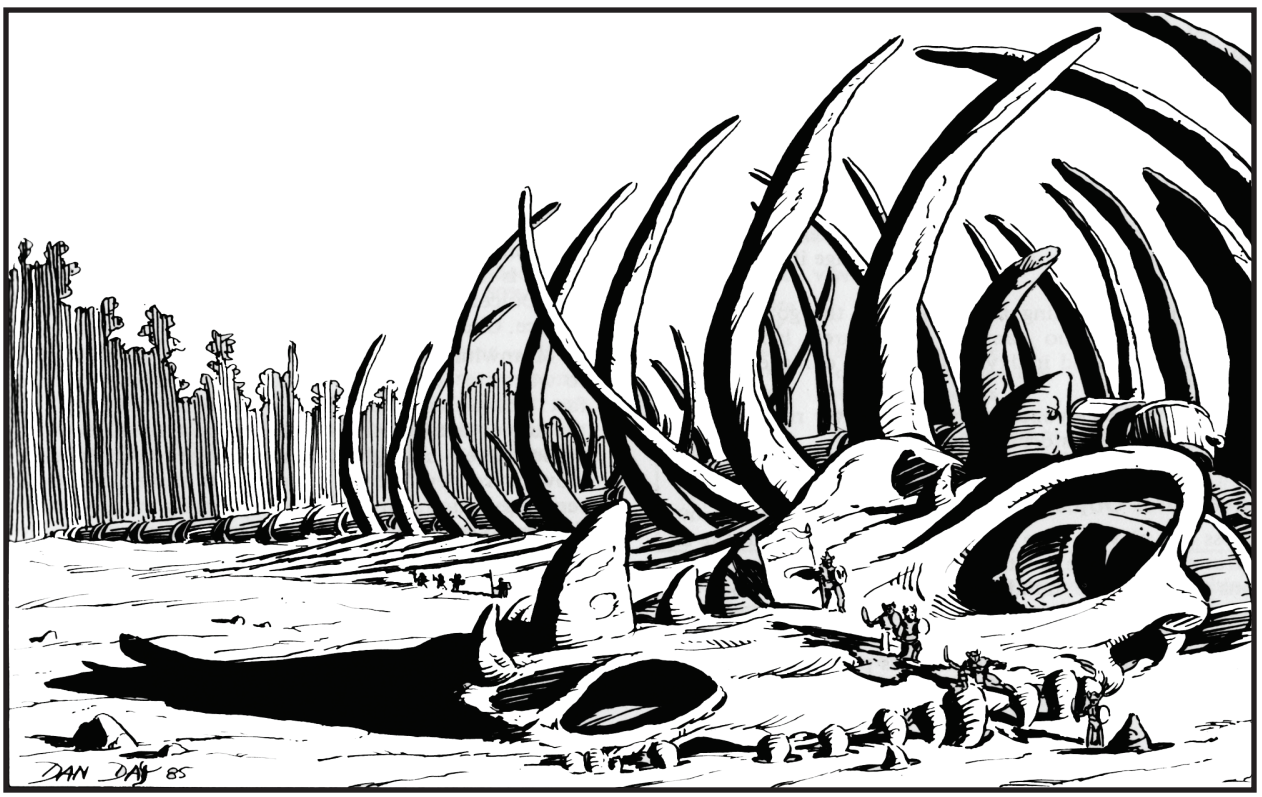
Move 6/24 flying

Hit Points 25

Damage Bonus: +3D6

Attacks: Bite 40%, 1D10

Adventurers encounter the skeleton of an Ancient Wyrm





A Wyvern Rider signals the group

Sting 60%, 1D6

Notes: The wyvern will both bite and sting in the same round, against one or two opponents. The attacks take place 5 DEX-ranks apart. The wyvern's sting injects poison with a POT equal to the creature's CON.

Armor: 1D8-point skin.

CHAOTIC FEATURES

Many creatures of Shadow such as demons are, from one creature to another, inconsistent in their appearance and powers. This is the influence of Shadow at work and unnatural creatures may have chaotic features. If the GM desires, each individual chaotic creature may have one feature from this list, either chosen or, more appropriately, rolled randomly. This is an entirely optional table and should be ignored if the GM would prefer to handcraft any chaotic opponents.

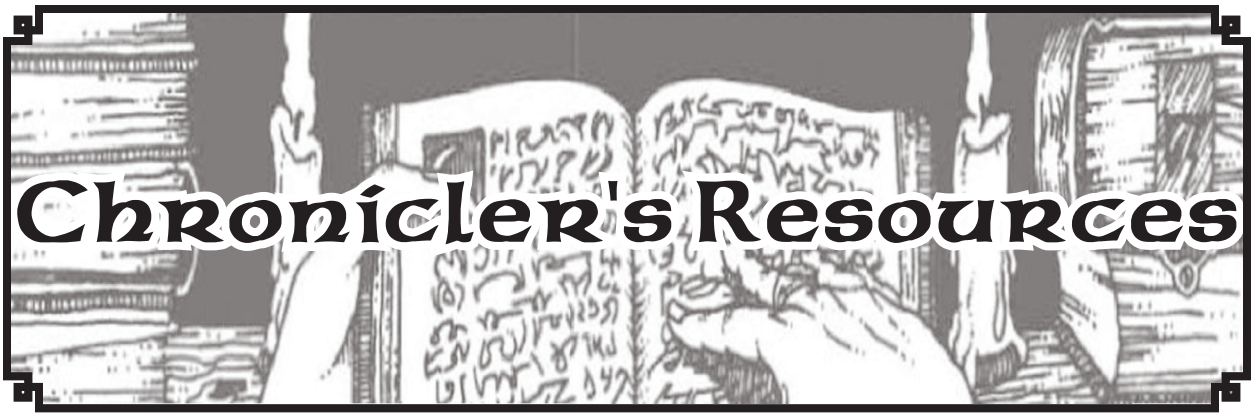
Chaotic features are loathsomely apparent. Additional natural armor may be seen as warty skin, or a layer of thick slime. Enhanced POW could give the demon a strange aura. Consider well the themes of your chronicle when deciding what form the features take.

Chaotic Features Table

D100	*Chaotic Feature*
01-03	POW +1D6
04-05	POW +2D6
06	POW +3D6
07-09	DEX +1D6
10-11	DEX +2D6
12	DEX +3D6
13-14	STR +1D6
15	STR +2D6
16-17	CON +1D6
18	CON +2D6
19-20	Never surprised.
21-22	Absorbs 1 point of any magic cast against it, converting the energy to +1 magic point.
23-24	Spits acid of 2D10 POT 1D6 times per day, 6-meter range.
25-26	Breathes 3D6 fire 1D6 times per day; single target, 3-meter range.
27-28	Reflects 1-point magic or magic back at user.
29-30	Highly flammable; if ignited burns all within 3-meter radius for 2D6 points damage until extinguished.
31-32	Hypnotic pattern on skin; viewers must succeed in an Idea roll or be stunned for 1D3 rounds (as per the spell, Muddle).
33-35	Appearance is confusing; all attacks against it are at –20%.
36-37	Large and valuable gem clearly visible on body. Gem is worth 1D100 Bronze.
38-40	Regenerates 1 HP per combat round until dead.
41-42	Can attempt to befuddle a target each round in addition to any combat, with a POW vs. POW resistance roll. Failure puts the target into a confused and highly suggestive state, as if under the effects of a Muddle spell. To perform any actions, the target must make an Idea roll, and may be ordered by the creature to act contrary to his or her normal wishes. Resisting these commands also requires a successful Idea roll.
43-45	Creature seemingly invincible; appears to take no damage until it reaches 0 HP, then falls over dead.
46	Invisible until it attacks.
47-48	Appearance is extremely confusing; all attacks against it are at –30%.
49-50	Poison touch of 2D10 POT; natural attack must do 1 HP of damage for poison to work.
51-52	CON –2D6, but regenerates 3 HP per round until dead.
53-54	1D6-point armored skin. If already has armored skin, +1D6 to current armor.
55-56	MOV 12.
57-58	Absorbs 1 or 2 points of any magic cast against it, adding the amount to current Magic Points.
59-60	Can launch a POW vs. POW attack each round; if successful, target loses 1D6 Magic Points.
61-62	Bursts upon reaching 0 HP, causing 3D6 damage to all within 3 meters. Armor, shields, etc. will protect against this, though weapon parries cannot.

Chaotic Features Table Continued

D100	*Chaotic Feature*
63-65	Appears far more dangerous than actually is.
66-67	Can turn invisible at will when not in combat.
68-70	Reflects 1- or 2-point magic or sorcery back at user.
71-72	1D8-point armored skin. If already has armored skin, +1D8 to current armor.
73-74	1D10-point armored skin. If already has armored skin, +1D 10 to current armor.
75-76	1D12-point armored skin. If already has armored skin, +1D 12 to current armor.
77	Appears utterly harmless until it enters combat.
78-80	Regenerates 1D6 HP per combat round until dead.
81-82	Can leap vertically or horizontally 10 meters from a standstill.
83-84	Undetectable through sorcery.
85	Appearance extremely disorienting; all attacks against it are at –40%.
86-87	Extremely valuable gem (or gems) inside creature, will be discovered if creature is cut open. Value of 1D100x5 Bronze.
88-90	Makes agonizing screams continually.
91-92	Overpowering stench causes nausea in any who breathe near it. If target fails in a Stamina roll, all tasks are at -25% against this creature for 1D6+2 rounds.
93-94	Reflects 1D6+2-point sorcery back at user. Roll randomly each turn a spell is cast against the creature to determine how much is reflected.
95-96	Hideous appearance of creature demoralizes those who it beats in a POW vs. POW resistance roll. If target fails, all tasks are at -25% against this creature for 1D6+2 rounds.
97-98	SIZ +2D6.
99	Roll twice again on this table. If this is rolled again, add another two chaotic features and roll again,.
00	This creature has APP 5D6, and is particularly endearing. It attacks with an APP:INT resistance roll. Failure causes the victim to befriend the creature, perhaps even offering to serve it. The creature may have up to 1D6 current companions of this nature, at the GM's discretion. The charmed character may even fight friends to defend the creature.



Chronicler's Resources

The Magic World rules are relatively compact, but cover a lot of topics. New players need to read or to be familiar with these chapters: Introduction, Adventurers, Game System, and Combat. Most also will want to examine the chapters for Skills. Some may wish to review if their Adventurer's POW is high enough for them to cast spells.

Chroniclers should also read Sorcery as well as this chapter and the Spot Rules for Combat. Every Chronicler should be familiar with the entire book.

NOVICE CHRONICLERS

Make sure that you understand how skills work, and that you understand the levels of effects for skills: critical, special, success, failure, and fumble. Read or think about your favorite fantasy fiction for inspiration. A sense of wonder and adventure will guide your play in the right direction.

This is not a difficult game, but in combination the skills, spells, and abilities are a matter for gradual learning. Do not be afraid to look something up, to be sure you've made the right interpretation. (If you're wrong, admit it, and get play moving again.) Consider nominating one of the players to be a rules-checker, and delegate looking up rules in the book to them, so that you may keep the game flowing. If you're presenting a published scenario, be sure to read the entire scenario before play starts. Change it as you see fit. No scenario is perfect, and your way of doing things is always best for you. Especially review the statistics and compare skills and magic with those of the Adventurers. Published scenarios are predicated on ratios of four to six Adventurers in the party. Alter the statistics accordingly if more or fewer Adventurers participate. If you're making up your own adventure, consider also the following points.

- What special or unique opportunities for roleplaying exist in your story?
- What Allegiance consequences are likely?
- In the past, what weaknesses and strengths have the Adventurers shown?
- Is your story likely to strengthen or weaken the bonds between the Adventurers?
- Is it important that your story link to previous incidents concerning the Adventurers?
- Does the story seem fantastic in some sense?
- Is it a set-piece problem or challenge?
- Do overtones of destiny and fate resonate, as in many fantasies, myths and sagas?

GETTING READY TO PLAY

You'll want a play space big enough for the players to sit at, and enough chairs. The area should be lighted well enough to read by. Pencils, erasers, and scratch paper can be handy, as can extra blank Adventurer sheets.

For the first session of your game, it is advisable for the players to come with their

Adventurers complete and ready to play. Before the game, discuss the style and theme of the Chronicle, as well as what types of Adventurers the players wish to portray. Help the players create a cohesive group of Adventurers. Character creation for Magic World is not complicated, but be prepared to help new players with their Adventurers.

Photocopy the Creating an Adventurer spread, since players sometimes neglect to bring their rulebooks. Similarly, photocopies of the Resistance Table, the Attack and Parry Matrix, the Major Wounds table, the Fumble Tables, the Roll Table, and other tables can save much page-flipping. In searching for an answer in the rules, don't forget about the index.

Keep your rulebook for yourself, because you are responsible for the rules. (If players want to read rules, let them remember to bring their own books.) Players should bring their own dice, one or more filled-out Adventurer sheets, and any miniature figures they want to use in play.

By custom, most players roleplay one Adventurer at a time. If he wishes, a player can play two at a time. Playing two offers continuity: if one Adventurer is seriously wounded or killed, the other is ready to carry on.

Scan the Adventurer sheets before play begins. The Chronicler as well as the player takes satisfaction in seeing Adventurers grow and flourish. Then too, certain skills or abilities may make a chosen story point unduly difficult or easy.

Some Chroniclers like to photocopy Adventurer sheets, or make note of certain skills and use them to help resolve secret rolls. This makes sense to some players. In general, a player should make the die rolls relevant to his or her Adventurer, just as a Chronicler rolls for his or her non-Adventurers. Lacking good reason to do otherwise, make all rolls openly, so that all can see. This protects everyone's integrity. If the Adventurers should not know something yet, such as the effect of a crucial try at Navigate, then try to leave the dice as they were rolled, but concealed from view by a sheet of paper or an inverted cup. Reveal the result at the dramatic moment.

CONSTRUCTING A PLOT

Figuratively speaking, a Chronicler has two sticks and some tinder with which he and the players make a fire. One stick is made up of rules definitions and procedures, and the other is the background universe of the game. The tinder is the Adventurers and other characters in play. If everyone lends a hand, something warming and sometimes memorable ignites.

The simplest scenario plot consists of (1) an invitation or hook to involve the Adventurers, (2) an introduction to or a definition of the main problem, (3) challenges that must be met and overcome in solving the main problem, (4) a final encounter convincing enough to be an emotional climax, and (5) the aftermath, which should answer any outstanding questions, and should distribute praise and blame, Allegiance points, cash, status, and/or skill points to the Adventurers, as appropriate.

Scenarios can get very much more complex than this. First, step three might become longer and be studded with additional episodes. Second, those episodes might tie together in various ways, so that solving them or overcoming them becomes both intricate and more dangerous. Third, the problem itself might become more important, a matter involving cities, nations, or gods, consequently involving more issues, factions, wealth, etc.. Fourth, the plot might become more alive: in solving each challenge in the set, the rest change in context or pertinence. Fifth, the plot might threaten the cohesion of the Adventurers, perhaps by alignment, family tradition, sex, or something else fundamental to them.

