

DAEMORNIA

INVASION OF THE GAEO SYSTEM



A DAEMORNIA SUPPLEMENT

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Daemornia Studios
Presents

'The Invasion of the Gao System'

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Michael Lirko:

This supplement is created for gamers everywhere and would not be possible without all my play testers and contributors, both my regulars and those world-wide;
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Dean Burdon, George Holtom, Graham Lilley, Michael Walker, Paul Lirko
and anyone else I have forgotten!

And as always.....Nicola,
for her continuous encouragement.

Stuart McGrory:

For Anjie...

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THE GAEO SYSTEM



In the Year of the Oak, at the height of winter, they came. Without warning or reason they fell upon the defenceless Fey, killing mercilessly.

Many races sent aid to the gentle Fairy-Folk, but were sent only to their death. The invaders brought might and fury unseen in our system, with relentless slaughter of all who opposed.

They were the Daemons of legend whose coming was foretold by Gaeokerena himself at the dawn of our birth. There were lesser races that warned us of their power, none more so than the Reptilians, but in our pride we did not listen. We had become complacent in our eternal lives and were unprepared for their invasion. Many of our kind fell in the fire and destruction they left in their wake.

Within a month the Fey had been scattered, forced to hide away in the darkest regions of their own land and for the first time in over ten thousand years we ourselves were forced into retreat to reconsider our strategy. The enemy had no fear, no care for their losses, and were resilient to our greatest magic.

With their first victory the Daemons turned their vile intentions to Lupa, the realm of the Canis. Here the 'Moon Worshippers' fought valiantly for two years, never giving quarter to their enemy. Many perished on both sides and yet the Daemons continued their onslaught. Then, without cause, they stopped, returning to their new homeland.

We know now that we have those outside our world to thank, for they closed the doorway to Gaeo, prevented the arrival of more daemon-kin. However, the daemons are not without leadership and have sought aid from others in their conquest.

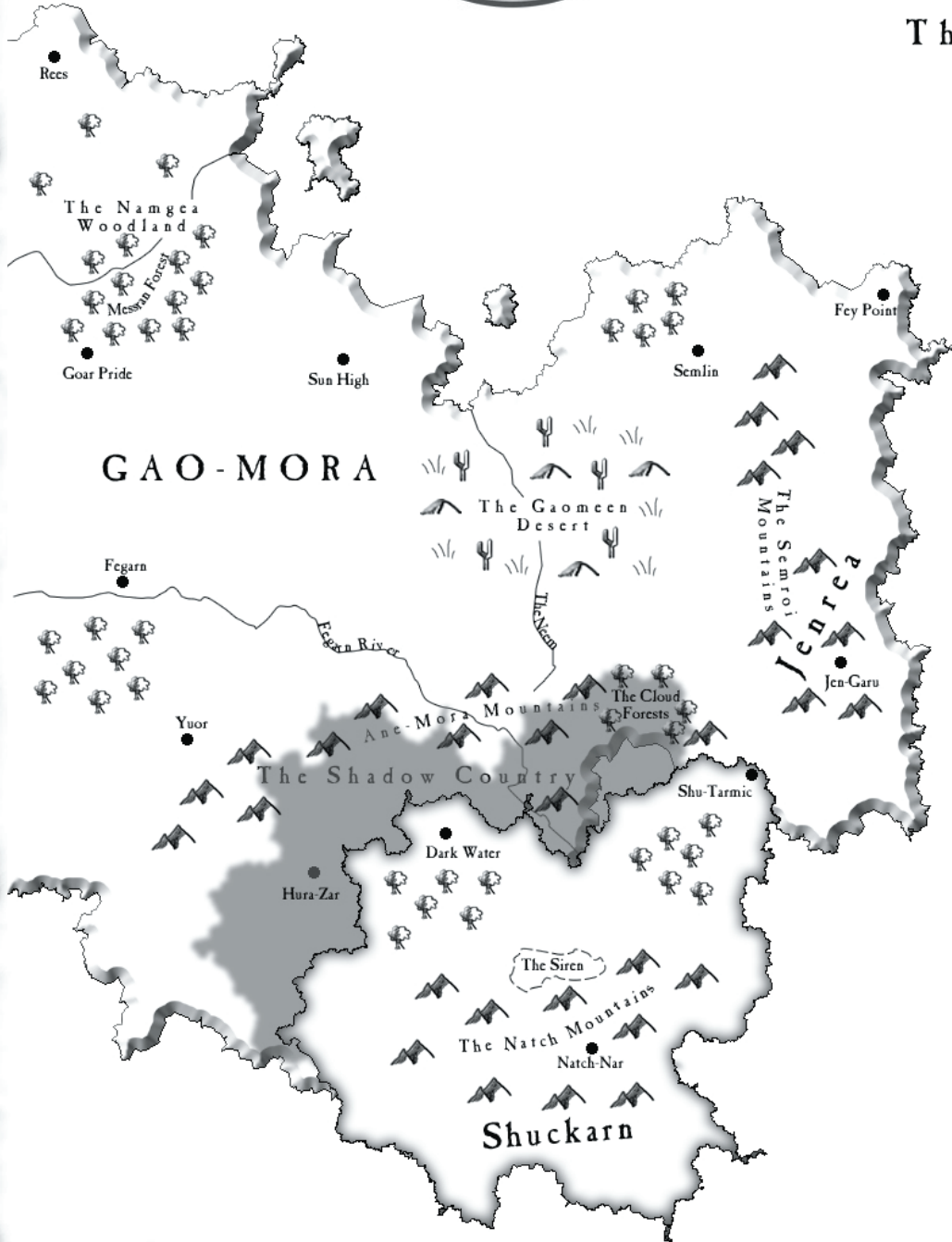
The Daemons have now allied themselves with our everlasting enemies, the Druge, and together they have brought a new struggle to our world.

It is not only a war of arms, but also of subterfuge and fragile alliances. It is a war of survival. We must not fail.

Engeran of the Wild
Ancient One of the Gaeo-Ran.

Speech to Gaeo-Ran Protectors prior to the Battle of Messran Forest





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THE GAEO SYSTEM

The Mainland of Gao-Mora, The Gaomeen Desert



THE GAEO SYSTEM The Mainland of Gao-Mora

The Gaeo System is a collection of planetoids, or realms, held in close proximity to the land of Gaeo by powerful gravitational forces. Gaeo is a world much like Earth with several continents, many islands and vast oceans. The land is varied, with endless plains, marshlands, swamps, rolling hills, woodlands, forests and dry arid deserts.