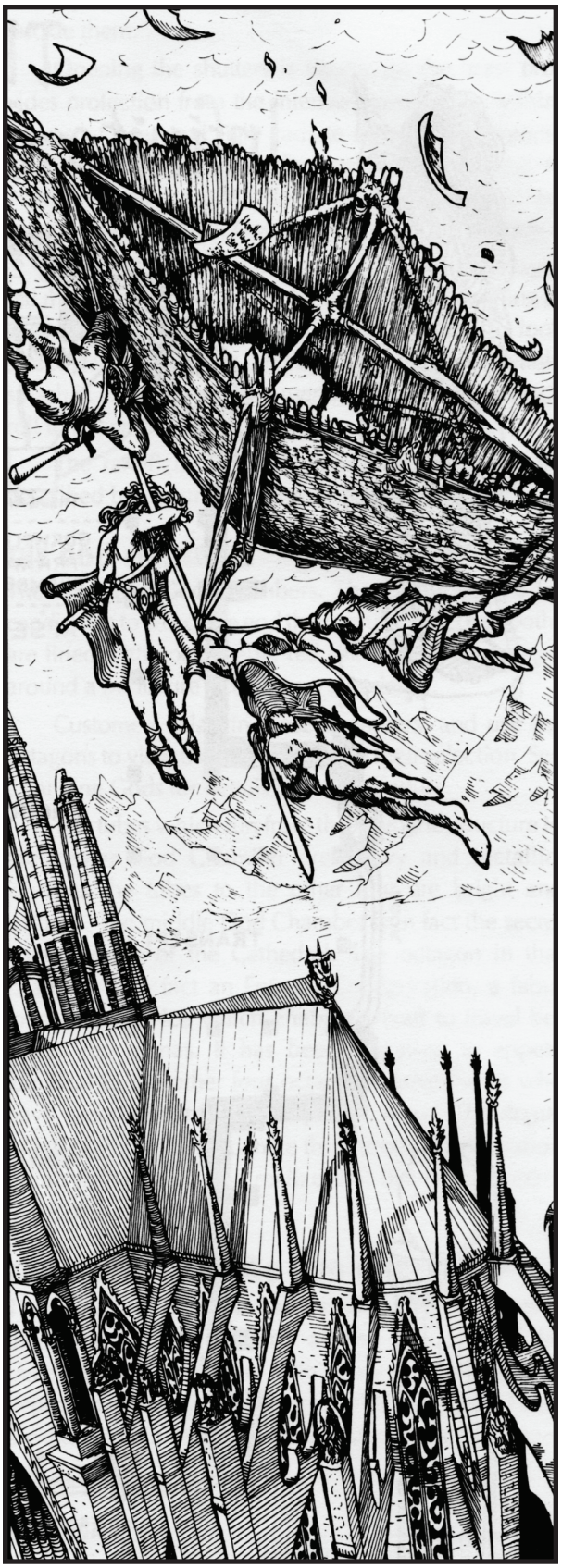
HOW DO THE ADVENTURERS MEET?

Since the players have created their Adventurers individually, all of those Adventurers likely have different backgrounds, different former occupations, and come from different lands. Consequently, a repeated problem facing the Chronicler at the beginning of play is why the Adventurers come

together. Here are a few suggestions for first meetings.

- All answer an employment offer. This might be to guard a building, escort a prince-in-disguise, fetch special herbs, kill a Sorcerer, find a map, join a voyage to the Edge of the World, or any of many other similar reasons.
- All have a mutual friend, who asks for a favor. Perhaps a lover needs rescuing, some bullies need chastising, or an escort is needed to some distant port or destination.
- All are contacted by an agent or Champion of Shadow, the Balance, or Light, who brings them together to perform some deed important to his or her cause.
- All are present at some incident, such as a kidnapping, a brawl, a theft, and so on. Their friendship is sealed when all become involved (and possibly accused—see below).
- All are arrested and detained in the same cell. Together they must plead their innocence, endure the same sentence, or escape.
- All have the same mysterious dream concerning the same time and place. Once there, they learn more of the nature of their mutual dream, and embark upon a related quest. The sender of the dream is likely to be a Sorcerer, elven loremaster, or some other powerful supernatural entity.

Players generally cooperate with the Chronicler in the beginning of play, as all understand that until their Adventurers join forces, play cannot truly begin. If someone flatly refuses to join the others, then that player had best create a new Adventurer, one who is more willing to be involved, or to get along with the other Adventurers.



Players may have crazy plans...Be Prepared

CHRONICLES

A Chronicle is a succession of scenarios or episodes in which the same Adventurers—or at least the same players—participate. Almost always, a Chronicle also represents the personal vision and expression of one or two Chroniclers. Many feature peculiar universes, hand-crafted rules, or rules blended from several game systems. Most are run by one individual, whose players may spell him from time to time.

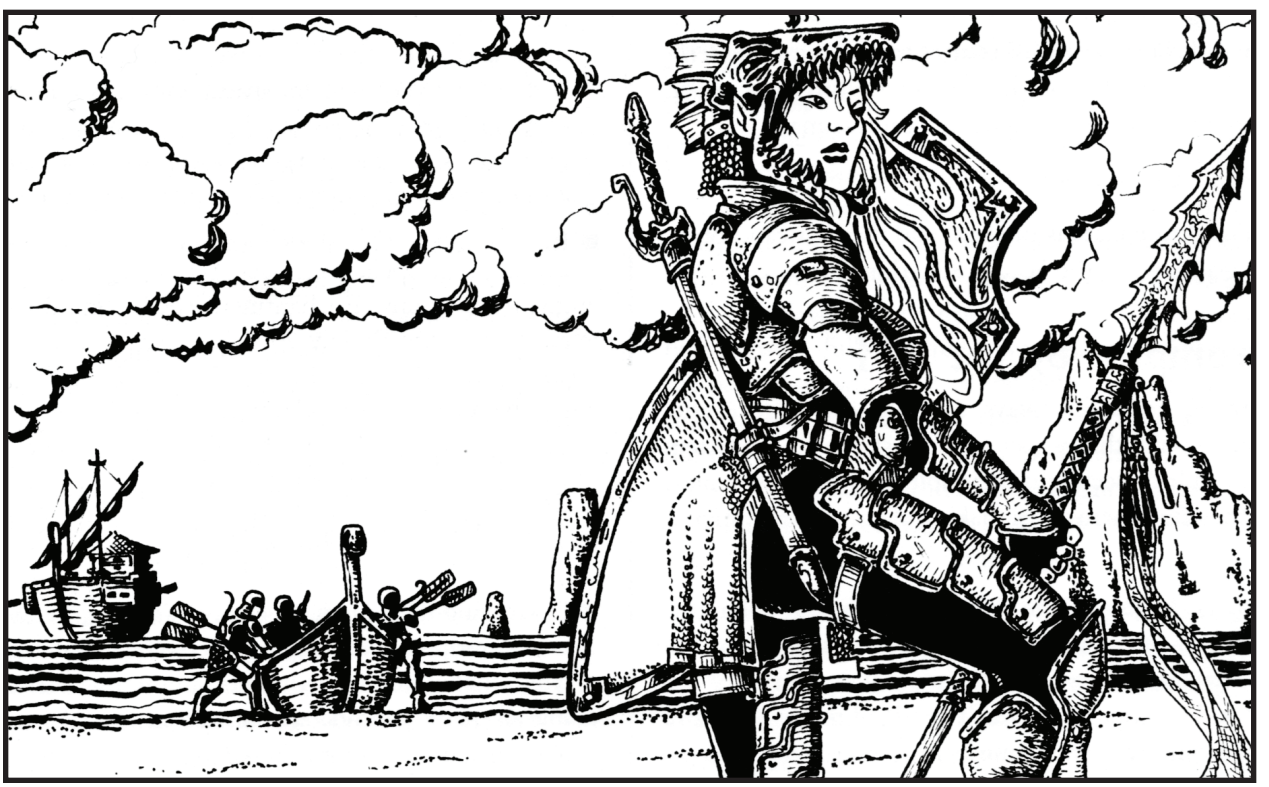
The focus of a Chronicle may wander over time, but only a Chronicle offers a way to luxuriate in another universe and get to know it in some senses as well as the one in which the participants were born. A Chronicle is not so much about a more intricate destination as it is a more enjoyable way to go. The deepest tragedies occur in Chronicles, as do the greatest triumphs, the most amazing rescues, and the most improbable falls of the dice. You have not fully role-played until you've participated in one.

SAGAS

A Saga is an expansion of the concept of a "Chronicle". Saga literally means 'the story of a family'. Fantasy literature and epic tales are full of stories which continue down the years through the lineage of a single family. In the *Lord of the Rings*, Frodo's receipt of the One Ring from Bilbo, as well as the weight of lineage for Aragorn are classic examples. The original "Sword of Shannarra" trilogy is another.

In a Saga game, the game is made up of short Chronicles. Instead of vast multi-year epics, each chronicle may take only a few months of game play to resolve. At the end of each Chronicle, things are left open for further adventures. Then, a follow-up Chronicle begins, taking place many years, or generations in the future. Treasure, noble titles, and other temporal benefits may be passed down to the heirs of the original character. And then something related to the original adventures comes to bear, causing the descendants to go on their own adventures.

The Adventurers reach the Isle of Siraj



MASS COMBATS

Roleplaying games concentrate on the individual. They are not intended to show the actions of large numbers of troops, nor to provide for multiple commanders.

However, a staple of fantasy adventure is conflict on a massive scale. From Thermopylae to the Pelennor Fields, many of the most memorable moments of fantasy and legend are land and naval battles. Most battles portrayed in fantasy fiction and film portray clashes of rarely more than twelve to fourteen thousand fighters. If mass combats are to be played out, we suggest that alternate miniatures rules or board games be used, of the appropriate period. Your local game store can offer a selection from which to choose. If the Adventurers are important people, then each could command one or several units, or an entire wing of the assembled army.

If individual combats are to be played out in the light of a larger battle, the course of the battle should be fixed. The overall clash needs only to be described, but the players focus on the actions of their Adventurers alone. The Chronicler freely condenses or expands upon the action, as necessary to the narrative.

Naval combat is essentially ship-to-ship (except for battle barges, with which a dozen ordinary fighting ships could grapple). Ship-to-ship combat is intimate enough that portions of a boarding assault can be carried out at Roleplaying scale. The individual Adventurers can fight on to learn their individual fates. The full portrayal of a ship-to-ship combat could take an entire evening.

COMMENTS

THESE RULES ARE MALLEABLE: This book contains the material that most people should need to run an epic fantasy campaign. Inevitably, your setting will have areas that fall outside of the scope of what we have written. If you don't want to allow certain races, equipment, spells, etc. in your game that is your prerogative.

Discuss with your players the changes you wish to make, and feel free to add, delete, and modify rules to make the game exactly fit your style. Make sure to note anything which alters from the core Magic World rules, so that there will be no confusion as the Chronicle progresses.

CREATING AN ADVENTURER: This process should take 20-30 minutes in the beginning. After a while, that may condense to 10-15 minutes.

- If a player is a novice to roleplaying, and not just to this game, you might want to coach him to find out what sort of character they would like to play, and then generate the Adventurer for them.

ABOUT ADVENTURERS: The point of these procedures is to produce an Adventurer who is more skilled and capable than the ordinary inhabitants of the setting. Poised for a great destiny, he must still earn it.

- Keep the acquisition of Allegiance points steady but moderate. In most cases make an award of points no more often than calling for experience rolls.
- Distinguishing whether an action is essentially Shadow, Balance, or Light is a subtler task than might first seem, and doing so too often leaves a stingy, hair-splitting taste in the mouth. Try to keep the players supporting your awards. When in doubt, quickly discuss the action with the group, come to a consensus and move on.
- Despite the notion of Allegiance, all Adventurers remain masters of themselves, unless they commit themselves to be Champions of one force or another. They gain power thereby, but lose freedom of action.
- The tiny stories that try to define each occupation are simply starting points. If a player comes up with a reasonable alternative, that's cause for celebration.
- Remember, no one is obliged to take spells. If he does, all three in an occupa-

tion do not have to taken. The spells are there to match the day-today functions of the occupation, not to provide the best possible package of combat- related spells. We intend the getting of spells to be an important part of the evolution of many Adventurers. Many Adventurers think the gift of a spell much more valuable than a large cash payment or extra skill points, but often that is not true.

- The price lists are just starting points. Change them and add new items as you need. Across hundreds and thousands of miles of medieval- style distance, prices vary wildly.

SKILLS: Several skills (Art, Craft, and Ride for three) are indefinitely subdividable into specific skills. These can be proposed by the players. You can veto these proposals, of course, but usually it's better not to. All have the base chance for the general skill.

- We expect that some Chroniclers and players will want skills not included in this book. Spaces for them have been provided on the Adventurer sheet. Be sure to circulate written definitions of them among your players, so that everyone knows what is meant by the skill.

- The Dodge skill is extremely important in combat. No Adventurer can have too high a Dodge. Take care to digest the implications of the Dodge Skill Against Attacks Table.

- Additional spaces for skills exist on the Adventurer sheet. These are for new skills which the Chronicler may introduce to the game. Only the Chronicler can define or recognize a new skill.

GAME SYSTEM: Don't forget that the Major Wound Table is in this chapter.

- If training up a characteristic, optionally the Adventurer must maintain it by continuing to train. If training stops, the advantage is lost at the rate of one characteristic point per month. When the characteristic falls to its original level, it presumably needs no training to maintain it. No teacher is needed for maintenance training. Summarize regular maintenance by allotting one game day per week to the characteristic, and by doing nothing else on that day. If an Adventurer has trained up three characteristics, he needs three days a week to maintain them.



An Adventurer begins his humble journey

SPOT RULES FOR COMBAT: You might play this game for years and yet use only a few of these rules. They're here to try to cover as many special cases as possible. There's no point in trying to remember them all, but check the list of rules once in a while to remind yourself what's here.

NON-ADVENTURERS: Do not worry about balancing every last skill point and spell with NPCs. Fill in enough information that the NPC may be used in play. Allot skill points as you desire to make the NPC seem real. Some of the best NPCs begin play as nothing but a name, short description, and two or three relevant skills. Detail the NPC further if he becomes an important character in your chronicle.

The normal way to create an NPC is to go to the Bestiary chapter, look up the species and use the average values as listed. For a specialist character, add 25% or more to one or two skills, and divide 4-6 points among the ability scores. For example, Fallador the farmer is in all respects a normal, average human, however, to make him a bit more memorable, the GM assigns an extra two points each to STR and CON, and increases his Natural World and Craft (Brew Beer) skills by 25% each.

For a simpler/faster way to go, use the rough statistics below. Decide first on how competent you need the NPC(s) to be. Then, decide quickly which skills are "Preferred" and which are "Other". This should be obvious based on the purpose of the NPC.

Minor: All abilities are at 8, preferred skills at 30%, other skills at 15%. HP = Con/2 (4), 1-2 points armor. Weapons always do 1D6 damage.

Average: All abilities are at 10, preferred skills at 40%, other skills at 20%. HP = Con (10), 3-4 points armor. Weapons always do 1d8 damage.

Experienced: All abilities are at 13, preferred skills at 60%, other skills at 30%. HP = as normal (usually 13), 5-6 points of armor. Weapons do 1D8+1D4 damage.

Heroic: All abilities are at 15 (maybe 1 or 2 at 18), preferred skills at 75%, others at 40%. HP = better of CON or SIZ (usually 15, sometimes 18), 7-8 points of armor. Weapons do 1D8+1+1D6 damage.

Epic: All abilities are at 18 (maybe 1 at 21), preferred skills at 100%, others at 60%. HP = better of CON or SIZ (usually 18, sometimes 21), 9-12 points of armor. Weapons do 2D6+1D6 damage.

The one exception to this is SIZ, which should be cosmetic. It would be ridiculous if NPC competency is linked to SIZ.

Using this system, you can just jot a note that states "All guards are Average, with an Experienced sergeant." You only have to cross off HP if a hit doesn't kill the NPC outright.

This should give you enough information to make an NPC playable without too much work. Note that this method is best used

"Onward to the Dragon's Cave...after a brew"



when your players encounter and NPC you hadn't planned for, and you need statistics on the fly. If the NPC becomes important to your campaign, detail it out further between sessions.

Also note that the abilities and skills above are based on the human normal range. Adjust as necessary for nonhuman species (e.g. halflings, elves, orcs, centaurs, etc.)

COMBAT: Every time someone attacks hand-to-hand, the character gets a chance either to parry or to Dodge the blow. There is no set maximum to dodge or parry percentages, but each one must be at a chance 30 percentiles lower than the one before-or more, depending how many percentiles are in each. The number performable depends on the number of attacks.

- In combat, the Attack and Parry Matrix is referred to constantly, as are the Weapon Tables and the Fumble Tables. Most of the chapter is descriptive, to help give some idea of what these odd sounding weapons are like.
- Inspect the notes and footnotes for the Weapon Tables. Some information there exists nowhere else.

MAGIC: There always seems to be more to be said about this sort of material.

- Spells and summonings are essentially two sorts of magic, sometimes parallel in capability but very different in origin and in use.
- We expect that Chroniclers and players will create additional magic; remember what is in the rulebook and what is unique to your game.
- Guard against making enormously powerful spells. The ownership of that sort of thing should be the province of the greatest Champions of Shadow and Light. If higher strength magic is developed, using it should become very apparent, with attendant electrical discharges, storm clouds, and other traditional manifestations.
- We expect to publish a grimoire containing more spells and styles of magic. The Magic Book and BRP Witchcraft, published by Chaosium Inc., are great places to find resources to use in your game.

CREATURES: Magic World does not immediately distinguish between "Good" and "Evil" races. Most entries in the Bestiary chapter have their own goals and drives. The various species' outlook on the world, and the other civilizations is determined by the Chronicler. Chroniclers are urged to freely invent new fantastic dangers with which the Adventurers must contend. Such things are peripheral to the core themes of fantastic adventure. Occasionally fill in the action with a monster, but the game should be more about hate, love, honor, vengeance, greed, and lust than claws, fangs and unnatural horrors.

PUBLISHED SCENARIOS

Chaosium plans to publish adventure packs for Magic World in the future. When presenting these scenarios to your group, the following advice should be heeded.

Read the scenario closely enough that after finishing it you know whether you like it well enough to want to present it.

The writer will suggest tone and alternate possibilities as they arise, and will discuss actions in general context. These scenarios are more story-like than some. Always read a published scenario first: you may be lost during play if you do not. At times our scenarios do not fit into familiar frames such as room, corridor, trap, and inhabitant.

Most are written as narratives. They do not have scripts and marked passages, such as playwrights use. They presume that the Adventurers are free to go where they will, at any time, and that many possibilities exist. To understand the significance of the Adventurer choices, the Chronicler needs to understand the adventure as a whole. Use of room-and-corridor narration is scanty, nor are devices and new monsters of special importance in play.

Neither will you find the scenarios encouraging the development of elites, secret societies, the development of Adventurers as predators who treat human society as a kind of shopping service and buffet, and other devices which serve to lessen sympathy with humanity or to insulate the players from the significance of the choices they make. Ethics are sometimes central, presented in ways we hope are not preachy or dull.

Players and Chroniclers presumably share a common interest in fellowship and the depiction of human emotions. We also presume that they genuinely enjoy flourishing Adventurers. Victory is (1) survival, (2) growth, and (3) the preservation of choice. Defeat is the loss of or the lessening of those possibilities.

CONVERTING SCENARIOS

Scenarios from any of the Basic Roleplaying family of games may easily be used with *Magic World*. You may wish to recalculate the Hit Points, weapons, and damage bonuses of the non-Adventurers, or you may decide that the differences are not great enough to matter. Give spells to those who seem likely to know them and who have enough Power. You definitely should improve the weapon skills for tough or important people, since unchanged they will quickly die in the *Magic World* rules.

ENCHANTMENTS

The Chronicler introduces all enchantments. An enchantment is the permanent fixing of supernatural power into an object or location. It might have been made in ancient times, or by forgotten wizards. With the dwindling of magical power, no new enchantments are made, but old ones continue to be found.

They represent a form of magic which imbued objects and places with one or more qualities that permanently changed its characteristics or behavior. Enchantments survive from the past, when magic and the elements were more vital, but it is no longer possible to work a new enchantment. Perhaps one or two lost enchantments are

A sorceror examines an Enchanted Item



found every year. Only the Chronicler can introduce an enchantment into play.

To use an enchanted object, no spell-casting, and no sacrifices of Magic Points or Power are needed. The object functions of itself, for whoever uses it, without limit to its duration. An enchanted item can be stolen, sold, or given, and still work its magical effect.

Given great virtue, dire villainy, or a stirring destiny, an Adventurer might be able to earn an enchantment. He should stand out, for every enchantment should be one-of-a-kind, wrought for a specific person or purpose. Each represents great times and great deeds, and should only come to a great Adventurer.

Enchantments have a few similarities:

- The creator is long dead, and was usually a legendary figure.
- The enchanted item is not alive and has no personality. However, exceptionally powerful enchantments may impose an echo of their creator's will on the wielder (witness the One Ring). An enchantment never communicates.
- The enchanted item exists apart from the person for whom it was made. An enchanted sword could be lost for centuries, then be found by a stranger and used with full magical effect.
- There may be curses attached to enchantments, or other effects of owning such items.

EXAMPLES OF ENCHANTED ITEMS

Here are a handful of enchanted items. In using one, or in making up his or her own, the Chronicler considers how it betters the story being told, and answers questions raised by the bulleted general similarities, above. Test your game mechanics. When the thing comes into the Adventurer's hands, let its properties be discovered gradually. Once the sword, amulet, etc., is understood, then let clues to its origin and meaning accumulate, and make clear why its presence is now appropriate or important.

THE ALL-SEEING EYE

This powerful enchantment was probably meant for a Champion of Shadow. Inside a crystal orb floats a large, reptilian eyeball that swivels and studies with interest all around it. To use the enchantment, the owner must pluck out his or her own eyeball, and place All-Seeing Eye against the bleeding socket. The Eye will stick in place, the pain and blood stop, and normal binocular vision will be restored.

If the owner is allied with Shadow, he can also see in total darkness, see through walls and surfaces up to a yard thick, sees and judge the approximate strength of an entity's POW in relation to the owner's, see emanations from invisible beings, elementals, and spirits who are close at hand, and perceive the boundaries of magical barriers and fields.

If the owner is unallied, or allied with Light or the Balance, the eye functions as a normal eye would. Each night he has dreams that are connected with Shadow. Every eighth day he must receive a roll of POW x3 or less, or add one point to the Shadow box.

The orb is unbreakable. In place as a person's eye, it cannot be discarded but must be cut free.

AXE OF JUSTICE



A legendary axe, finely crafted and balanced. This weapon was perhaps owned by a Champion of Light. It has not been seen in five generations, but was reputedly heavy and large, requiring STR 15 and DEX 11 to wield.

Only allies of Light may take up this weapon and reap its benefits. To all others it is a fine weapon of no magic whatever. Against a Shadow-allied target, the axe does maximum damage: 18 points plus damage bonus, each time it hits.

Should the wielder commit an act against Light, it is said that the axe will wail and melt to slag.

BADGE OF BARBARIC CONFABULATION

A golden badge wearable as a pin or used as a buckle, about the width and length of a small human hand. The skull of a great elk or deer is sculpted into the face.

While worn, the badge translates other languages into the wearer's own language, and translates his or her speech into the last spoken language.

BADGE OF DEVOTION

A silver clasp of fine workmanship, about the size of a child's palm, embossed with a circlet of rosemary and forget-me-nots, intertwined, inscribed in an ancient language, "One Life, One Law."

Concentrating upon a given task, the wearer may add 100 additional skill points daily to any one skill recognized by the Chronicler. Points may not be reallocated that day. Once the skill is rolled for, the percentiles disappear until the morrow, when a new skill may be chosen.

A wearer who uses a skill in a way clearly favorable to Shadow permanently loses 100 percentiles in his or her highest skill, and suffers disquieting dreams. The clasp discolors and breaks.

BADGE OF GRIMHERE

A red cloisonné badge to be worn on the person, an enchantment reputedly wrought by the Sorcerer Grimhere.

While worn, it deflects all non-magical missiles, projectiles, thrown or falling objects, swooping birds, clouds of smoke, and swarms of insects from the person of the wearer. If the wearer is on a mount not larger than SIZ 40, this protection extends for the mount.

Missiles guided by magic, and enchantments do not deflect. Avalanches, sandstorms, collapsing buildings, tidal waves, and large scale disasters do not directly harm the badge's wearer, but he may be buried so deeply that escape is impossible.

BOOTS OF THE WILDERNESS

The gray leather boots seem are the size of the last person who wore them, but they expand or shrink to the right size of whoever who puts them on. Worn, the wearer treats all surfaces as the same. Thus an inch or so above marsh, stone, water, snow, ice, and quicksand offers the same firm footing-even air if at the edge of a gorge and there is an opposite side of equal height within sight. The wearer moves at normal speed; a spell like Sorcerer's Speed increases the MOV rate while wearing the boots.

BROADSWORD OF HEROES

A legendary weapon, found when great danger threatens the land. It is extremely light, of an unknown silvery metal, requiring only a minimum of STR 4 and DEX 8 to manipulate effectively. For purposes of striking with this sword only, increase the wielder's DEX-rank by five. The sword always does maximum broadsword damage, nine points plus damage bonus. If the wielder rolls a critical success, add normal rolled broadsword damage. It has 50 Hit Points. If broken, it must be reforged. The sword has not appeared for seven generations.

CLOAK OF THE WOLF

The cured skin, fur, and head of a large wolf, lined with red silk.



When worn at night, the cloak changes the wearer into a werewolf. This influence does not depend on a phase of the moon, and (once the cloak is on) is independent of the wearer's will. The cloak changes the wearer into a hybrid man-wolf, a metamorphosis requiring 1D8 combat rounds and lasting until dawn.

Add +6 to each characteristic, including MOV. The werewolf form also gains a 60% Bite attack, and becomes invulnerable to damage from normal weapons. Weapons and projectiles made of pure silver cause normal damage. Magic weapons achieve only the magical components of their damages. Spells work without change or modification.

When attacking in werewolf form, the wearer acts as if under the influence of the Fury spell. Lower dodges and parries by 30%, ignore unconsciousness stemming from a major wound, and attack ceaselessly unless a roll of INT x3 or less can be made with D100.

CLOCKWORK ANIMALS

These enchantments are clockwork mechanisms built to resemble various animals. Five are known to exist: a raptor, a wolf, a songbird, a horse, and a spider. Each is fashioned from precious metals and has gems for eyes. Their innards are bewilderments of beautifully-crafted gears, springs, pulleys, flywheels, and counter-weights.

These mechanical wonders can speak and hear, and have sentience (INT 9). Should a Clockwork Animal be damaged, a Repair skill roll (100% minimum) needs be made to fix the damage. Spells of healing will not work, nor can the damage be healed by the passage of time.

Other Clockwork Animals are rumored to have been created: a scorpion, a tiger, a second wolf, a monkey, and a dragon among them.

CLOCKWORK SPIDER: A giant version of its natural cousins, it is meant to be ridden, and can carry passengers and gear of up to SIZ 40. The head is fashioned from beaten gold and has eight eyes, each a different gemstone. Its body is encased in amber, and its legs are molded from vast iridescent shells. It can climb vertically and upside down. Powerful mandibles grab and crush opponents (30%, 1D6 damage per round) or else bite (30%, 1D10 damage). Enigmatic, it only speaks when absolutely necessary, and then cryptically. The Clockwork Spider moves like its counterparts in nature. It has 60 Hit Points. Unlike the Clockwork War-Horse, the Clockwork Spider moves as silently as a ghost.



CLOCKWORK SONGBIRD: Made from burnished gold and inlaid with semi-precious stones, this mechanical songbird stands about one hand high. It flies at 50 miles per hour. The bird can deliver and pick up messages. In a pinch, it defends itself with a needle sharp beak (40%) that causes 1D4 damage. It has 22 Hit Points. The bird knows hundreds of songs and calls, which it gladly chirps upon request. For practical purposes the Clockwork Bird acts and moves like its natural counterparts, except that it does not tire.

CLOCKWORK WAR-HORSE: This large automaton has diamonds for eyes, and is fashioned out of black iron. A saddle is permanently molded to the horse's back and can carry passengers and gear up to SIZ 30. The Clockwork War-Horse acts and moves like its natural counterpart, except that it will charge directly into and over a foe whenever urged. In battle it is calm and responds quickly to commands. Its uses its iron hooves to trample (30%) for 2D8 damage+damage bonus, bites (20%) for 1D10 damage, and has 99 Hit Points. The ring of its hooves can be heard for miles.

CLOCKWORK WOLF: Standing about 1.5 meters at the shoulder, its outer skin is made of beaten platinum with rubies for eyes. Razor-sharp steel fangs fill its mouth. The Clockwork Wolf acts and moves like its natural counterpart, except that it does not tire. It is a loyal, obedient companion and fierce guardian; when roused to attack, it is a savage fighter and shows no quarter. It has 40 Hit Points, and bites (at 30%) for 1D8+2D6 damage.



CLOCKWORK RAPTOR: It is made of precious metals and gems. The bird can carry passengers of up to a total of SIZ 30. It also speaks and hears, and can deliver or retrieve messages where bidden. It can fly at 100 miles per hour.

CONFESSION STONE

It is an ordinary plinth of rough-quarried stone, about 3 yards high. Whoever stands by it and touches it with his or her right hand tells only the truth while touching it. The teller remains in control of his or her words, and need not say everything, but any words uttered and the intentions behind them will be as true as the moment allows.

CUBE OF INFINITE REGRET

This enchantment is of unknown age, but the writing on it is ancient. It is a hollow bronze cube approximately of size to contain a human head. By grasping the box and concentrating, the holder and the cube disappear. The holder perceives that he has shifted back to an earlier time in his or her life, and is then able to make right some particular incident or episode, or to relive some great joy or event. The vision or reliving then concludes, and the holder and the cube reappear where they began. Only a moment has passed. Though the experience of the cube costs a point of Power, the holder may not immediately recognize the loss. The first time he has a chance of INT x1 to perceive the loss. The second time is INT x2, and so on. The Chronicler makes and records each roll in secret.



Each time, however, the experience concludes by suggesting an incident to come that is new to the holder of the cube. If the holder returns again, this time to deal with the new threat or unhappy episode, then the new conclusion contains a second suggestion of action that should be taken.

Commentaries suggest that the holder actually does travel through time, that there are parallel times with various outcomes and that he enters a new time each time, that the entire procedure is an illusion, that the cube is an artistic metaphor for the madness of reality, that the cube is an artifact of the Balance and teaches a moral lesson, and so on. The ultimate lesson of the cube seems to be everything can be contradicted.

THE DECK OF BEASTS

There are twenty-four ivory plaquettes, each smooth, palm-sized, and thin enough that the ivory is flexible, though unbreakable. The plaquettes are creamy with age, at least 400 years old. On the back of each card is painted an ancient rune of magic and knowledge. On the front of each card is pictured a different creature, mostly predators. Among the images are a great black ape, a bear, an eagle, a lion, a mastodon, an octopus, a rhinoceros, a shark, and a dragon. Chroniclers may add other creatures as they wish, choosing one appropriate to the situation.

On a tabletop, the plaquettes are turned so that the rune faces up, and then mixed. One plaquette at random is selected and then held so that the creature's image is hidden from the person holding it. Each plaquette turned up costs the holder 1 CON. The creature then forms in front of the person who has drawn the plaquette and speaks to him in a suitable language. The creature asks why it must appear, and in general attempts to satisfy itself that the holder of the plaquette needs its help and means it no harm. Simulate success with a Fast Talk or Oratory roll, or let the Chronicler judge the player's actual words. If rolling, with a success the creature fights on the owner's behalf until the current foe is dead, up to a week of time. With a failure, the creature declines the challenge as unworthy of it. With a 00, the creature attacks the holder of the card as an arrogant schemer.

Any number of plaquettes may be drawn. The holder may decline the service of any creature that seems unsuitable.

Enrolled in the holder's service, the holder may conduct additional conversations with the creature, learn its point of view, and dis-

cuss its life and world. For each such creature, add 1D3 points to the holder's Nature skill.

Only one person at a time may use the deck. When a plaquette is drawn and then returned to the deck, its creature side goes blank. When all 24 sides are blank, the deck is no longer usable by that person.