There are three mountain ranges on Gao-Mora; the Ane-Mora, the Semroi and the Hymeadios. The Ane-Mora, or 'Worlds Peak', runs through from east to west, forming a border to the Shadow Country. It is the highest mountain range in the system with an average peak of 4.5km above sea level, but with some peaks above 8km. There are many routes though the Ane-Mora, though the fastest are fraught with danger from wild animals, barbarians and unknown beasts.

The Semroi are a small range of mountains in the east of Gao-Mora. They are largely uninhabited except for the small Jennro race in the volcanic region of Jenrea. Despite the numerous active volcanoes and hot geysers, Jenrea is home to some of the systems' most beautiful forests with its diverse range of exotic plant life.

The Hymeadios consists of two parallel ranges than run for over 1,500 kilometres north to south through the western regions of Gao-Mora. The smallest, Hyme-Moni, with a width of just less than a 100 kilometres is home to many settlements. The largest range, Hyme-Deros, is more than 200 kilometres in width, with its highest peak at over three kilometres. At its base there are many deciduous forests and at higher altitudes there are temperate forests and even tundra.

Between the Hymeadios and Semroi, there are huge plains with many rivers, including the Fegarn River, the largest in the Gaeo System, which stretches for more than 4,000km. Gao-Mora has many forests, including those in Jenrea and the Cloud Forest, but the largest of these can be found in the Namgea Woodland.

The Namgea Woodland is essentially rolling grasslands with shrubs and scattered trees. The lowest areas are covered in mist for most of the year and towards the centre of the woodland can be found the dense forest of Messran where little light penetrates the trees and the most dangerous creatures can be found.

Most parts of Gao-Mora have hot summers, with only the southernmost parts having bitter winters, especially the Shadow Country which spends two-thirds of the year cold and frozen. Rainfall varies across Gaeo with some coastal regions receiving between 500 and 800mm per year, while some areas receive less than 250mm per year, creating dry and arid deserts. The Gaomeen Desert in the east covers more than 30,000 square kilometres and is home to many unique flora and fauna.

There are many races on Gao-Mora, with hundreds of cities and thousands of settlements. There are five islands off the western coast of Gao-Mora and in recent years many races have begun to settle on the closest lands. Despite the wide-spread population of Gaeo there are still uninhabited areas which lay waiting to be discovered.

The Gaomeen Desert

The Gaomeen Desert is home to many drought-tolerant plants that store water in their roots, stems or leaves. They are sparse, diverse in their nature, with some that grow more 20 metres tall and others that live for more than 300 years. Cacti are characteristic of plants found in the desert, but there are many other types that grow in these conditions, such as the Sun-Star flowers and the rare Tapple fruit trees.

Although rainfall is limited in the Gaomeen, storms do occur and are often violent. Dry streams can be rapidly filled by flash floods and quickly become dangerous. There is only one known river in Gaomeen, the Neem, which leads from the Hyme-Deros Mountains to the sea, but it is possible to find small water deposits that are fed from nearby highlands. Lakes may form from rainfall but tend to dry up quickly and although drinkable, the water is often salty and full of impurities.

Despite such difficult conditions, there are several settlements in the Gaomeen, usually built in or around an oasis. They are small but are invaluable to travellers who can barter for food and water.

The Cloud Forests of Ane-Mora

The Cloud Forests are in the highest mountain range of the system with peaks beyond the clouds. They trap moisture from the low-level cloud cover, creating a unique and undiscovered ecosystem.

The forests are difficult to reach and some are in excess of 6km above sea level. Very few attempt the climb and of those that do, some never return. The Cloud forests are home to many creatures, including the Gaeo-Ran and their 'Ancient Ones'. Legend also suggests that on the highest peak the tree god, Gaeokerena, can also be found.

Many years ago, the Druge besieged the Cloud Forests in an attempt to conquer the system and defeat Gaeokerena. Despite their strength and numbers, the Druge were unable to cope well in the thin atmosphere and many perished during the long march. The Druge failed in their conquest but with the arrival of the daemons plans are underway once again.

The Shadow Country

The Shadow Country is named so because it lies in the shadow of the frozen Shucklar kingdom. It is a cold and harsh environment with high snow peaks to its south and is bordered in the north by the Ane-Mora Mountains. With twilight days and pitch black nights it is a dangerous land home to all manner of creatures.

There are several known settlements along its northern border, but very few in the heart of the country. There are many tales of a lost city somewhere in the Shadow Country but no adventurer or explorer has been able to confirm its existence.

Moonlight: There is only a 50% chance of moonlight on the border of the Shadow Country with as little as 10% towards its centre.

HURA-ZAR (The Fallen City of the Dwarves)

Realm: Gae-Mora
Population: Zero
Races: None
Erebos Followers: None

Hura-Zar was once a mighty city on the edge of the Shadow Country, deep in the Ane-Mora Mountains. The Dwarves were a highly advanced race with incredible engineering and metal working skills. That was, however, until the arrival of their cousins, the Kakamora.

The Dwarves welcomed the Kakamora as brothers, but tainted by evil and allied to Vinnel-Tet, the Kakamora turned on their hosts and within a year the city was destroyed and its inhabitants scattered or slain. Hura-Zar is now a city in ruins, with crumbling architecture and desolate streets. Rats and other vermin are all that remain, but many adventurers head to Hura-Zar in search of forgotten Dwarf treasures and inventions.

Jenrea

The kingdom of Jenrea lies in the eastern area of Gae-Mora in the Semroi Mountains. Its steep rocky terrain is difficult to traverse and there are numerous hot water springs and geysers throughout the land. Jenrea has regular light rainfall and there is an abundance of vegetation, with several tropical forests and many species of exotic plants that can be found in the lower regions and plains. Its Northern border is flat and extremely fertile but the hot and humid atmosphere restricts the available locations for settlers. Volcanic activity is common place in Jenrea but this is of no concern to the Jennro who use the molten rock as a source for their weapons and buildings.

Jennro cities can be found in the cap of extinct volcanoes. Their buildings are built from solidified magma and stone but are generally small, and few have more than two levels. Their streets are narrow to impede would be invaders and sentry towers are placed around the perimeter of the volcano wall. Often, a channel of flowing magma up to eight metres in width surrounds the city and this is fed from massive underground capillaries that can stretch for tens of kilometres.

There are many Jennro Cities, but most have a population of less than 3,000, with their capital city, Jen-Garu, having approximately 4,200 inhabitants.

ACID RAIN

Jenrea endures regular rainfall, but on occasions the gaseous emissions from active volcanoes cause acid rain. Any creature caught in Acid Rain will suffer damage to their equipment and clothing. Metal items will suffer 1D6 damage per melee and non-metal items will suffer 1D3 damage per melee. All creatures must perform a Toughness Test at the beginning of each melee and will suffer one point of attribute damage if failed. Gaeo-Ran cannot prevent this type of damage. Jennro buildings and Jennro using Magma Soul are unaffected by the rain.

JEN-GARU

Realm: Gae-Mora (Jenrea)
Population: 4,200
Races: Jennro (97%)
 Others (3%)

Erebos Followers: none known

Jen-Garu is the capital city of the Jennro and lies in the cap of Garukar, or 'Great Fire God', an extinct volcano that is believed to be responsible for much of the formation of Gae-Mora. Jen-Garu is the largest of the Jennro cities and famous for its legion of Magma Warriors, who held the Jennro kingdom against the daemon hordes.

The inhabitants of the city, like most Jennro, openly welcome other races and the city has established trade routes importing and exporting many goods. They Jennro are responsible for almost a third of the systems' available herbs.

- **Herbs:** All Herbs, with the exception of Silver Leaf, are available in Jen-Garu at +15%



SHUCKARN

The Realm of the Shucklar

Shuckarn is a large planetoid held almost eight kilometres over the southern tip of Gaeo and is some 600km in diameter

To the north, the land is green and abundant with vegetation and wildlife. There are several forests, home to many creatures, some unseen outside the realm, such as the dreaded 'Great Devourer'. The northern outer-rim is home to many settlers and the popular port of Shu-Tarmic is bustling with trade throughout the year.

There are several cultures and races in Shuckarn, excluding the Shucklar. There are many humans as part of an 'Aleneut' culture who have adapted to living in the coldest regions and many are animal herders or fur traders. Most live in large family winter huts known as Ula, commonly constructed from wood and woven materials. Indeed, many Aleneuts are skilled carpenters and weavers.

There are also rumours that there are several Felidites of a class known as 'Fel-Sharg' living on Shuckarn and/or the Black Country below. Although, the Felidites believe such a class became extinct during the daemonic invasion of Felnin.

Shuckarn has many rivers and several large inland seas. The largest of these is the Siren, a name given to it by its fishermen, for in its centre lies a deep gravity well that 'sings' as if calling to its victims. Many have perished for wandering too close as they are pulled to the well and crushed under its force.

Wandering inland, the temperature drops as the land freezes and snow falls from the sky. Here the mountainous region of Natch becomes visible, with its tips beyond the clouds. This is the home of the Shucklar.

The Shucklar are a proud race with a long history that has taught them many valuable lessons. They frequently trade with other races, but do not give their trust easy. Their kingdom is that of Shuckarn, but they tolerate all settlers, so long as they do not try to establish territory in the mountains.

Shuckarn is abundant in ice and crystal which forms the basis for almost all Shucklar technology, but travellers should beware for many crystals are 'alive' and some are dangerous even to the Shucklar.

Outside races have never taken an accurate census of the Shucklar, but they are thought to number in excess of ten million and some scholars have even hinted at more than double this amount.

THE GAEO SYSTEM

Shuckarn

There are numerous Shucklar cities in Natch, each built in an identical fashion out of stone, ice and crystal. These pillar-like buildings are tall and strong with some reaching many hundreds of metres in height. A typical 'habitat' pillar will house up to a thousand families with ample storage. A large solar crystal that will store and generate energy caps each tower, distributing its power along a number of capillaries throughout the tower.

Inside these pillars is a level of technology far beyond the capabilities of other races, with the possible exception of the humans. Many of their inventions are based around their crystal technology and the growing of 'Su-Nare', or 'Stone-water' crystals. These large white crystals grow in the deepest caverns of Shukarn and contain a silver sap that hardens in sunlight, but can be manipulated and shaped for several hours before it sets permanently. The Su-Nare forms the basis for almost all Shucklar constructions and can be harder than steel, although considerably heavier.

The Shucklar travel their kingdom by means of gravity ships, powered by magically infused crystals. Along with their mechanical and crystal controls, these 'engines' generate a localized gravity field that enables the ship to fly. The Shucklar are the only race to have fully mastered this technology, but their ships are used throughout the system by many races.

The Southern regions of Shuckarn are frozen and barren, with very little life. Few venture this far as the climate is both cold and harsh, with night-time temperatures frequently dropping below minus 60°C.

NATCH-NAR

Realm:	Shuckarn	
Population:	3.1 million	
Races:	Shucklar (90%)	Human (5%)
	Reptilian (2%)	Felidites (2%)
	Canis (1%)	Others (<1%)

Erebos Followers: none known

The capital city of the Shucklar lies in the centre of Natch and its name means just that, Natch-Nar, the Heart of the Mountains. It is a large city with a population of over three million. Like all Shucklar cities it is governed by an elected council representing the san-ro-sharn, warriors and workers, with three seats for each class. This council of nine answers directly to the Shucklar grand emperor, Redroch-Nar and his bonded mate, Selon-Nar.

SHU-TARMIC

Realm:	Shuckarn	
Population:	0.3 million	
Races:	Human (20%)	Shucklar (20%)
	Reptilian (15%)	Felidites (15%)
	Goblins (10%)	Draga (5%)
	Jennro (5%)	Canis (5%)
	Others (5%)	

Erebos Followers: none known

The port of Shu-Tarmic lies on the north-eastern coast of Shuckarn and is possibly the busiest in the system, with continuous demand for the Shucklar's technology. Almost anything can be bought and sold here, from weapons, cloth, wine, meat and even slaves.

Hundreds of ships of varying sizes, designs and purpose may be docked at Shu-Tarmic, but none can match the glory and design of the Shucklar Yul-Cry-Tar, the gravity warships, with their sleek silver hulls and prominent fins.

Wildlife

CRY-NART-ARN (Land Strider)

This tall creature, often in excess of four metres, has four long and powerful legs. Its head is small, with a wide beak and large ears, and a long mane of white hair. Its body is large, covered in long white hair, and can seat up to three riders. Small crystal deposits grow across its back, in particular its spine and these generate and store heat to warm the creature in the coldest nights. The Cry-Nart-Arn, or Land Strider, is a peaceful creature that travels in a family herd of up to two dozen adults and several young, and is used by travellers and Shucklar warriors.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
8	12	19	14	6	28	15	-	8	4	0	60	15

Common Language: none

Life span: up to 70 years

Height: average 4.0 metres

Length: average 2.0m

Weight: average 1,100 EV

Diet: Herbivore

Nightvision: 100 metres

Rate of Recovery: normal

Encumbrance: ×3

Attitude: Friendly - Neutral

Immortality: 0

Enchanted: 0

Natural Weapons: none

Snow: The Land Strider does not suffer any penalty for travelling across snow.

HYNA-CRY

The Hyna-Cry is a small creature similar in shape to a stag beetle, no greater than half a metre in length, with no offensive or defence capabilities. Its shell is made of crystal but its inner flesh is soft and tastes similar to lamb.