DIFFERENCE STONE

This fist-sized lump of stone may be a piece of primordial earth and not an enchantment at all. Every 1D8 minutes its form and substance randomly change--now a lump of coal, now a nugget of gold, now a huge diamond, now a statuette of a brazen goddess, and so on. An aura detectable by Witch Sight always clings to it.



Grasped, the stone enhances the power of magic cast by the holder, doubling each spell's duration and effects. At the same time, the stone may endow the owner with a strange quality. Failing a D100 roll of POWx5, the target takes on a bizarre aspect, such as being extra warm to the touch, slimy, scaly, multicolored, or extra hairy, as occurs in the spell Curse of Sorcery. The effect is permanent.

For each day in the presence of the stone make another roll, with the multiplier decreasing by one (i.e., POW x4, POW x3, and so on).

DRAGON'S SMILE



This curving bone dagger is fashioned from a dragon's eyetooth, now yellowed and bloodstained after millennia of savagery. It is about a forearm long, has two edges, but lacks a cross-guard and so cannot be used to parry. Because of its curving blade, the Dragon's Smile is unbalanced, and cannot be thrown to stab. It has 30 Hit Points.

On an attack that breaks the skin, the dagger injects a stinging poison of POT 20. Paralysis and hallucinations follow in 1D3 rounds. Failing a POT:CON Resistance Table roll, the victim dies quickly, convulsing and screaming in agony. It is a function of the enchantment that the poison in this blade never lessens and never diminishes in potency. This property is not true for all dragon fangs.

FLAMING ARMOR

Even when empty, shifting hues of red, orange, and yellow flicker over this ancient plate armor. When worn, dull flames begin to eddy and surge from it, igniting grass, clothes, or furnishings in proximity to it, producing 1D8 fire damage per round within a weapon's swing of it. The wearer does not perceive the emitted heat, remaining comfortable in all climes and temperatures.

If the wearer of the armor dies, the armor's flames extinguish, and it cools immediately, as it does when empty. If the armor is put on by someone else, the flames surge anew.

GAUNTLET OF FORGIVENESS

This steel gauntlet appears an ordinary one. Close inspection shows it to be engraved with tiny runes of an ancient civilization. On the hand of a Champion of the Balance, momentarily clasping another person's hand in friendship, it can erase daily 1D6 Shadow or Light points (whichever is higher) from 1D6 people.

GOAD OF DARKNESS

This weapon was given by an ancient evil warlord to a Champion of Shadow, who used it to drive slaves into battle. It consists of a silver handle about a forearm long, with a butt inscribed with dread runes. The flexible whip portion of the weapon is about five meters long, and rather like a drover's whip: it appears to be braided black leather, but it cannot be cut by any ordinary physi-



cal weapon. The flexible portion of the whip concludes in a single wicked iron barb.

Used on a target of MOV 4 or less, the whip hits home automatically with the barb if the user desires. The barb produces intense pain and costs the victim a hit point whether it hits bare skin, clothes, or armor.

Used as a lash, for punishment or as a weapon in battle, the flexible length of the whip delivers a strong poison to bare or leather-clad skin. The poison is of POT 16, and immediately causes dizziness and convulsions. Make a POT:CON Resistance Table roll; succeeding, the victim loses 3D6 Hit Points at the end of the following round.

GOLEMS

These eight figures were moved to various locations across the world, perhaps during a war between great empires, or perhaps long before. They were fashioned from black basalt, and stand about three meters tall. Though of different shapes, each figure is supped to resemble a great lord or general. The actual shapes are unknown, but the weapons they hold are recorded as follows: cestus, broadsword, great sword, heavy mace, great hammer, morningstar/flail, battle axe, and trident. Each does maximum damage plus a 5D6 damage bonus. Should the damage done by a single golem's attack exceed a defender's weapon Hit Points, the defending weapon breaks.

A golem animates and moves to attack when anyone approaches to within 10 meters. The golem attacks with a skill of 150%, but the target's parry, dodge, armor, and shield are normally effective.

When the target is dead or has run away, the golem returns to its post, to await eternity. The golem dies only when a jewel magic representing its heart is torn out. That can be done only by magic.

GREAT SWORD OF LIGHT

Hilt, handle, cross guard, and blade are forged and hammered from a single length of blue-black steel. When drawn from its scabbard, runes along its length pulse with white radiance and spark bravery among all those allied with Light within sight.



In addition to normal great sword damage of 2D8+db, it causes an extra 1D8+1 points of damage. If an attack criticals, the sword also permanently drains 1D3 points from the target's STR. It has 100 Hit Points.

Seeing this weapon incites the wrath of demons, makes Champions of Shadow indignant, and disquiets nearby allies of Shadow.

HERNE'S ARROW

A silver archer's arrow perhaps once awarded to a Champion of Light for some deed of prowess. Fired, this arrow always hits its target, if the target can be seen. Hitting, the arrow does 2D6+2+db damage to Shadow-aligned things, 1D6+1+1/2 db damage to natural things, and no damage to allies or Champions of Light. Armor and shield defend normally against the arrow. At the end of the round in which it was fired, the arrow disappears from the wound and reappears in the archer's quiver. The arrow has 25 Hit Points. It loses its silver gleam and all magical properties once damage lowers the Hit Points to one.

THE LETHARGIC BROADSWORD

With it the wielder attacks absolutely last in the combat round, foregoing DEX-rank attacks and swinging only once. The sword, though lightweight, seems to resist the instinctive motion to attack, though it parries and ripostes in normal fashion.

When the sword finally allows an attack swing, that swing always hits the target, regardless of parry, and always does twice rolled weapon damage (damage bonus is not doubled). Roll to hit as normal, ignoring fumbles, and failures. Specials and criticals are resolved normally, usually dealing devastating damage.

If fighting with two weapons, or with a shield and broadsword, the owner of the

Lethargic Broadsword uses other weapons on his or her regular DEX-ranks. If left in its scabbard, this weapon has no effect on the fighting. It is written that this weapon was as strong as the owner's faith in Light, perhaps translating as its Hit Points always equaling the Light points of its owner.

MARBLE RING

It is of carved black marble, cut to resemble a diamond, mounted in a setting of pure silver chased with platinum, and engraved with four earth runes.

This ring identifies the wearer as a friend of gnomes, if he also knows the spells Summon Elemental and Gift of the Earth. The wearer can summon gnomes for half their magic point cost, and it always takes one combat round for the elemental to appear. Further, in summoning, the earth rune need not be inscribed nor need the spell Summon Elemental be cast.

Should the wearer betray this friendship, the pendant begins to act as a focus for attacks by gnomes. The wearer is unsafe touching or near any plot of earth, and the Gift of the Earth spell no longer works. Should the ring become the possession of another person, its original abilities return.

MIRROR OF FATE

Looking into the baroquely-framed wall-mirror, the viewer alternately sees his or her face as it was and will be. The longer one looks, the more various the visions. For a few hours, a feeling of tranquil contentment comes over the viewer, and utter peace seems within grasp.

MIRROR OF SUASIONS



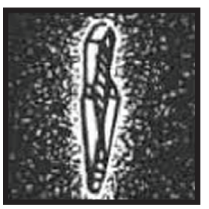
A large oval hand mirror of silvered glass and polished silver metal chased with gold. A verse decorates the handle, roughly translating as

Speak to your lover close to me
And the face of love you then shall see.

If the mirror is brought so that the lips touch it, the face of the holder seems to press into and through the glass, and the holder then beholds a vision of his or her beloved wherever he may be. Words of devotion or comfort can be murmured before the vision fades and disappears. At the same time, the lover perceives a silver mask of that person holding the mirror, suspended in the air. He can also speak and hear. The target of the enchantment must be intimately known and very much loved, or there is no effect.

OATH STONE

It is a large quartz crystal about two hands long, relatively transparent and without definite color. The holder of the stone, if of POW 16 or greater, can will the stone to record and then to rebroadcast on command his or her memories of strong emotions. The emotions are courage, fear, hate, love, vengeance, remorse, despair, and trust.



The range of the oath stone is about five meters, enough to include 40 or 50 people. Given a successful Oratory roll, the holder of the stone can communicate the desired emotion and associated images, enough to bind listeners unswervingly and enthusiastically to the desired course for 1D3 weeks.

Those allied with Shadow or Light will not wish to allow it, but those of the Balance can choose to allow sincere people to resist such an enchantment, with a D100 roll of POWx2 or less.

PEARL RING

It is a variegated blue and white pearl set in a ring engraved with four water runes. This ring identifies the wearer as a friend of undines, if he also knows the spells Summon Elemental and Bounty of the Sea. The wearer can summon undines for half their magic point cost, and it always takes one combat round for the elemental to appear. Further,

in summoning, the water rune need not be inscribed nor need the spell Summon Elemental be cast.

Should the wearer betray this friendship, the ring begins to act as a focus for attacks by undines. The wearer is unsafe in or near any body of water, and the Bounty of the Sea spell no longer works. Should the ring become the possession of another person, its original abilities return.

PENDANT OF FIRE

It is a carved wheel of jade about as wide as a wrist, of variegated red, orange, and yellow translucent stone. A supple length of iron chain allows the pendant to be worn around the neck. Each side of the wheel bears 16 fire runes.

This pendant identifies the wearer as a friend of salamanders (the elementals, not the lizards), if he also knows the spells Summon Elemental and Flames of the Sun. The wearer can summon salamanders for half their magic point cost, and it always takes one combat round for the elemental to appear. Further, in summoning, the fire rune need not be inscribed nor need the spell Summon Elemental be cast.



Should the wearer betray this friendship, the pendant begins to act as a focus for attacks by salamanders. The wearer is unsafe beside or near any fire, and the Flames of the Sun spell no longer works. Should the pendant become the possession of another person, its original abilities return.

QUICKSILVER FALCHION

A sword made from a shimmering lightweight metal. The cross-guard is engraved with the scales of the Balance. When drawn, its wielder (of any Allegiance) can attack once on DEX-rank 30, in addition to his or her normal attacks.

Striking, Quicksilver always does maximum falchion damage, eight Hit Points plus any damage bonus. The falchion has 70 Hit Points; it loses all magic abilities should its Hit Points fall below 18.

SAPPHIRE BROOCH

A light-blue gem of exceptional size and color, set in a platinum base engraved with 16 water runes. The brooch identifies the wearer as a friend of sylphs, if he also knows the spells Summon Elemental and Wings of the Sky. The wearer can summon sylphs for half their magic point cost, and it always takes one combat round for the sylph to appear. Further, in summoning, the air rune need not be inscribed nor need the spell Summon Elemental be cast.

Should the wearer betray this friendship, the brooch begins to act as a focus for attacks by sylphs. The wearer is unsafe in or near the open air, and the Wings of the Sky spell no longer works. Should the brooch become the possession of another person, its original powers return.

SHADOW CLOAK

A midnight black, leather cloak embroidered with black runes of ancient style and lined with black cloth. The cloak is always the size of the last person to wear it, but expands or shrinks to fit whoever puts it on next. The cloak adds 75 percentiles to the wearer's Hide skill. Hiding in deep shadows and enveloping oneself in the cloak, the user is virtually undetectable by sight, but his or her scent trail has not been affected.



The Shadow Cloak has 25 Hit Points. It can be burned. All magic in the cloak is lost when the cloak's Hit Points reach zero.

THE SHIELD OF SCALES

Made of an unknown, lightweight metal, this large round shield is adorned with overlapping scales from some great lizard. It provides 30 points of protection, and requires STR/DEX of only 5/5. Attack damage done is plus 1D4+db. The commentary mention-

ing this weapon speculates that there is no magic in it and that it is no enchantment, but of superlative workmanship. The writer also records that battle does not mar the shield.

THE SHIP OF UTTERMOST MIST AND SEA

This wondrous vessel is tall and slender, and obviously the work of immortal hands. Her rails, masts, and decks are exquisitely carved. The various woods are not painted, but are naturally the colors of the sea and sky-pale and deep blue, green and stormy gray. Her rigging is rayed, like the sun at dawn, and her full sails are as fat and white as clouds. She needs only a handful of sailors to keep her trimmed, so well is she crafted.



The Ship of Uttermost Mist and Sea was made by ancient mariners as a token of their border domain. The ship sails as well on the ocean as through the sky, as high as an eagle and as swiftly as a dolphin. The pilot's thoughts control her. She never lacks for favorable weather or for calm seas.

SILK ARMOR

Made in any style, pattern, or color, these silk garments possess excellent resistance against pointed and edged weapons, which do only minimum damage. Since the silk cannot be penetrated, blade poisons have no effect. Blunt weapons, acid, fire, and magic do normal damage. Normally reserved for ancient nobles, Silk Armor was worn when true armor would be useful but inappropriate or insulting.

SINK OF ELEMENTS

A cubical iron box about two hands on a side, covered with vile sigils and dire runes. The box is too heavy to hold outright. Placed down and the lid opened, a fragment of meteoritic iron within, twisted, seared, and ugly, slowly begins to redden.

It glows because it sucks the vitality from nearby elementals; greater ones are able to move away from this horror, but lesser elementals are caught and extinguished. Open for a long time, the box drains everything within bowshot. Nothing grows in the area, no winds move there, no rains fall there, and the soil and rock turn to gray dust. It is said that some mages once could tap the power gathered by the box. But now the thing only destroys.



SPEAR OF RATIONAL VENGEANCE

This short spear is unremarkable in appearance except for the symbol engraved on the head. This weapon attacks only those who have committed serious crimes against Light. Thus stabbing a Champion of Shadow in the back is no crime at all, but slaying a Champion of Light is a heinous and infamous deed condemnable for seven generations. In the former case, the spear would strike home for 1D6+1+db plus another 1D6 granted by the enchantment. In the latter case, the spear would twist aside and defeat attempts to do harm to the blameless target. The Chronicler could indicate what is happening attack by attack, but the user would have no sure way to know what would happen, except in a battle against Shadow.

SPIRIT DAGGER

Of exquisite workmanship, this ornate dagger allows the wielder to stab at and weaken materialized ghosts and spirits as though they were physical beings. Match MP:MP for each swing: only a success allows the Power drain. For the purpose of this attack, the Spirit Dagger has an effective POW of 24. Each successful attack costs the target entity 1D6 POW. If the target has no POW, a successful roll banishes the creature. Used against the living, the dagger becomes

ethereal, passing through a target without damage to body or spirit.

An entity that lost all POW because of Spirit Dagger wounds would dissipate and leave no trace of itself.

STONE-FORM GAUNTLETS

An earth rune is prominently embossed on each of a pair of gloves. The soft brown leather gauntlets are always the size of the last person who wore them, but they expand or shrink to accommodate whoever next puts them on. When worn, the gauntlets let the wearer rearrange or sculpt stone without tools, as though the stone is clay. The stone must be touchable to be malleable. To produce items of artistic merit, the user of the gloves must also have the skill Art (Sculpture), but anyone could use the gauntlets to dig through a fortress wall or tunnel through a mountain.



Though they are termed stone-form, these gloves can be used to manipulate any related materials, from sand to obsidian.

STRANGLE CORD

A length of black silk cord two meters long. One end is sewn back upon itself, to make a smooth tight loop. This enchanted weapon can be thrown at a target, or be slipped over his or her head by hand.



Balled up and thrown, the attacker needs a successful Throw roll to hit; if it hits, it slips around the neck automatically. If slipped over the head by hand, the attack automatically succeeds. With either success, the cord then constricts and cuts off the victim's air supply. The attacker need not hold the cord to suffocate the target

- The victim's player must apply the Drowning, Suffocation rules. Failing the roll, the victim loses 1D6 Hit Points each round
- The victim can attempt to insert a hand between cord and to protect the airway. Simulate this by matching STR:STR 24 on the Resistance Table. If successful, he loses no more Hit Points, but has only one hand available. The cord does not loosen.
- The victim can attempt to break the cord (STR 40). Match STR:STR on the Resistance Table. Once the cord breaks, all magic flees.