REN-HECK-CRY (The Great Devourer)

This is the most dangerous of all living crystals on Shuckarn, and thankfully quite rare. The Great Devourer is large, often covering an area on over ten square metres. It cannot move and relies upon its victims to touch its surface. Any creature doing so, even for just a brief moment, must perform an immediate ST test.

If this is failed, the victim will 'freeze' to the crystal, as it grows from the point touched. They may attempt to break free each melee, but with an accumulative -1 ST penalty. Each melee the crystal will grow and the penalty increased even if the victim does not attempt to break free. If the victim's ST is reduced to zero in this way, the crystal envelops them.

The victim must be careful not to further touch the crystal, as each time this occurs their ST is further reduced by -1. Others may also aid the victim. For each person helping the victim, his or her ST is increased by +1 throughout the duration of the attack.

At the end of each melee after being enveloped, the victim will suffer 1D100 points of damage, with no saves or protection from Armour, Toughness or Immortality. Once trapped, the only way to free the victim is to kill the crystal.

Immortality: 20

Enchanted: -10

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
2	-	-	25	-	-	-	-	-	-	-	150	90

SEPA-CRY

This small brittle crystal grows inside the pods of the Sepa plant, a deep blue vine that can be found clinging to the north face side of large rocks. The Sepa-Cry will restore 1D3 points to all attributes, with the exception of HP, for each handful eaten. Unfortunately, when removed from its pod, or if the plant is uprooted, it dies in only a few minutes.



LUPA The Realm of the Canis

Thousands of Earth years ago on the world of Lupus, a talented young Canis, Laran-Set, began to study the darker side of magic. He was already a talented Moon Priest in his own society and well on his way to become the High Moon Priest of his city. However, despite warnings from his elders this study almost took his life and would change the history of the Humans forever.

In a cataclysmic accident, his laboratory and several nearby homes were destroyed in the creation of a miniature black hole. Laran-Set was never seen again on his home world.

In approximately 3000 BC, the primitive cultures of Earth worshipped false gods born of man and beast, and it was here that Laran-Set survived. Lupus was a twilight world almost shrouded in eternal darkness, but on Earth, the bright sun of the system blinded and hurt the Canis and he roared in anger to his tormentor. And so, it came to pass that Laran-Set became worshipped, quite falsely, as a Sun-God, eventually taking the name of Lupa-Amon-Set, the Lost Son of Lupus, or known more commonly among his followers as Set, the God of the Desert.

Through his manipulation of magic, Set lived an unusually long time, with some claiming him to be near 500 years old when he died. Never-the-less his teachings are still around on Earth today and led to many human advances.

Many scholars attempt to disprove such a claim, but the Canis people share many similarities with those people of Earth's past. Human/Egyptian hieroglyphics, architecture and many laws are all present in the realm of the Canis.

Lupa is a small realm, being less than 300 kilometres across, with two-thirds of its land covered in sand. It lies in the shadow of Stratorialis, the highest realm and unreachable even by the powerful Shucklar gravity ships. It is a twilight kingdom, much like the Canis' home world, with only the southern edge in direct sunlight.

The northern land is generally barren and cold, but surprisingly abundant in nocturnal wildlife and its rockiest regions are home to all manner of creatures. It is a land of continuous breeze with frequent gales and strong winds throughout the year caused by the close proximity of Stratorialis. There is very little precipitation in Lupa, but once per year, the season of rain occurs, as water from beneath Stratorialis falls for more than 60 days, covering almost all the realm.

There are seven known cities of the Canis, named in honour of the worlds in their home system, each recognizable by human astronomers; Sirius, Murzim, Muliphen, Wezen, Adhara, Furud and Aludra. Canis buildings are commonly made from mortar and limestone, with many pillars and intricately carved designs. A single large pyramid can be found in the centre of each city, which houses the ruling family and Moon Priests.

THE GAEO SYSTEM

Lupa

Canis trade in many commodities, such as furs, meat and steel, but they are more renowned for their 'Midnight Wine' made from a black berry producing plant brought from their home world. It grows without sunlight and produces a sweet fruity taste popular throughout the system

- Lupa is in direct view of the three Gaeo moons. During the night, roll 3D6 and if any of the dice rolls result in a '6' then the rules for 'The Protection of Lupus' and 'Strength of the Moon God' apply to all Canis in open ground.

SIRIUS

Realm:	Lupa	
Population:	2.5 million	
Races:	Canis (93%)	Humans (<1%)
	Reptilians (<1%)	Shucklar (<1%)
	Felidites (<1%)	Goblins (<1%)
	Draga (<1%)	Jennro (<1%)
	Others (<1%)	

Erebos Followers: none known and worship is punishable by death

The fortified city of Sirius is the capital of the Canis realm. It is surrounded by a wall of stone almost 30 metres in height and during the daemonic invasion it was never breached, keeping the would-be conquerors at bay for over a year.

At the centre of Sirius lies the great pyramid, but this is much larger than those of the other cities, for it houses the ruling government and the high moon priests of the race. This capital building, or Lu-Serus as it is known in Lupa, is almost 300 metres high with each side more than 550 metres in length. It is constructed from more than four million blocks of stone and took more than 16 years to complete. Its entrance lies on its southern face, overshadowed by a huge carved stone statue of the Canis god, also known as Lupus.

Once, many years ago, a band of raiders attempted to break into the great pyramid and steal the fabled treasure of Sirius. These bandits made their way into the inner chambers, but fled empty handed. It is believed that they never found their way out of the maze of tunnels and moving walls inside the pyramid and the remains of one of the party are left on display as a warning to all.

FURUD

Realm:	Lupa	
Population:	0.05 million (50 thousand)	
Races:	Canis (70%)	Draga (20%)
	Human (15%)	Shucklar (5%)
	Other (<1%)	

Erebos Followers: none known and worship is punishable by death

The city of Furud was raised to the ground by the daemons of Vinnel-Tet in the first days of their attack on Lupa. This unprovoked aggression brought the full fury of the Canis against the daemons and was to prove to be the undoing of their invasion of the system.

The Canis are rebuilding Furud and have employed many thousands of workers from other races, for their own numbers are not as many as before the invasion. A typical worker would receive both 10 Silver Shillings a day and meals. Indeed, this is much more, even double, than that paid elsewhere.



KHAN-SILATH

The Realm of the Reptilians

Khan-Silath, roughly translated as 'Land of our Lord', is a small continent approximately 140 kilometres from the eastern coast of Gao-Mora. A largely flat country, a full third of its land is devoted to agriculture to support its substantial population and huge exporting trade. Khan-Silath produces 70% of the systems corn supply alone.