The cord continues to strangle until the victim dies. Once dead, the cord releases from the corpse and wriggles like a snake back to the attacker, ready to be used again.

TOME OF DREADFUL REVELATIONS

It is about half a yard square, with a hinged binding covered in beaten gold. Pairs of ivory eyes are inlaid in its cover and spine. In it can be found the truth of the past. Things of the present are not yet writ, and things of the future are not yet cast, and cannot be read. The user approaches the great book and opens it at random, framing his or her question. On the blank page then appears the answer to the question, written in a language the Adventurer may read.

The wise shun this book, for each question can lead to other questions. For the first question, roll POW x3 or less; failing the roll, attempt POW x2 or less; failing the roll, attempt POW x1 or less. Failing the third roll, the scholar will not willingly leave. He continues studying and finding new answers until death's freedom comes. Dragged away after the third roll has failed, he thereafter dreams obsessively of the book, but cannot find the way back to it.

TRIDENT OF THE DEEPS

This legendary symbol was lost during an ancient war. It is made of an unknown silvery metal, with cavorting sea serpents

engraved in the haft. From the three barbs to the tip, it is about three meters long.

By standing at the shore, calling upon the spirits, and presenting the trident to the sea, a giant sea serpent appears. It allows the wielder to ride upon its back. The holder of the trident must have a destination in mind when calling the sea serpent, and it will travel to that location only.



The sea serpent appears in 1D20 rounds after the appeal begins. One sea serpent can be called at a time. This enchantment does not grant communication with the sea serpent, nor will the sea serpent perform any other activity on the wielder's behalf.

UNHOLY HAMMER

It is a great hammer cast entirely from iron. Upon close inspection tiny dire symbols can be seen everywhere engraved upon it. When used against inanimate objects, such as a door or shield, the hammer does damage of 1D10+3+db+1D8. Against a person or other living creature (demons included), it does ordinary damage only, of 1D10+3+db.

Count armor worn and weapons currently being used as part of a living individual. If struck while not being used, treat such items are inanimate and take heavier damage.



WEB OF SORROWS

This small net is of a fine mesh, the weight and strength of spider silk. It cannot be broken or cut, nor is any known spell able to defeat it. Thrown to or near a target, the net magically constricts around the target and cannot be Dodged or outrun. The victim takes no damage unless the net is commanded to kill what is inside it.

Left within, the net causes the victim every day to relive the grief of his or her life. Roll against the net's POW 24 each day. If held captive in the Web of Sorrows for a week, the victim goes mad from such reflections, and can then be set free to wander the world Sanity may or may not someday return.

ALLEGIANCES

The Chronicler has a few areas of useful control concerning Allegiances. Though the three points following are not secret, there is no reason to embed them in the players' minds, either. Concerning them, a failure occurs on a result of 99 or 00 if the amount in the box is 100 or less. If the amount in the box is 101 or more, a failure occurs only with 00.

(1) Since the Balance no more intervenes against death than it does against life, intervention by a Lord of Light or Shadow is the only way to bring back a dead comrade. Light intervenes only if the death was of Shadowed cause, by definition opposed to Light.

Only the living may beg for the restoration of life, for the dead are content wherever and whatever they are, and will not. The Adventurer who performs the appeal must be a Champion of the force. The Chronicler can roleplay the encounter or grant it on the basis of a D100 roll. If rolling D100, the Champion has a POWx1 chance.

The restored Adventurer should reflect the experience in later roleplaying.

(2) To be accepted as a friend by an ally of Light, Shadow, or the Balance, roll D100 equal to or less than the respective amount in the corresponding Allegiance box.

(3) For every full hundred points accumulated in one of the three boxes, add ten percentiles to the Adventurer's chance of being recognized by onlookers for his or her deeds in aiding that force. Roll D100.

Favorable recognition depends upon the alignment of the observer. Being famous or notorious can add to or subtract from rolls for Art, Bargain, Disguise, Fast Talk, Insight,

Oratory, and Charisma, as the Chronicler sees fit.

DEEDS FOR THE 3 FORCES

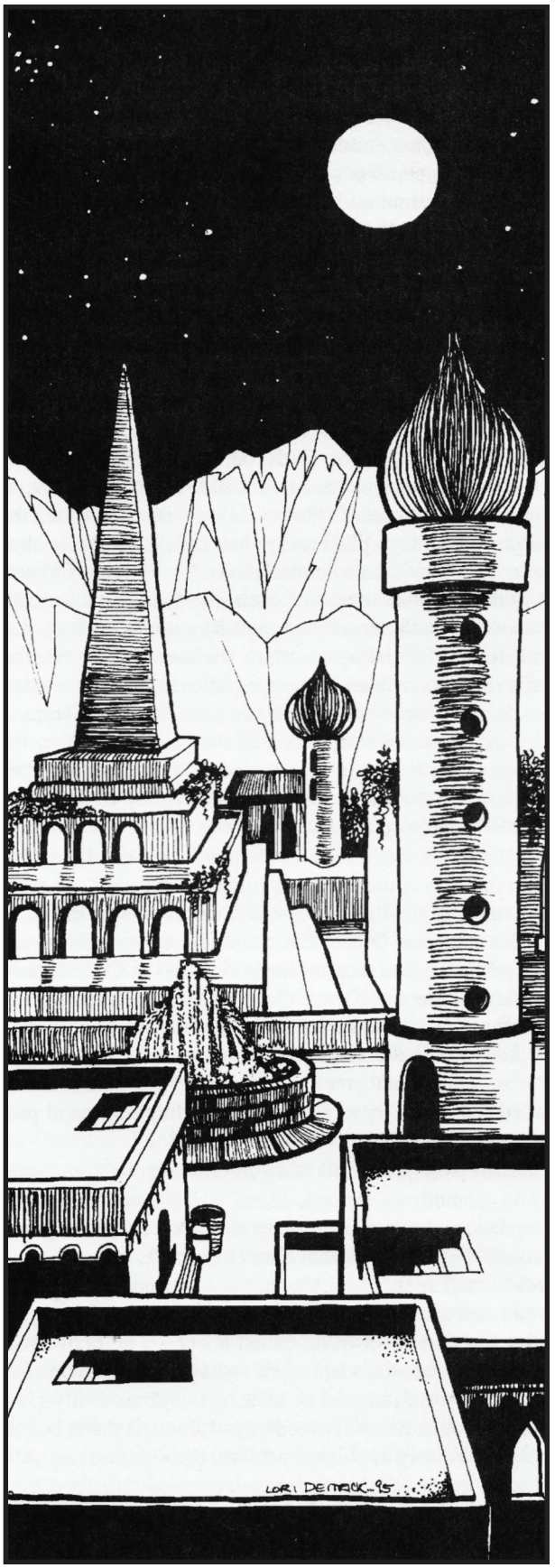
In addition to the Allegiance points regularly accumulated by 1D8 or ID6 rolls, Chronicler may occasionally wish to bestow a small number of points in response to some deed. Giving out such points is entirely at the Chronicler's discretion.

Points earned by actions should be commensurate with their roleplaying importance. The most significant acts are always those which are done in passion and which, once done, the doer cannot undo. Deeds done as stratagems to manipulate the rules should have no effect, or an unanticipated effect. The Chronicler always decides the actual number of points, and the reason for bestowing them. Bestowing more than three points should be extraordinarily rare.

SHADOW, BALANCE, & LIGHT POINTS

On the table nearby, only one force increases per deed. The Chronicler states which force increases, but that should be obvious in nearly all cases. These are unusual rewards, made to recognize special circumstances or unique events. An evening of play might see one such award.

This chapter introduces a basic fantasy setting: The Southern Reaches. It is designed to provide an example of how to utilize and customize many of the elements described in the rules in order to create an environment for your game. By no means is it intended to represent the "one true way" a fantasy world should be constructed, nor should it take the place of any world you wish to build for yourself and your players. Creating your own worlds and stories is most of the fun, after all.



Skyreach, The fabled haven of Balance

Allegiance Table

The adventurer...	Shadow	Balance	Light
binds an elemental	-	-1	1
frees someone	1	1	1
gives charity	-	-	1
heals someone mortally ill	-	1	-
imprisons someone	1	1	-
invocation restores someone's life	-	-2	2
kills an elemental	1/10 Elemental's POW	-	1/10 Elemental's POW
kills a demon	-	-	1/10 Demon's POW
kills sworn enemy in battle/fair fight	2	-	1
loves another	-	3	3
makes something unique and beautiful	-	1	1
murders	3	-	-
offers charity	-2	-	2
refuses charity	-	-	1
rescues someone from danger	-	2	2
speaks with the dead	1	-1	-
steals something important	1	-	-
summons a demon	1	-	-
tells significant lie	1	-	-
tells significant truth	-	-	1
takes revenge	1	-	-1
takes advantage	1	-	-1



The Southern Reaches

HISTORY

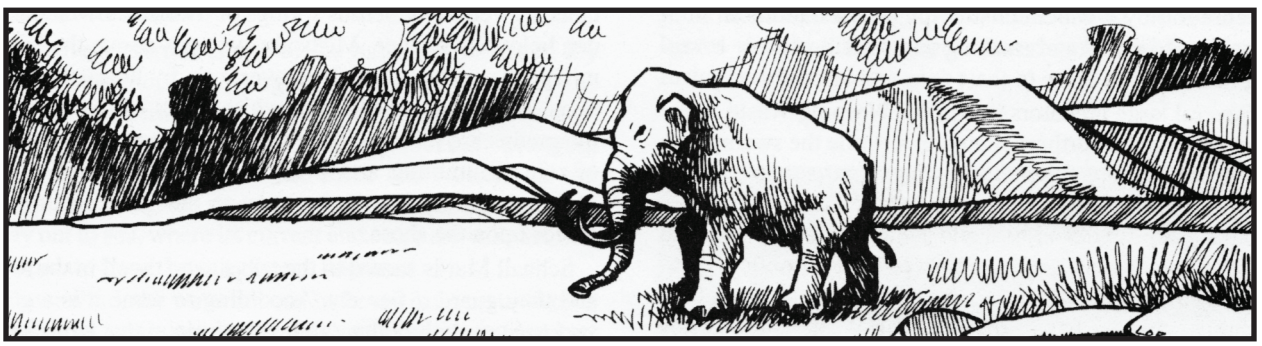
Once the ancient and magical Fey ruled this world, moving over and though it like roiling smoke. Theirs was a realm of shadow sorceries, full of chaotic change that often tore apart the minds of mortals. But as other empires and gods rose around them, the Feys' power gradually faded, until they held only a fragment of a continent. Their arcane sorceries drew a fog-like shroud across this last bastion, granting it the name the Ithiluin Mists. Most beings avoided this haunted land, and those that didn't, rarely returned.

Almost 1100 years ago, even this vestige of the Fey vanished, pulled back across the Veil for reasons unknown even to the elves and dwarves left behind. Gradually the land was settled once more by roving bands of human nomads and a few barbaric orc clans. Then, nearly 500 years ago, the Empire of Irwan, emboldened by the absence of the Fey, annexed the area in the name of Emperor Damatrix. His ministers divided the land into two Imperial Counties and gave each to a trusted family, the Beleghirs and the Drums.

Thus the region became the Southern Reaches, part of the southwestern edge of the Empire. Each house quickly established a central hold as well as cantonments at the borders. The Beleghirs soon made contact with the reclusive elf clans that still resided in the deep forests. The elves shared some of their knowledge of the local magic in return for ensuring the sanctity of their enclaves and woodlands. Similarly, the Drums, after several abortive attempts at conquest, were forced to acknowledge the sovereignty of the dwarves of the Copper Mountains. A brisk trade in useful ores soon followed. The orcs were hunted down, although a few escaped into hiding in the western forests. The nomad tribesmen quickly found themselves pressed into serfdom or driven into the mountains. Within ten years, the rich lowlands were dotted with farms and domesticated cattle roamed the grassy hills.

Protected to the northeast by the bulk of the Empire, the new province flourished. A port city was founded at the mouth of the White River to ship excess crops, meat, copper and tin to the rest of the Empire. Imports flowed in as well, including iron from

Many beasts call the Southern Reaches their home



Bergalan, oranges and pomegranates from Suwehla, and cinnamon and pepper from Caranthir.

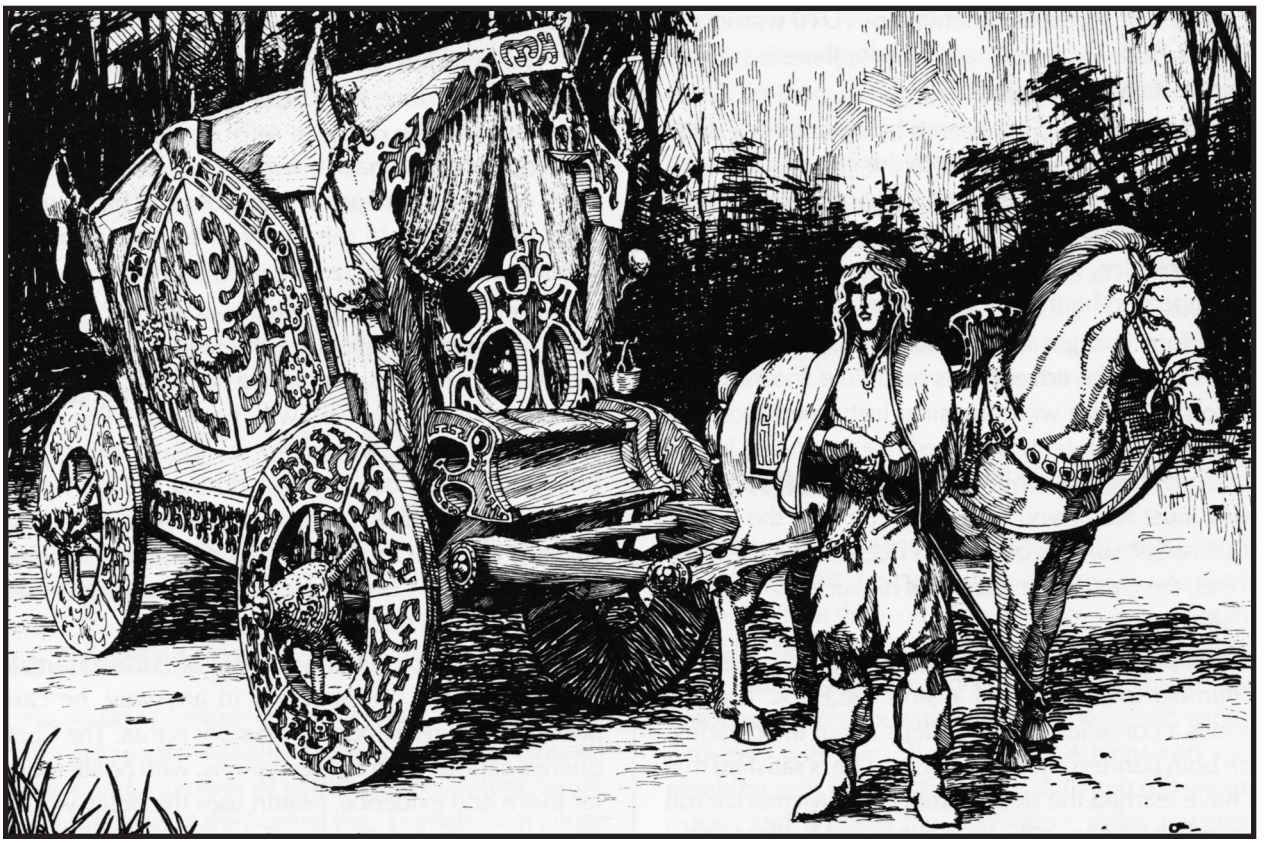
But all was not farming and festivals. Constant forays by the orc tribes and sea-going brigands mandated a regular militia to supplement each House's knights. The worst raid occurred seventy five years ago, when the Purdagi Horde, a band of human and half-orc pirates, over 1,000 strong, landed at Wholestone and began pillaging the lower basin. They were finally stopped at Shillingshead by a mixed force lead by Lord Mardoc Drum and his knights. The battle is still the stuff of local legend.

Over time, the two Houses developed a quiet rivalry as each sought greater Imperial favor. House Beleghir cultivated a strong reputation as scholars and mages, their alliance with the elves providing them with access to secrets denied many others. House Drum, on the other hand, was of a more martial flavor and its knights and second sons were often sought for Imperial service. There was a natural tendency for the Beleghiri to see the Drums as boorish louts and for the Drums to see the Beleghiri as sly effetes. Still, by and large, the two households coexisted, although the Tournaments of Flags at Lashingport drew large crowds every spring and fall as knights and artisans from both houses competed for family and fame.

RECENT EVENTS

This fragile tolerance held true until a little over 12 years ago. While leading a patrol, Lord Firthal Drum rescued a Lady Tagia of Suwehla from orc raiders. He was soon smitten and vows were exchanged. But at a fete celebrating the coming nuptials, Lady Tagia met eyes with Lord Mithran Beleghir. Even as their wedding wreaths were being woven, Lord Drum discovered that his bride had spirited herself to Belehold. Enraged, Lord Drum led an armed party to retrieve the wayward bride, but strange mists and phantasms met them along the way and the party was forced to turn back. Short-

A travelling merchant of the Southern Reaches



ly thereafter, Lord Beleghir announced his marriage to Lady Tagia.

Things have only deteriorated from there. Relations between the two houses have become hostile and distant. After facing accusations of sorcery and betrayal, House Beleghir started denying House Drum merchants and troops free access across its borders. House Drum followed suit. Knights of both sides began patrolling the White River, resulting in some minor skirmishes. The intervening years have been ones of tension, violent intrigue, and periodic bloodshed.

But worse is yet to come.

For there are signs that the Fey are returning: Livestock and crops in both counties have died suddenly or turned twisted and strange. Dark ogres have emerged from the shadowed forests and raided several farms. The mythic Lady of the Veil has been heard singing her siren call at Lake Nauriel. Even as the two lords glare over locked swords, the people of the Reaches find themselves at the mercy of a wave of goblins, Black Dogs, ghosts and worse. Elvish legends foretell the awakening of the Cruach Dragon, a mighty beast of Fire and Sky that slumbers below, bound in the earth since the exodus of the Fey.

If the lords fail to recognize the danger the Fey represent, the Reaches may once again be lost to the Ithiluin Mists.

THE LAND

The Southern Reaches is a rich and temperate region of forested plains and lowlands bounded to the north and east by the Copper Mountains and on the southwest by the Indigo Sea. The region is bisected by the White River which runs south from Carmenel Pass into the sea at Lashingport. Lush woodlands characterize the eastern section, but a large central valley provides ample farmland on both sides of the river. Weather is typically mild, with light snows in winter and warm summers tempered by the sea breezes.

The Southern Reaches





The Imperial Counties are delineated with the White River forming a natural north/south border between them. The river is fairly swift and wide, and fords are few once you come down from the mountains. There are two major bridges, one at Lashingport and one at Shillingshead, with a few ferries elsewhere along the course.

Each Imperial House is based out of a keep, a strong castle-like fortification that acts as a military and administrative center, located at a nexus of several roads to provide adequate communication. Major towns have grown up around each keep, drawn to the needs of the knights, nobles and administrators living there. These are effectively Chiefdoms (see p. 18) but they are part of a larger State (see p. 18). In addition, there are villages and minor townships spread throughout the countryside, especially across the farmlands of the central valley. Most have populations of less than a few hundred each, with a local "Sheriff" who is little more than a granted landholder given tax-collection and law-keeping responsibilities.

The Reaches also bear many marks of the Fey. Lone megaliths and stone circles dot the landscape and arcane and eldritch symbols are etched on rock faces throughout the region. Many caverns and caves still echo with the faint sounds of other planes. The Titan's Hollow, a huge crevasse in the northwest Copper Mountains, is said to harbor the Cruach Dragon itself. Tales abound of mysterious happenings at these locales, especially on full moons and the equinoxes.

These sites pose real dangers as well. Things have sometimes crawled out of them, often creating havoc before being slain by steel or dispelled by sorcery. One such was the Swarm of Walsted, when a curious child opened a Fey cairn, unleashing a small horde of ghouls on the countryside. They plagued the area for years, and even today, all bodies are burned there. Most of these places are avoided by humans, although the dwarves and elves have adopted some as holy shrines.

THE IMPERIAL HOUSES

HOUSE BELEGHIR

Ruler: Lord Mithran Beleghir.

Races: Human with some elf dependents.

Languages: Common, Elvish.

Occupations: Astrologer, Craftsperson, Scribe, Peasant Farmer, Fisherman, Hunter, Merchant, Soldier, Minor Noble, Sorcerer (with GM permission).

Religions: The Imperial Faith plus some worship of the Forest Spirits of Lascalan (Balance/Light).

Favored Weapons: Bow and Broadsword.

Favored Armors: Fine hard leather or mail.

Typical Cultural Skills: Oratory, Scribe.

Typical Cultural Items: Scribe: Notebooks and pens, maps and telescope. Soldier: Fine mail armor and one bladed weapon. Hunter: Fine bow and forest cloak (+20% Hide in forest environment). Sorcerer: Grimiore, Wizard's Staff with reservoir of MP equal to the owner's base POW (see page 103).

Major Settlements: Belehold (Keep), Fasilvale, Aradoc, Withilmore, Walsted, Hithlas.

Beleghir controls the eastern Reaches, dominated by the Plain of Parlin and the Lascalan Forest. House Beleghir has a long history of scholarly and sorcerous pursuits, their skills being focused on the mind and spirit. Due to their long association with the Lascalan Elves, they have a very nature-focused and mildly hedonistic culture. The Beleghiri respect knowledge and nature in the form of living things, and believe life is to be drunk of deeply. Typical festivals are for the Harvest and Solstices, which are known for their gaiety and free-flowing mead.

Lord Mithran himself is an unusually quiet, almost solemn man, who approaches each task with great deliberation. This often infuriates his advisors, who feel it takes forever for him to issue orders, even if his commands are usually clever and effective. He is deeply in love with his wife, Lady Tagia, and cherishes their daughter, Lisbeth. He is said to have some real sorcerous skill, having been tutored by elvish mages since his youth. His court has a few noted mages and others travel from all parts of the Empire to consult his extensive library.

His forces include the 85 Belehold Knights as well as 1000 militia. They are well-trained and mostly loyal, but he also has a wild card:

Lord Mithran Beleghir



The Galmir Archers, an elvish unit of 100 bowmen pledged by the local clans. While these are impressive, his real strength may be his intelligence and the magical allies he can summon to the battlefield.

HOUSE DRUM

Ruler: Lord Firthal Drum.

Races: Human with some dwarves.

Lord Firthal Drum



Languages: Common, Some Dwarvish.

Occupations: Craftsperson, Engineer, Scribe, Peasant Farmer, Fisherman, Mercenary, Merchant, Soldier, Minor Noble.

Religions: The Imperial Faith with an emphasis on Kalar, Lord of Battle (Balance). The Dwarves worship Croll, Lord of the Stone and Earth.

Favored Weapons: Great Sword and Battle Axe.

Favored Armors: Fine Hard leather or mail plus some half plate (a few knights only).

Typical Cultural Skills: Ride, Weapon.

Typical Cultural Items: Engineer: Tables and tools of craft, hard leather armor and warhammer. Soldier: Fine Mail armor and one bladed weapon. Minor Noble: Horse and tac, chainmail armor and sword or battle axe. Soldier (Missile Weapon Specialist: Heavy crossbow or longbow and soft leather armor.

Major Settlements: Drumhold (Keep), Tintown, Shillingshead, Farthing, Crownvale, Pennywood, Wholestone.

House Drum controls the western Reaches, from the White River to the Brazen Wood north of the Copper Mountains. The Copper Mountains themselves are home to the Erdebroc Dwarves who supply House Drum with a steady supply of metal ores for use and export.

House Drum itself has always heard the martial beat and has become the source for many a distinguished warrior and proud defender of the Empire. Drumhold knights and sons are often called away to defend the wilder frontiers. The population tends toward a disciplined, industrious life, with a focus on duty and honor. Many youths aspire to become soldiers, and militia drills are always fully attended. They are not without gusto and humor, however, and celebrate their martial holidays with brilliant contests of skill and daring. It is said that a Drumholder never backs down from a dare.

Clockwork Lion

Much like a Clockwork Wolf (see Page 226). Standing about 1.6 meters at the shoulder, with skin of heavy bronze (1D12-1 points) and topaz eyes. It has 60 Hit Points, and bites (at 55%) for 1D10+2D6 damage and has two claws that do 1D8+1D8 (55% to hit).

Baron Drum is an old and hardened warrior who saw service on the far eastern frontier of the Empire, returning to take the lordship only when his father died. Still, he is a dynamic individual whose battlefield acumen is renowned even though he considers magic unreliable and even dishonorable. His manner is direct and unpolished, but he is an honest and passionate man. Widowed at a young age, he has three adult sons, one of whom is currently abroad in Imperial service.

He takes great pride in running Drumhold well, but the lack of an obvious enemy in the Reaches has made it easy for him to turn his restless energy towards Beleghir. This became a full-on vendetta when Lady Tagia left him for Lord Mithran. His two younger sons have embraced this feud, hoping that any conquest of Beleghir might result in Households of their own.

Lord Drum commands the 110 Knights of Drumhold and has a well-disciplined militia fully 1100 strong. In addition, he has purchased a special unit from the Erdebroc Dwarves: A group of fifteen Clockwork Lions which will obey his commands in battle and are known to be nearly invulnerable. He was going to present these as a gift to the Emperor but has instead kept them in the Reaches … in case of need.

LASHINGPORT

Ruler: Lord Mayor Barhyde.

Races: Mainly human but visitors from all races are common.

Language: Common, Trade Tongue.

Occupations: Craftsperson, Scribe, Fisherman, Sailor, Merchant.

Religions: The Imperial Faith with an emphasis on Genio, Mistress of Trade (Balance).

Favored Weapons: Any.

Favored Armors: Fine hard leather or cloth.

Typical Cultural Skills: Bargain, Evaluate.

Straddling the mouth of the White River, Lashingport started as a trade town for the shipping of products from both counties . It has since become a way station for many ships traveling the Eastern Indigo. Seen as a vital port, it was declared Imperial Territory by royal edict over 200 years ago. Thus Lashingport has its own appointed Lord Mayor and is supposed to be neutral ground between the Houses. But the city has little in the way of military might, having only a small guard contingent of about 500 men, and is dependent on House forces should any real threat make itself known. Thus the Lord Mayors have typically treaded softly, allowing a fair amount of leeway to both Houses as long as the flow of taxes and goods continues unimpeded.

Lashingport



The Southern Reaches

Unfortunately, the House feud has made the port a hotbed of intrigue and cutthroat rivalry. What the Lords cannot do directly to each other elsewhere, they do indirectly here. Merchants dare not travel the Turiban Concourse without bodyguards, nobles do not leave their villas in the Diamond Quarter after dark, and the White Shore Docks reveal a new corpse every other day. The city administration does its best to profit while keeping either side from burning the city down, but, should things get out of hand, Mayor Barhyde may be forced to call for Imperial intervention to keep the port intact.

There are two brigs crewed by the city guard that operate as customs ships out of the port. At least one regularly patrols the outer islands, looking for smugglers or any signs of illegal activity. They might stop any merchant or fishing vessel to inspect its cargo … and then accept bribes to overlook minor transgressions. Many fishing vessels also operate out of Lashingport as well as the coastal villages.

THE RACES OF THE REACHES

The Fey once covered the entire world, even beyond the Ithiluin Mists. In their orgy of creation and destruction, they blended with humans and others, sculpting many of the strange, magical, and often terrifying creatures that walk this world. Orcs, halfings, wyrms, and werebeasts, all were woven from the fabric of this reality and then left behind to make their own place here after the Fey themselves had gone. While many of these Fey-born beings still roam the Southern Reaches, two races are of particular note.

THE ELVES OF LASCALAN

Graceful and otherworldly, the elves were born of a melding of Fey and Man back in the Ancient Age. This mixed blood banned them from following their kindred through the Veil. While many elves spread to far lands, the Elves of the Lascalan Forests, determined to build a home for themselves, stayed here to create a society that is a celebration of Nature and the senses. They have a deep understanding of sorcery, it being part of their very nature. Still, they have aligned their magic with natural forces and prefer not to tap other-planar powers when

Racial Spell: Witch Sight

The Elves have a special relationship with magic and the Fey. As such, they automatically know the Witch Sight Spell and can cast it (spending MP as normal) as long as they have a minimum POW of 3. This particular version of the spell also allows the Elves to see through the Glamour (see below) that many Fey use to disguise themselves. They must succeed in a POW vs. POW roll on the Resistance Table, however even failure still means that the elf senses some Fey magic present but cannot identify the source.



Elves of Lascalan

Racial Spell: Earth Walking

Like the elves' natural Witch Sight, these Dwarves know the Earth Walking Spell (p. 111) instinctively and can cast it (spending normal MP) as long as their POW is at least 4. This acts as the normal Earth Walking spell but, due to their greater attunement to the soil and stone, they can also move at 1/4 their normal rate while submerged in the ground.

It should be noted that there is no real enmity between the dwarves and elves in this world, although neither race finds the other particularly attractive.

possible, perhaps because they fear becoming like their Fey brethren.

Their culture is sybaritic and sensual, with music, taste, and touch as essential parts of their many celebrations. Elves wear clothing of soft fibers, disdain armor heavier than hard leather or mechanical weapons such as crossbows. They make beautiful homes for their small clans in the deep forest, often coaxed from living plants and trees.

Glorestel Bowbreaker is the Clan Elder of the Elf community that has formed a close association with House Beleghir. He and a few individuals have worked with that family for centuries and the bonds of trust run deep. But the return of the Fey presents the Elves with a dilemma: Do they try to rejoin their dark kindred or stand with the humans to defend the world they have come to love?

The Erdebroc Dwarves



Magic in the Empire of Irwan

Magic and sorcery are well-known practices in the Empire. While most people lack the ability to cast spells, those that have the Gift (POW 16 or higher) are readily recruited into one of the sanctioned mystic colleges. Once licensed by a college, Sorcerers generally seek the patronage of a Lord or House to support their studies. Masterless mages are viewed with suspicion by the nobility, since they represent wild cards that could easily create trouble.

Still, hedge mages and local shamans are frequent in cultures throughout the land. Most of these are Gifted who have not been able to find proper schooling but have nonetheless manifested some small power. Even in the Reaches, villages often have a wise one who knows Heal (p. 113) or one or two of the Guide Element spells (p. 112-113).

Of course, the occasional rogue prodigy will spring up, full of wild power but no training to control it. These are usually hunted down by the local authorities as quickly as possible. The Reaches has had its fair share of these wild talents, as many Fey sites seem to have the ability to trigger the Gift in people who have never shown the ability before. And that number seems to be on the rise.

Elves are created per the standard rules except they can only take non-destructive spells. They also have a natural racial spell: Witch Sight.

THE ERDEBROC DWARVES

Like the Elves, the Dwarves were born of a blending of elemental beings from this world with the Fey. These dwarves are like spirits of the Earth themselves, their skins ruddy as red clay, their eyes black as onyx, their manner stolid and quiet as stone. Bound to the rock and soil of this world, they too were left behind when the Fey withdrew. Master craftsman in metal and stone, their elaborate armor, weapons and clockwork constructs are in demand throughout the Empire … when they're willing to sell them.

Guldin, Son of Egerjhar, is the High Overseer of the Dwarven

families that trade with House Drum. Normally reclusive in their deep holds, they have recently begun to look for allies among the humans. For, unbeknownst by the rest of the world, they were left as the Keepers of the Cruach Dragon; their Earth magic being key to holding the beast dormant. But their grip is starting to fail, and the Dragon is beginning to stir.