There are several large forests on Khan-Silath, with two made up of the deciduous fruit bearing Guppya trees alone. The Guppu fruit is similar to a large pear and is favoured for its soft sweet flesh.

The Rakh mountain range runs along the eastern coast and is largely unexplored because of its rugged terrain and poor weather conditions. In the northern region of the mountains alone, it can rain for 60% of the year. Many small rivers are supplied by these mountains and in turn help to irrigate the land. There are several small communities living at the base of the Rakh and some even believe that in the highest peak lies the Reptilian city of Ukra-Khan, the City of God.

There are only two major cities, but hundreds of smaller villages, from the northern fishing coast, throughout the plains and even within the mountains where the Sheppards of the Vaanu gather their milk.

Reptilian cities are vast and decorated with marble and white stone. The buildings are tall and slender, typically with arched windows and ornately crafted roofs. There are many I'Alis (Temples of Khan) and large praying fields, with well kept gardens and polished statues. The streets are clean and crime is relatively non-existent, with the possible exception of non-Reptilian districts. It is known by every thief guild that the homes of the Reptilians will be adored with marble ornaments and precious metals, but for a thief to take such items of their deity can bring more trouble than reward.

The Fighters of Khan are abundant in these cities and act as defence and law enforcement. Unfortunately, even their numbers and skill could not help the city of Hesromar in the southern lands.

Almost 120 years ago, the armies of Vinnel-Tet besieged Hesromar in an attempt to conquer Khan-Silath. The army of darkness, backed by loyalist Keebo, slew all that opposed them, stringing many of their victims atop their daemonic banners. As the defence of Hesromar fell, thousands took their own lives, rather than living a tortured existence as slaves to the daemons. Parents murdered their own children before throwing themselves into a battle they would not survive. The daemons left without a single slave as the city burnt. It was only with the arrival of the Volans and a Reptilian army from outside the system that Khan-Silath survived the invasion.

Today, Hesromar remains as a shine to the fallen of this attack and on the anniversary of the invasion, thousands of Reptilians can be seen laying flowers and gifts in remembrance of their lost loved ones.

Outside the Reptilian lands, there are many settlements of other races, including human, Draga and Hyterians, who have a great fondness of the Guppu. In the southeast of Khan-Silath also lies the only Night Stalker clan in the entire system.

NIGHT STALKER VILLAGE OF KESHAN-TASH-MAR

Realm: Khan-Silath
Population: 0.02 million (less than 2,000)
Races: Night Stalkers (100%) Others (<1%)
Erebos Followers: none known

Clan Keshan is the only known Night Stalker clan in the system. It has less than two thousand inhabitants, of which more than half are hunter-gatherers, with hundreds of warriors, dozens of clan guardians and several Astral Walkers. Their leader, Keshan, is a direct descendant of the great clan lords on Slarv, those responsible for the Rebellion War. He is considerably intelligent for a Night Stalker and is a warrior without equal among his kind.

Clan Keshan is a notable ally of the Reptilians of Khan-Silath and has fought by their side on many occasions. Keshan, himself has strong hatred for Erebos followers, and once traveled alongside a group of daemon antagonists, a party of rogues known as the 'Dark Saviors'

SIL-TOOR (REPTILIAN CITY)

Realm: Khan-Silath
Population: 4.7 million
Races: Reptilians (57%) Humans (14%)
 Felidites (7%) Jennro (6%)
 Canis (6%) Draga (5%)
 Hyterians (4%) Goblins (<1%)
 Shucklar (<1%) Others (<1%)

Erebos Followers: none known

The coastal city of Sil-Toor, translating as 'Light of the Blessed' is the larger of the two Reptilian cities with over four million citizens. It is home to the High Temple of Khan, the I'Alis-Silor, and the home of the Volans brothers. It was from this city that they orchestrated their aid of the humans during the daemon invasion of Earth.

The city has many smaller temples, traders and taverns and it is host to many different races, even including a small number of Dankari. It lies on the eastern shore of Khan-Silath and is popular among tourists, for its beaches are the largest and hottest in Gaeo.

TH-NARSIS (REPTILIAN CITY)

Realm: Khan-Silath
Population: 2.5 million
Races: Reptilians (63%) Humans (10%)
 Felidites (6%) Canis (5%)
 Draga (5%) Jennro (5%)
 Goblins (4%) Hyterians (3%)
 Shucklar (<1%) Others (<1%)

Erebos Followers: none known

Known as the city of the silver river, Th-Narsis lies close to the Rakh Mountains alongside the Bayon River, with its crystal, clear water that glistens under the sun. Th-Narsis is a large city with more than two million inhabitants including many non-Reptilian races and cultures.

Th-Narsis was built over the ruins of Shar-thus, the earliest known settlement of the Reptilians fleeing the Underworld during the Rebellion War. Many catacombs and buried buildings lay undiscovered.

Reptilian pilgrims, treasure hunters and mercenaries come to Th-Narsis seeking the city of Ukra-Khan, for this is last known settlement from which to purchase adequate supplies



DRUGAE

The Land of the Druge

Drugae is a large island in the Sea of Woe, a name given by its treacherous storms. It is a mountainous land with very little flat terrain and is difficult to reach by sea because of its dangerous rocky reefs. There are frozen snowy peaks to the north, sheltered mountain ranges, high forests and sun baked white sand beaches to the south. Yet, despite its varied land, there are only a few species of flora on Drugae, with the Drumaena and Paya the most common.

The Drumaena, or 'Dragon Tree' has a stout trunk, stiff broad-based leaves and grows in the driest areas. Their sap, known as 'Dragon Blood' is popular for its intoxicating effects. The Paya, also known as 'Dragon Fruit' is the kiwi-like fruit of several cactus species on Drugae. They come in two variations both with leathery, slightly leafy skin: the yellow-skinned paya with white flesh, and the red-skinned paya with pink flesh. The flesh, which is eaten raw, is sweet and is often converted into juice or wine.

In the Land of Drugae lie the mortal enemies of Gaeokerena and the scourge of the realms. They strive to conquer the system, bringing their law and rule to all its inhabitants. They are powerful and dangerous, and are the allies of Vinnel-Tet. They are the Druge.

The Druge are an ancient race from an unknown world and came to Gaeo without reason or method. In Earthen, the very meaning of their name translates as 'Dragon' and in every sense of the word they truly resemble such mythical creatures.

There are two large dominant classes, or 'Greater Druge', and several sub-species within their race. Their appearance varies between each species, but all are generally powerful with a muscular body, broad shoulders and powerful limbs. The flesh of a Druge is made of tough, teardrop-shaped scales that vary in colouration, defined by their nature, habitat or diet. Larger Druge shed their scales as new are grown and some races wear these as armour. Druge are intelligent and cunning, able to outwit their enemies and overcome almost any dilemma or challenge. However, despite their wisdom and nature they are often very proud and easily infuriated by ridicule.