Erdebroc Dwarves are created per the standard rules with the following modifications: They will not use ranged weapons, preferring to touch what they fight. They are notoriously quiet, blending with the very ground they walk on, giving them a Move Quietly bonus of +20%. They often choose to learn Earth-focused spells. They also have the racial spell: Earth Walking.

OTHER RACES AND CULTURES

Of course, there are other peoples within the Reaches. A few small orc tribes still raid out of the Brazen Wood and the far east. They are generally a primitive lot, using scavenged or stolen weapons to raid or ransom where they can. They sometimes arrange roadblocks to ambush travelers, so caravan guards see much practice even in this region. House attempts to eliminate these bestial brigands have failed, largely due to the orc shamans' ability to magically hide their encampments. Their activities have increased in recent years as outland patrols have been withdrawn as part of the internecine conflict between the Lords.

There are also the Stagali Riders: the remnants of the nomad tribes that first colonized the Reaches. They are a mounted people (Ride +20%), driving their herds of over-sized goats and hardy cattle back and forth over the Copper Mountains. They are a constant nuisance to the Houses, respecting no borders and often grazing on lands designated for local livestock, yet their speed and their skill with their bows makes them

The Stagali Riders attack a group of orcs



difficult to catch. Occasionally, a nomad family will come down into the villages to trade leather, meat, or one of their prized riding ponies for other goods. Despite their barbarous reputations, they will never break their word once given, and their seers are well known for their soothsaying abilities.

In addition, Lashingport has become a melting pot with travelers from around the Empire and beyond filling its inns and manors. Elf diplomats from Sylvarin, halfing merchants from Elderfaire, human mercenaries from the Iron Fields, assassin dancers from Arugar, or even Sorcerers from Irwan itself can be found passing through. Anyone in the Known World might step off a boat here.

In fact, traffic in wandering professionals has increased of late as stories of this area's troubles have spread. Many now come seeking employment by the local townships and sheriffs whose calls for help have been ignored by the preoccupied Lords. Some yet seek to work for the Lords themselves, since foreign, and therefore deniable, agents can be useful in war.

THE FEY

The aristocratic and arrogant Sidhe, the grotesque and violent Huntsmen, the sniveling and mischievous Gremlins: All of these are faces of the Fey, the mysterious and chimerical race whose myriad forms and violent sorceries dominated the world for millennia. Now they are returning, quietly at first, but their threat is steadily growing.

The Fey are an ancient race of inter-planar shapeshifters. Their natural realm is one of pure formlessness, true chaos, where only the mind and the will prevail. Periodically, they are able to enter the material planes, but they must assume fixed, mortal forms when they do so; but forms limited only by the Mind and Will of the Fey itself. Some Fey are bestial and base and become simple creatures such as ghouls or gremlins. Others possess great intelligence and poise, and can assume forms of dignity and beauty such as the High Sidhe or even graceful dragons.

But whatever their appearance, they are still Fey, an alien race of amoral creatures who believe in Will alone: if you want it, make it so. This is not to say they are animalistic or simple. Their schemes are often complex and subtle, their motivations sometimes strange and illogical, but they will always be selfish and ruthless. While not necessarily cruel, although many certainly are, they have no hesitations about tormenting or killing to achieve their goals.

And their current goal seems to be the corruption of the human presence in the Reaches. Not all Fey pursue this agenda uniformly and some have distinct motives of their own. But there is one very powerful Fey whose Will drives this campaign against the Houses. He is known as the Count of the Mists.

Like a general mustering his army, the Count has the Fey manifesting from their

Fey Forms

While the Fey can assume the form of almost any living thing, there a few manifestations that are unique to the Fey themselves. These creatures are not native to the world of the Reaches and will only be encountered as Fey. These include:

Bandersnatch

ChonChon

Fachan

Gorgon

Harpy

Jabberwock

Lamia

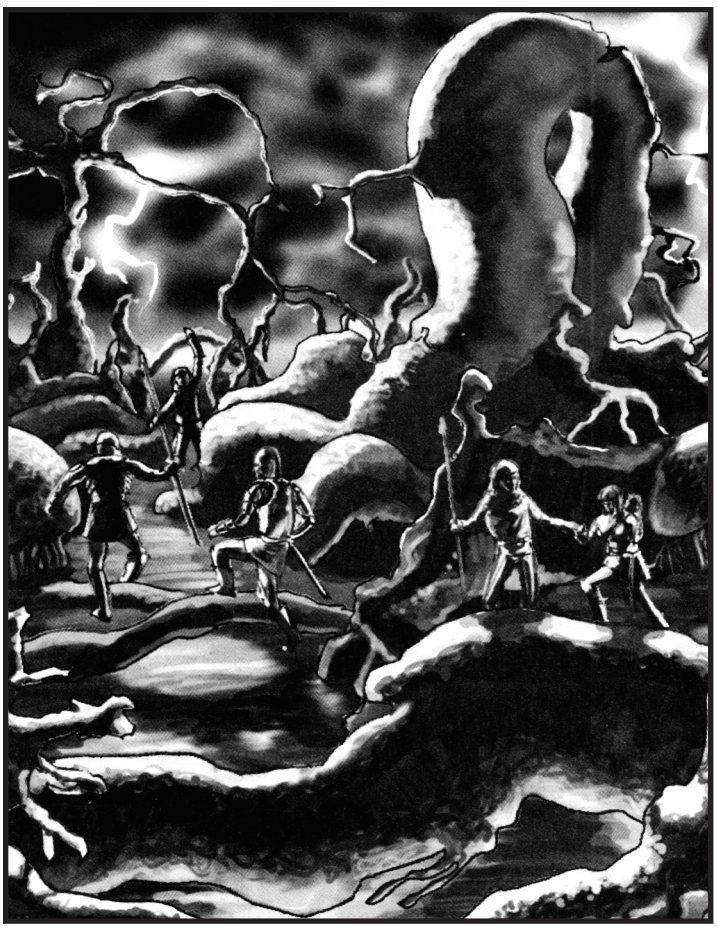
Ogre

Note that the chimerical abilities of the Fey allow them to imitate almost any being, even Angels and demons. But they are imitations only, and, while they can mimic many of the powers of these beings, they have no real divine association. Still, that won't stop them from trying to form cults and false religions around fake images of deities and demigods.

places of power, silently invading the land. He has already infiltrated agents into the Lord's households, some planted years ago. These whisper dark rumors in each Lord's ear, keeping their anger aimed at each other, seeking to instigate a war. Others viciously terrorize the countryside, awakening fears and nightmares the humans had forgotten ages ago.

The Count himself typically manifests as a tall, exceptionally handsome Elf, clad in snow white raiment or armor, but legend has it that he has also appeared as a white dragon and a mist giant. He (it?) is always very cultured in manner when confronting mortals, but this merely masks a devious, dangerous, and merciless opponent. He knows that if enough blood can be spilled, it will rouse the Dragon, bringing a climatic end to the human kingdom and allowing him to ascend once more to rule this plane.

The Adventurers discover a Fey "Garden"



THE FEY IN GAME TERMS

The Fey can assume almost any form but may only assume one form at a time. Their inherent magical nature also allows them many supernatural powers and abilities. Their only true constants are their Mind (INT) and Will (POW). All other characteristics can be altered between identities as the Fey desire. Here are two ways of representing the Fey in game terms in game terms, though the use of Fey as player characters is strongly discouraged.

QUICK AND SIMPLE

The simplest and quickest way to create a Fey is to choose and roll up an appropriate being or creature from the Bestiary Chapter (p. 151). This is the Fey's first form and is used per the normal rules. The INT and POW are fixed at this point and will not change again. If the Fey decides to change into another form later, it needs to pass through the Veil to its home realm. This takes at least 1D4+2 hours of uninterrupted concentration for the ritual and then a POWx3 Roll. It cannot be done while in combat. Once beyond the Veil, they can select another choice from the Bestiary list, and, as long as their previous INT and POW meet that creature's average ratingss, they can manifest in that form. Its INT and POW will remain as before. All other characteristics are rolled normally, and all of the new form's skills and magical abilities will manifest as well. If the chosen form is a non-magical one, the GM should select at least 1D4 features off the Chaotic Features table (p. 213), ignoring any rolls or choices under 19. Whether these features are physically obvious or not is up to the GM.

POINT-BASED CREATION

A more detailed and flexible way to create truly chaotic Fey is to build

them from scratch. The basic Characteristics can be created as follows:

INT: 3D6+2

POW: 3D6+2

As above, once set, the INT and POW are the always the same in all the Fey's forms. All other characteristics (STR, DEX, CON, APP and SIZ) as well as special abilities are bought from a pool of (INT+POW) x (1D4+1) points. So a Fey with an INT of 11 and POW of 13 would have 24 x (1D4+1) points with which to purchase its other characteristics and abilities. Characteristics are purchased on 1 to 1 basis. Any additional MOV over 10 is bought at a rate of 1 point per 1 MOV. Selections or rolls from the Chaotic Features Table (p. 213) cost 3 points each, ignoring any rolls or choices below 19. Spell Levels can be bought on a 1 to 1 basis. Note that a Fey only needs a POW of 10 or greater to be able to learn and cast spells due to their magical nature, although their MP are calculated normally. Skills can be chosen as normal. Use the Freeform Professions if necessary. The Fey must still cross the Veil to change forms with the same process as above. When they do so, while INT and POW stay fixed, the GM can reroll the 1D4+1 multiplier for the Fey's point pool.

FEY LIMITATIONS

Whatever form the Fey take (and whatever method the GM uses to create them), they will always have some aspect of alienness about them, such as an unearthly glow, the slight stench of the grave, an extraordinary if cold beauty, an unnatural chill, or a voice that charms but does not comfort. Any mortal being in a Fey's presence can roll POW x4 to sense this strangeness even if they do not always know what it means.

In order to mask its true nature, a Fey must cast its natural Glamour spell upon itself. They must spend 2 MP and have already assumed a shape that will not normally raise suspicion, but this spell then masks the Fey's alien nature to all but the most adept. The Glamour spell lasts the Fey's POW in hours and must then be refreshed by spending another 2 MP. Elves can often see through this (see Witch Sight above), but most beings will be fooled until the Fey chooses to drop its disguise.

In addition, the Fey's mystical transition to the material plane requires that they accept some limitation or geas, requiring or forbidding certain behaviors. These can range from simply being unable to touch silver or cross running water, to having to obey the

Sample Fey Geas/Limitation

To determine the geas affecting the Fey, roll 1D20, choose, or make one up.

Roll	Geas/Limitation
1	Aversion to daylight.
2	Aversion to moonlight.
3	Aversion to open flame.
4	Aversion to certain common plants or spices.
5	Aversion to one common animal (Choose from Bestiary).
6	Vulnerable to silver (max damage).
7	Vulnerable to cold iron (max damage).
8	Vulnerable to wood (max damage).
9	Vulnerable to blessed items (+1D6 damage).
10	Unable to ford running water (must use bridge).
11	Unable to eat cooked food.
12	Unable to use a forged weapon.
13	May not ride animals.
14	Must obey the command of a child once every full moon.
15	Must collect and keep a trophy from every adversary.
16	Must visit a specific Fey site every lunar cycle.
17	Must kill one medium-sized warm blooded creature every lunar cycle.
18	Must keep a specific talisman on their person at all times.
19	Cannot leave a specific area.
20	Cannot hear its true name spoken.

Sample Fey:

The Howler of the Wastes

When not invisible, the Howler is a massive, animalistic humanoid, standing approximately seven feet tall and covered in ghostly, ragged skin that hangs from its frame like tattered clothing. Its terrifying scream drains the very heart from most people, making them easy targets.

Characteristics

(Total of 23 x 1D4+1. Rolled a 4 for 92 points)

INT 8
POW 15
STR 22
CON 17
SIZ 19
DEX 15
APP 3

Move 14 (4 points)

Hit Points 18

Attacks: Bite 50%, 1D10+2D6

Claw 30%, 1D6+2D6

Notes: The Howler will stay invisible when tracking it prey, then leap into the attack, using its Howl to weaken its opponents in between melee attacks. If its attacks are not immediately effective, it can withdraw into invisibility again and then strike from a new angle within a few rounds.

Skills: Dodge 80%, Sneak 80%, Track 40%.

Armor: 1D10 point skin (tattered ragged skin).

Chaotic features: (12 points) Can turn invisible at will when not in combat , 1D10 point armor (tattered ragged skin), Can leap vertically or horizontally 10 meters from a standstill, Can launch a POW vs. POW attack each round; if successful, target loses 2D6+2 POW points (horrific howl) temporarily.

Geas: Must stay within 500 meters of the Count's Court megalith.

command of a child once every full moon. It is up the GM if the geas/limitation changes each time the Fey crosses over. Some samples are listed on the table below.

If the Fey is reduced to 1 HP due to its vulnerability, or fails to meet the requirements of its geas or violates its limitations (such being forced to endure the touch of a source of aversion for one combat round), they must make a POW x3 roll or be immediately transported back across the Veil and will be unable to return this plane for the Fey's POW in years. They will have to make this roll every day until they can reinstate the conditions of their geas or heal at least 5 HP.

ADVENTURE LOCALES

The Southern Reaches is a place full of opportunities for adventure. The feud between the two Houses has left the countryside bereft of it normal protection and the Houses themselves are always looking for discreet specialists in their intrigues. Here are a few possible points of interest for your intrepid PCs.

- The farming village of Aradoc is being harassed by a group of four ogres (see p. 192) that have emerged from the Forest of Nauriel. They arrive from a rune-lined cave that is their portal to this world.
- A bedraggled boy from Farsilvale stumbles into town, saying his village has been invaded by pirates. In fact, a scouting group of sea-brigands has occupied the village and is gathering intelligence for their small raiding fleet that anchors behind one of the coastal islands.
- Since the orc raiders have been very active of late, the Erdebroc dwarves need skilled individuals to escort caravans carrying ore and clockwork constructs out of the Copper Mountains to Drumhold.
- Shillingshead claims the main bridge across the White River outside of Lashingport. A point of tension and rivalry, traffic there is heavily searched and taxed



Adventurers from The Southern Reaches fight a Fey mating pair

by both Houses. Still, the bridge guards have been thoroughly corrupted, taking bribes from both sides to allow access across the river. Those that don't accept the situation are usually found floating downstream.

- Marshal Ash Rushlight of House Beleghir is hiring skilled armsmen to help train its militia at Belehold. Belehold itself is known for its balls, galas and magical conventions, usually attended by Lady and Lord Beleghir and other notables. Among them is Woodbender Hirimlad, elf mage and scholar, who hopes to present Lady Tagia with an amulet that may help protect her from Fey influences.

- House Drum has sent one of its mages, Aldo Kiribus, to recruit seasoned spellcasters to provide instruction in new techniques and defenses, much to Lord Drum's disgust. In addition, scion

Random Fey Site Effects

The Fey sites are points of magical power and gateways to other sorcerous planes. They are rare, and hidden from mortal eyes. They can have unusual effects on mortals who enter their influence. The GM can have anyone with a POW of 10 or higher who spends more than two hours inside the influence of a site roll on the following table:

1D100	*Effect*
1-65	Nothing unusual happens.
66-75	Character thinks he hears faint voices and noises around him, but cannot make out what they are or where they're coming from. These cause a -5% to Listen rolls and plague him for 1D6 hours.
76-85	Character has visual hallucinations of ghostly creatures and beings for 1D6 hours. He must make a POWx3 roll or believe these illusions to be real and react accordingly.
86-90	Character has nightmares/vivid dreams of other worlds for 1D6 nights. Roll CON x5 or lose 1 CON for that time due to sleep deprivation. GM may reveal clues in these dreams.
91-93	As above but with deep nightmares for 1D10 nights. Character loses 1D6 POW for that period.
94-95	As above but character must roll POW x5 or lose 1D6 POW permanently.
96-97	As per 86-90, but character gains the Witch Sight ability per the Elves for 2D6 days.
98	A gate opens to the Fey Realms and the character is carried through. When the character returns 1D6 days later, they gain 1D4 POW and 2 Spell Levels.
99	As above but character gains 1D6 POW, 4 spell levels and must make a POW x 5 roll or gains a geas/limitation per the GM (p. 249).
100	As above but character gains 1D8 POW, 6 spell levels and gains a geas/limitation per the GM (p.249).