THE GAEO SYSTEM

Drugae

Druge can survive almost anywhere in the system and can adapt to even the harsh conditions of the Shadow Country and the frozen Shucklar mountains. The home of a typical Greater Druge consists of a network of caves connected by many long passages. Usually there will be no more than two large caves and up to four smaller ones, their smooth and polished walls caused by the friction of the Druge's body over many years, easily identifying the entrance to such an abode.

The smaller sub-species of Druge build huge stone pillars in which to live and a typical city may contain hundreds of such pillars, each housing a single family. Such cities may span over several hundred kilometres with each pillar up to ten kilometres apart.

A Druge family can contain as many as twenty or more members, though at least three quarters of its numbers will be male and the eldest of those will be the head of the family. Typically there is only one female for every three males, making courtship highly competitive and often leading to brutal and bloody conflicts, though rarely to death. Females are capable of mating from the age of 100, though occasionally less for some species. The female gives birth to a single egg after a 10-month gestation period, after which is then incubated for almost a year before hatching. The hatchling, or dragonette as other races know them, will stay with its mother for the first quarter of its life, learning necessary survival skills. During this time, the female will not mate again, but when she chooses to do so it will be with the same male.

Once every hundred years the Druge Lords will call a meeting of the elders. This secret gathering, known as the Druge Court, asserts their numbers and territory for the coming century. Atrocities against one family by another will often result in the loss of land as compensation. Any personal animosities are settled by combat on the highest mountains of Drugae in the Yilmari range, before the spiritual presence of their god, the Druge Father.

Despite the Druge having no active trade, their land is home to several large copper and silver mines. Many races seek to work these mines, but this carries considerable risk as it is rare for the Druge to grant permission for any such operation, for they do not tolerate what they would consider an invasion.

The Druge can muster a powerful army under control of their lords and in the name of their Father. Every family will answer the call to war and the young especially will take up their arms to prove their stature and earn their right to mate.

Very few races can stand up to the might of the Druge, but fortunately, they are few in number. With the arrival of the Daemons, the Druge have found their first and only ally. Both have agreed to divide the system between their races, but the Druge are fully aware that such a treaty may dissolve if or when the Daemons are able to contact their home world.

Druge Lords and Greater Druge

During the early years of Gaeo, the Druge assaulted the sacred land of Gaeokerena en mass. Despite their strength, the Druge could not defeat the magic of the tree god and the Gaeo-Ran race and many of the Greater Druge were caught in a cataclysmic portal that hurled them through time and space.

It is believed that the leader of those Druge fell alongside his kin onto a world of turmoil, where he allied with the most powerful of all evil, a lord of darkness, a god known simply as Erebos. With the strength of the Druge by his side, Erebos and his daemons conquered many races and thus the General of the Dark Armies came to be, the Druge Lord, Kaol.

Druge Lords: Use the profile of a Greater Dragon as given in the Daemornia core book.

Greater Druge: Use the profile of a Common Dragon as give in the Daemornia core book.

THE GAEO SYSTEM

Druge: Boranni

Boranni

A Boranni is a monstrous creature with a large muscular reptilian body, short legs and long tail. They are the oldest of the sub-species, but unlike other Druge, they are unable to walk on only two legs and have never evolved beyond quadrupeds.

The Boranni are also the largest of the sub-species and possibly the most dangerous. Their head is covered in sharp bone barbs capable of tearing a man to shreds and their heavy barbed tail can crush fully armoured opponents in a single swing. Yet, despite their seemingly primitive nature the Boranni have learned the use of magic and their devastating Lightning attacks ward off all but the brave.



Common Language: Drugae

Life span: up to 2,000 years

Height: average 2.5 metres

Length: average 5.8 metres

Weight: average 1,900 EV

Diet: Carnivore

Nightvision: 150 metres

Rate of Recovery: normal

Encumbrance: ×4

Attitude: Unfriendly - Hostile

Immortality: 0

Enchanted: 0

Natural Weapons:

Head Butt, 4D6 (Att-1)

Barbed Tail, 8D6 (Att-3)

Electrical Damage: Boranni are unaffected by electrical damage.

Electric Magic: A Boranni is a level-3 Spell Caster. They have 25 Magic Points and are able to cast the following spells: Chain Lightning and Lightning Bolt

Dyshanti

THE GAEO SYSTEM

Druge: Dyshanti

Similar in appearance to a typical dragon of medieval lore, the Dyshanti are powerful bipedal Druge that dwell in the higher regions of their mountainous kingdom. Tall and muscular, they are formidable warriors, much stronger than their smaller cousins the Rumaddi and more versatile than their larger brethren, able to go where they cannot.

The Dyshanti have a very fragile alliance with the daemons. Many of their kind had been captured by the Daemons when they first arrived in Gaeo and for countless years many were born into slavery. Their daemon masters had taught them to fear their wrath. Indeed, the Dyshanti suffered badly under their hand. That was however until the agreed treaty between the Druge Lords and the ruling council of Vinnel-Tet. Despite their co-operation, the Druge Lords know all too well of the might of the Dyshanti should their alliance break.