Nathan Drum has been leading secret forays across the White River, seeking Beleghir captives. He has managed to apprehend a young apprentice mage, Silas Lefalil, whom he has imprisoned at Drumhold for interrogation.

- Rumors circulate of ruins near Farthing from which ghostly riders emerge when the moon is full. People are going missing. In fact, it is a group of human cultists secretly worshipping the Fey, and their sacrifices have called forth Fey guardians to protect and aid them.
- The Houses are conducting clandestine warfare at the White Shore Docks in Lashingport, sending agents to sabotage the crop and ore shipments of their rivals. These attacks often have unforeseen side-effects and the entire warehouse district has been endangered by fire, flood and worse several times. At the same time, in the merchant districts, a low key war of assassins is flaring up and the Golden Signet trading houses use the House feud as a pretext to settle old scores with new violence.
- The Lord Mayor of Lashingport is looking for extra security for the Tournament of Flags this year. Among the myriad martial and artistic contests, there may be attempts to kill Lord Drum's sons, a kidnapping of Lisbeth Beleghir, sorcerous demonstrations that awaken something nasty, and nefarious Fey infiltrators masquerading as fairgoers.
- The Lady of the Veil, a mysterious Fey of great power, is singing once again at Lake Nauriel. Some say her unearthly songs lure men to their deaths in the Fey-infested forest that surrounds the waters. But the elves say that there is a vital message in her melodies for the Lords themselves, if anyone is brave enough to fight their way through to hear it.
- Sleeping ghosts have awakened in the dwarven warrens near the Titan's Hollow and are disrupting the ceremonies that maintain the dwarves' hold on the Dragon. The Hall Masters have approached

Lord Drum for help, but his mages are at a lost as to what to do.

- The ancient underground warrens at Glimmerwell were once the Count's residence on this plane. The elegant halls and passages are now guarded by an army of the undead, some very intelligent and powerful. Buried within this necropolis may be the key to destroying the Cruach Dragon, warded against any Fey (except the Count, of course) that might try to steal it. Only mortals will be able to pluck this secret from the bowels of the earth.
- The Count's Court is a ring of megaliths in the Malanor Marches near the upper White River. This site is particularly powerful, and the Count uses its gate to bring in some of his most useful agents. Destruction of the ring would greatly weaken his access to this realm, but it is well guarded by a banshee-like creature, the Howler of the Wastes (see page 250).

Artifact? How much is it worth?

The artifact at Glimmerwell is a cold-iron key shaped like a rough-hewn, obsidian dagger. When inserted into the center stone of the Count's Court, it allows its wielder to control the full, unfettered, power of the megalithic circle. With it, they can seal the dragon back into its earthen tomb and even force the Count to leave this plane, at least for a time. Once the key is used, the Court's energy is expended and may take centuries to recover. Those who know its power will kill to possess it. To those who don't, it is virtually useless.

CAMPAIGN IDEAS

The Chronicler has a choice when presenting an environment like this: to give the Adventurers a grand story in a changing environment or to focus on a series of personal forays in a relatively stable setting. Some players dislike getting drawn into epic storylines while others thrive on the feeling of High Fantasy evoked by earth-shaking occurrences and adversaries. The Southern Reaches is in the midst of tumultuous

The Adventurer confronts the Howler in the Count's Court



events, allowing the players to affect the future of an entire empire should they so chose, but it can also be an open sandbox for smaller stories.

Sandbox Style: If the players prefer to simply wander and adventure at random, the countryside is ripe with opportunities. They can start small, aiding farmers against lesser rogue Fey, fighting more and more powerful adversaries as their prowess and reputations grow. Their exploits can eventually draw the notice of one or both of the Houses, who may try to recruit them into their battles as agents. The PCs may eventually earn wealth and status in their employ. In this style of campaign, the House feud is lower-key, simmering with a great deal of intrigue but only occasional bloodshed. The Fey incursion is slower and less directed as well, with the Count as a hidden mastermind and the final confrontation with the Dragon not as imminent.

Epic Style: If they decide to get caught up in the larger story, the early adventures against the Fey can reveal that these problems are linked and pervasive. Cryptic exclamations of "The Dragon will still Rise!" from defeated minions should mar every victory. By the time they encounter the cult in Farthing, it should become clear that the Fey threat is real and growing.

Eventually, they may hear of the Lady of the Veil and seek her knowledge at Lake Nauriel. Or perhaps some Shagti Seer will ride down out of the mountains with prophecies of how to defeat the Dragon. These portents can send the PCs in search of an artifact hidden in the necropolis at Glimmerwell which the Count designed to destroy the Dragon should it ever leave his control. Naturally, the Count will send his forces to stop them.

Parallel to this, the blood feud between the Houses would be escalating as Fey agents foment more and greater reprisals. Soon, the destruction of property and lives threatens to destabilize the entire Reaches. Any encounters with the Lords will reflect the volatile and personal nature of the conflict and the Adventurers may discover that forces are working to exacerbate the situation. Will they decide to ferret out the Fey agents before the Reaches erupts in civil war?

The climax to this campaign can go several ways. Perhaps the Houses are about to commit to a bloodbath or perhaps they have allied to aid the PCs in their efforts to stop the Count's machinations. Either way, the Adventurers must now rush to the Count's Court and use the artifact to prevent the Dragon from fully manifesting. There they must defeat the Howler of the Wastes and face the Count himself in order to end the Fey scourge.

The Truth is Not Absolute

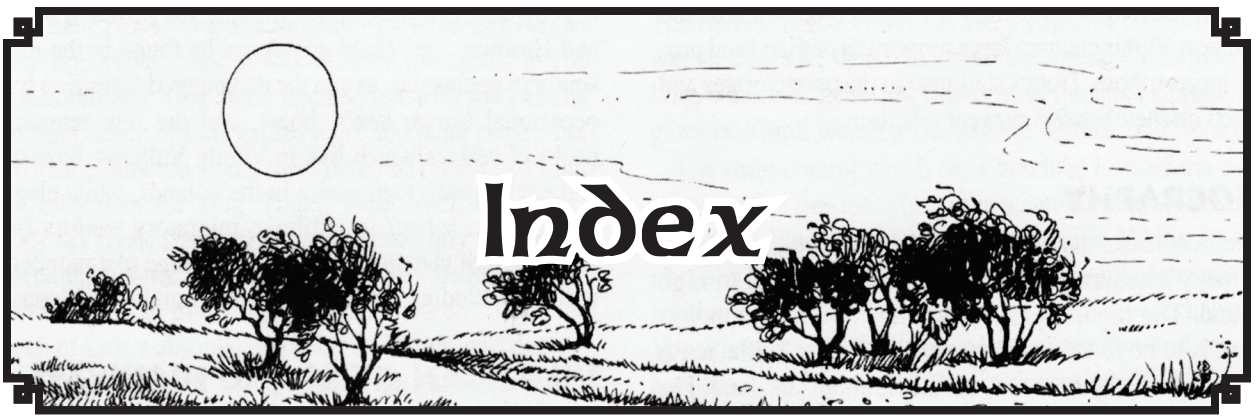
Chroniclers have a great deal of leeway in how things unfold in the Reaches. Many facts have intentionally been left ambiguous, allowing them to make the setting their own.

For example, the question of what NPCs may be Fey agents is left intentionally vague. Lady Tagia is an obvious choice as her change of heart is the catalyst for the House feud, but there are others who could qualify. Some of the Beleghir's elf allies may be secretly assisting the Fey, while either of the younger sons of House Drum is well situated to keep Firthal enraged at his neighbor. And remember: many normal people, such as the merchant houses in Lashingport, will simply be pursuing selfish agendas that indirectly fuel the feud and aid the Fey cause. The GM should decide who is really hiding behind a Glamour and who is just being … human.

Even the nature of the Cruach Dragon can vary. It may be huge reptilian beast of traditional legend that will rise and raze the countryside to pave the way for the Count's ascension. Or it might be a rift between the dimensions that manifests as a fog pouring forth like the breath of a Wyrm, coiling across the land and weakening the boundaries between this world and that of the Fey. As the mist vomits out of the Titan's Hollow, the Fey's manifestations would dramatically increase, eventually swamping the humans in a wave of chaotic beasts and marauders.

Or perhaps it's something else entirely. The choice is always yours.

The Southern Reaches
Titan's Hollow
Copper Mountains
Glimmerwell
The Brazen Wood
Coppaed Mountains
Carmenal pass
Lake Naumiel
Farthing
Dwarven Hold
Tindale
Count's Court
Aradoc
Belehold
Drumhold
Crowndale
The White River
Shillingshead
Plain of Parlin
Walstead
Lascelan Forest
Hithlas
Pennywood
Withilmore
Fasiltvale
Plain of Parlin
Lashingport
Wholesfone
Indigo Sea
N
Scale in Miles
0 5 10 25 30 35 40



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Magic World

Adventurer Sheet

Personal Information

Adventurer Name _____
Species _____ Age _____ Gender _____
Birthplace _____
Family _____
Occupation _____
Looks/Attitude _____
_____

Characteristics

Strength	____ ❑	Effort (Str x05%)	_____
Constitution	____ ❑	Stamina (Con x 05%)	_____
Size	_____		
Intelligence	____ ❑	Idea (Int x05%)	_____
Power	____ ❑	Luck (Pow x05%)	_____
Dexterity	____ ❑	Agility(Dex x05%)	_____
Appearance	____ ❑	Charisma (App x05%)	_____

Skills

Physical (_____)
Brawl (20%) _____ ❑
Climb (40%) _____ ❑
Dodge (Dex x02%) _____ ❑
Jump (05%) _____ ❑
Ride (35%) _____ ❑
Swim (25%) _____ ❑
Throw (25%) _____ ❑
Wrestle (25%) _____ ❑

Communication (_____)
Art (05%)_____ _____ ❑
_____ _____ ❑
Bargain (15%) _____ ❑
Disguise (15%) _____ ❑
Fast Talk (15%) _____ ❑
Oratory (05%) _____ ❑

Knowledge (_____)
Evaluate (15%) _____ ❑
Nature (25%) _____ ❑
Navigate (10%) _____ ❑
Own Language (Int x05%) _____ ❑
Other Lang. (00%)_____ _____ ❑
_____ _____ ❑
_____ _____ ❑

Physik (30%) _____ ❑
Potions (00%) _____ ❑
World Lore (15%) _____ ❑

Manipulation (_____)
Conceal Object (25%) _____ ❑
Craft (05%) _____ _____ ❑
_____ _____ ❑
_____ _____ ❑
_____ _____ ❑
Hide (20%) _____ ❑
Move Quietly (20%) _____ ❑
Pick Lock (05%) _____ ❑
Repair/Devise (Dex x04%) _____ ❑
Sailing (15%) _____ ❑
Scribe (00%) _____ ❑
Trap(05%) _____ ❑

Perception (_____)
Insight (15%) _____ ❑
Listen (15%) _____ ❑
Search (20%) _____ ❑
Sense (15%) _____ ❑
Track (10%) _____ ❑
_____ _____ ❑
_____ _____ ❑

Character Sketch

Hit Points

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49

Magic Points

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49

Spells

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Allegiance

Light	Balance	Shadow
_____	_____	_____

Weapons & Combat Skills

Damage Bonus:_____

Weapon	Skill	%	Damage	HP/Rng
_____	_____	_____ ❑	_____	_____
_____	_____	_____ ❑	_____	_____
_____	_____	_____ ❑	_____	_____
_____	_____	_____ ❑	_____	_____
_____	_____	_____ ❑	_____	_____
_____	_____	_____ ❑	_____	_____
_____	_____	_____ ❑	_____	_____

Armor & Shield

Armor Type:_____
Damage Deflected (helmet on): _____
Damage Deflected (helmet off): _____
Burden: _____
Time to put on: _____

Shield Type:_____
Skill %:_____ Base %: _____
Hit Points: _____ Damage: _____

Adventurer Sheet

Magic World

Notes

Equipment and Posessions

Affiliations, Beasts and Otherworldly Beings

Name_____
Occupation _____ Age _____
Species_____ Gender _____
Damage_____ Move_____

Str _____ ❑ x5 = Effort _____
Con_____ ❑ x5 = Stamina _____
Siz _____
Int _____ ❑ x5 = Idea _____
Pow_____ ❑ x5 = Luck _____
Dex_____ ❑ x5 = Agility _____
App _____ ❑ x5 = Charisma _____

Affiliation _____
Skills _____
Weapons _____
Armor _____
Spells_____
Notes _____

Name_____
Occupation _____ Age _____
Species_____ Gender _____
Damage_____ Move_____

Str _____ ❑ x5 = Effort _____
Con_____ ❑ x5 = Stamina _____
Siz _____
Int _____ ❑ x5 = Idea _____
Pow_____ ❑ x5 = Luck _____
Dex_____ ❑ x5 = Agility _____
App _____ ❑ x5 = Charisma _____

Affiliation _____
Skills _____
Weapons _____
Armor _____
Spells_____
Notes _____

Name_____
Occupation _____ Age _____
Species_____ Gender _____
Damage_____ Move_____

Str _____ ❑ x5 = Effort _____
Con_____ ❑ x5 = Stamina _____
Siz _____
Int _____ ❑ x5 = Idea _____
Pow_____ ❑ x5 = Luck _____
Dex_____ ❑ x5 = Agility _____
App _____ ❑ x5 = Charisma _____

Affiliation_____
Skills_____
Weapons_____
Armor_____
Spells_____
Notes_____

Magic World

Ship Record Sheet

Ship Information

Ship's Name _____
Nation _____
Home Port _____
Type _____
Length _____ Beam _____ Draft _____
Freeboard _____ Capacity _____
Cargo _____

Flag Symbol

Ship's Log

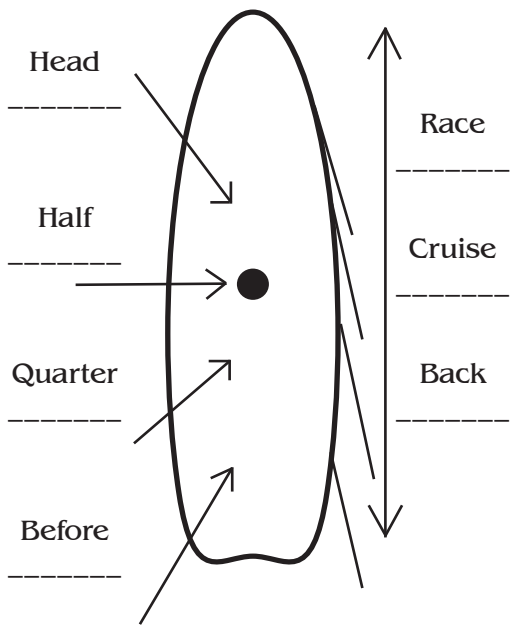
Port	Date	Notes

Crew

Captain: _____
Skills: Sailing _____%, _____
Helmsman: _____
Skills: Navigate ____%, _____
Sailors: _____
Rowers: _____
Warriors; _____
Additional Crew: _____
Other Notes: _____

Vessel Speeds

Sailing **Rowing**



Siege Engines

Ballistas
Number _____
Attack _____% Sailing _____%
Damage 10D6/_____
Range 275 yd Reload 25 rnd

Catapults
Number _____
Attack _____% Sailing _____%
Damage 6D6/_____
Range 325 yrd Reload 25 rnd

Trebuchets
Number _____
Attack _____% Sailing _____%
Damage 12D6/_____
Range 630 yrd Reload 75 rnd

Statistics

Hull Quality _____

Structure Points ____

Seaworthiness

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39