Common Language: Drugaen

Life span: up to 1,200 years

Height: average 3.0 metres

Weight: average 600 EV

Wingspan: average 7.2 metres

Diet: Carnivore

Nightvision: 150 metres

Rate of Recovery: normal

Encumbrance: ×3

Attitude: Unfriendly - Hostile

Immortality: 0

Enchanted: 0

Natural Weapons: none

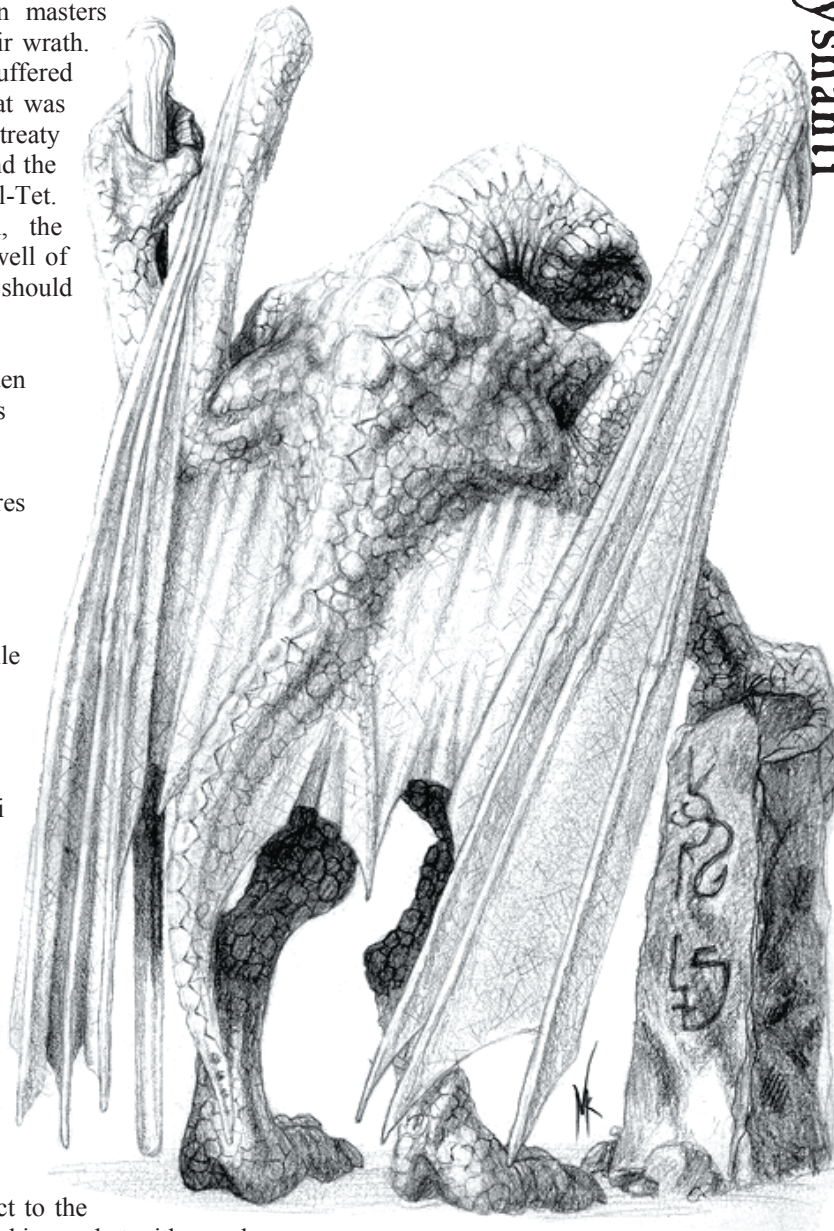
Dragon Scales: Dyshanti have thick grey scaly skin that is impervious to fire damage, such as that caused by some spells.

Equipment: Dyshanti are typically armed with a Hercules Club (Mace: 4D6 damage, Two-Handed, KO18+, Crush+2D6, AP-1).

Frenzy: Dyshanti are subject to the rules of Frenzy when engaged in combat with any daemon.

Killing Frenzy: When engaged in combat a Dyshanti will often strike as hard as they can, opting for more potential damage over accuracy. Dyshanti have the Killing Blow combat skill.

Natural Skills: Ambidextrous, Air Navigation, Read & Write Drugaen and Speak Daemonic



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
12	14	17	16	12	24	12	14	12	11	10	100	170

THE GAEO SYSTEM

Druge: Rumaddi

Rumaddi

The Rumaddi are smallest of the Druge but are by far the most numerous. Often referred to as 'Lizard-Men', they are humanoid in shape, but with a crocodile-like head, green scaled flesh and long tale. They form the backbone of all the Druge armies and are relentless in their quest to achieve their objective.

Unlike other Druge, they covet the wealth of races they conquer and have clashed with their daemon counterpart, over such treasure.

Common Language:

Drugaen

Life span:

up to 450 years

Height:

average 1.9 metres

Weight:

average 350 EV

Diet:

Carnivore

Nightvision:

100 metres

Rate of Recovery:

normal

Encumbrance:

normal

Attitude:

Unfriendly

Immortality:

0

Enchanted:

0

Natural Weapons:

none



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
11	10	11	11	12	15	10	-	11	10	10	50	30

Equipment: Rumaddi soldiers are armed with a Glaive (Pole-Arm: 4D6 damage, Two-Handed, AP+1) or a Flogging Flail (5D6 damage, One-Handed, AP-1) and Shield (AV9, 50DP)

Serpenni

The Serpenni are a snake-like class of Druge, with small limbs and equally small wings. They are ferocious and cunning, often hunting in packs, using their swift movement and powerful bite to kill their enemies without loss.

They are associated to the element of water and it is widely known that they have mastery over its force. Serpenni build their pillar homes on the highest peaks of Drugae, believing they are closer to the Dragon Father.

Common Language:

Drugae

Life span:

up to 1,400 years

Length:

average 6.0 metres

Weight:

average 1600 EV

Wingspan:

average 3.4 metres

Diet:

Carnivore

Nightvision:

150 metres

Rate of Recovery:

normal

Encumbrance:

×2

Attitude:

Unfriendly

Immortality:

0

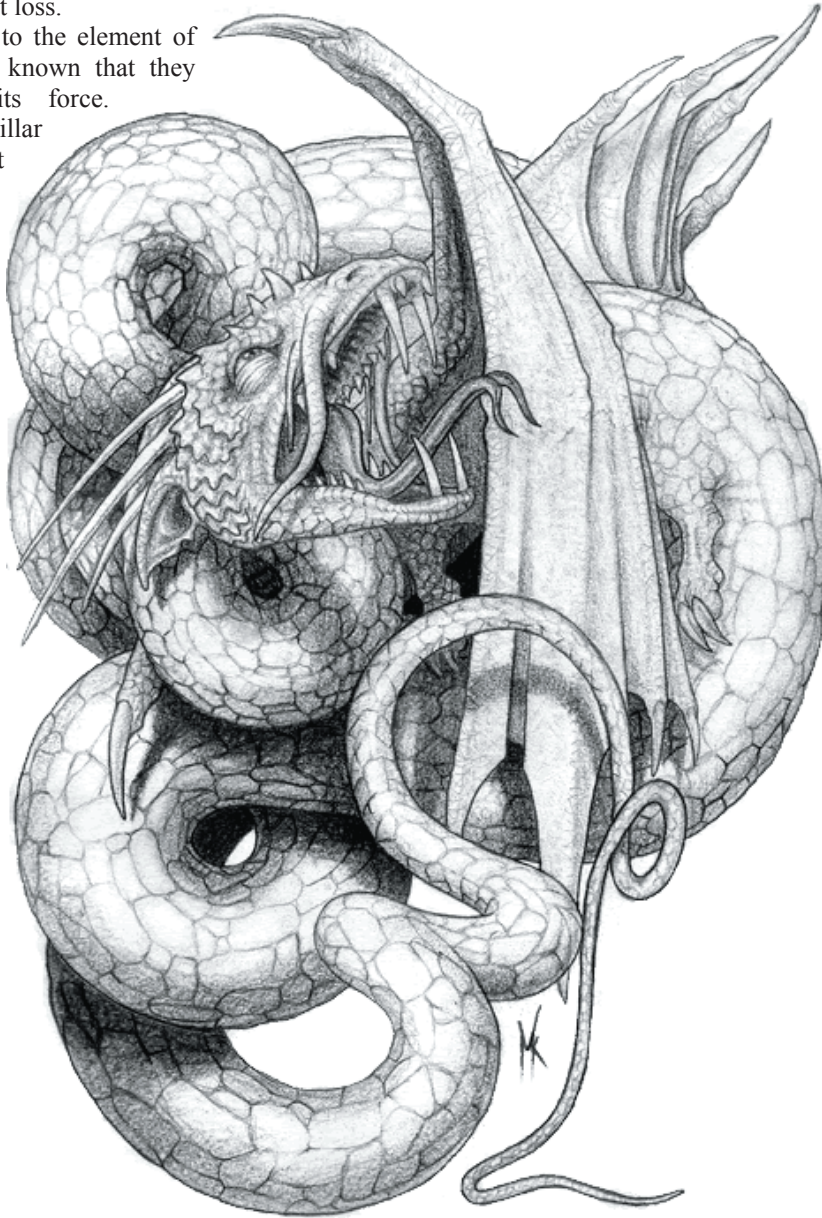
Enchanted:

0

Natural Weapons:

Claws, 3D6

Fangs, 6D6 Snap Attack



THE CAEO SYSTEM

Druge: Serpenni

Dragon Scales: The flesh of a Serpenni is impervious to fire damage, such as that caused by some spells.

Water Magic: A Serpenni is a level-4 Spell Caster. They have 36 Magic Points and are able to cast the following spells: Dispel Magic, Douse, Create Fog, Erosion, Hot Blast and Rust.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
15	13	12	13	18	20	7	15	11	14	11	75	95

THE LAND OF DAEMA

The Daemons of Vinnel-Tet

This small planetoid was once home to several races of settlers. Its lush green fields and abundant life are now gone, with scorched land and death in its place. The Daemons of Erebus arrived in the Gaeo system undetected and quickly set about building an impenetrable fortress from which to conquer the other races, the dreaded place known as Vinnel-Tet. It is home to several breeds of daemons and some that are unseen outside the system. For many months, legions of these foul creatures poured into Gaeo, with one soul purpose, to conquer all.

With the arrival of the first greater daemons, the march against the system began. The first to fall was the land of the fairy folk, the Fey Isles. Gaeokerena sent many Gaeo-Ran to aid these gentle beings, but few arrived in time to make any difference. After their swift slaughter of the Fey, the Daemons turned their attention towards Lupa, the kingdom of the Canis, but it was here that their campaign came to an unexpected end.

The Canis, with their Lancasin and Blood Priests were powerful and well versed in magic. For two years, the Daemons were tied in a war with this kingdom, while others strengthened their defence in anticipation. Each side fought with furious vigour, with neither gaining ground. The invaders lost many of their numbers without concern, however, unknown to the Daemons of Vinnel-Tet, there were to be no re-enforcements, for the Daemornia Gate on their home world had been captured during the Rebellion War.

Despite their losses against the Canis, the Daemons still control several areas of the system and have many followers. They are led by the Chaos Bringers, who have formed their own governing council until a way to contact the Underworld can be found. The Daemons have learnt that the system cannot be conquered by their strength alone and have taken to subterfuge, bribery and alliances. They have even undergone to the study of magic and some daemons display a rudimentary understanding of its power. The ranks of Vinnel-Tet have swollen, with Kakamora Soldiers, Goblin Assassins, Ogre Captains and the feared Armoured Trolls.

Impervious to Fire: Daemons of Erebus cannot be harmed by fire or heat, including heat damage caused by some magical spells.

Natural Skills: Ambidextrous, Spelunking.

Nerve Trauma: All Daemons of Erebus are completely unaffected by Trauma, regardless how it is caused.

Psychology: All Daemons, regardless of their breed, are unaffected by psychology, including Will Power Tests induced by magic spells and psionic powers.

Underworld Daemons

The only breeds that arrived in the system before the capture of the Daemornia Gate were the Chaos Bringers, Nominods, Fire Mercs, Berserkers, Dancers of Death, Warmongers and the last of the Oni, who had recently returned from a distant world, after a century of warfare and conquest. Please refer to the Daemornia core book for full descriptions and attributes for these daemons.

Diagon Daemonic Beast

The Diagon is a large daemonic beast born in this system that displays several characteristics similar to a Druge. Its bipedal form lurches menacingly forward and its flesh is black and resilient like a greater daemon, but also scaled like that of a Druge. Its fore arms have three clawed fingers and its large and powerful hind legs enable swift burst of speed. The Diagon has a short neck and large head covered in many long barbs, with many growing from its spine. Unfortunately, despite its immense strength and natural instincts it is somewhat docile and can easily be outwitted.

Common Language: none, but they do understand Daemonic

Life-span: up to 1,200 years

Height: average 3.5 metres

Length: average 7.6 metres
(head to tail tip)

Weight: average 9,500 EV

Wingspan: average 5.0 metres

Diet: Carnivore

Nightvision: 400 metres

Rate of Recovery: ×5

Encumbrance: ×3

Attitude: Unfriendly

Immortality: 0

Enchanted: 0

Natural Weapons:

Claws, 4D6

Teeth, 3D6 Biting Attack

Cause Fear: Diagon causes fear as explained in the Psychology section of the Daemornia core book.

Diagon Nature: The Diagon is regarded as both a daemon and a Druge and can therefore be affected by items, spells or circumstances that affect such creatures.

Natural Skills: Recognise
Odour, Track Scent.



THE CAEO SYSTEM

Daemons of Vinnel-Tet: Diagon

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
7	20	26	20	8	35	16	-	12	8	4	250	350

THE GAEO SYSTEM

Daemons of Vinnel-Tet: Oni

Oni Lesser Daemon

The Oni are small, robust, humanoid daemons, with bloated red bodies and the heads of oxen. They are triple eyed, with three horns on their head, and three talons on each hand. These evil and often brutal daemons are known to cause disease and have been responsible for the loss of crops and livestock throughout the system. They are adept at spell casting and use their ability to bring about famine, drought and plague.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
13	18	12	15	12	35	9	-	11	10	16	60	40
Oni Master												
15	20	14	17	13	35	9	-	12	11	17	100	115

Common Language: Daemonic
Life-span: up to 600 years
Height: average 1.3 metres
Weight: average 400 EV

Diet: Carnivore
Nightvision: 400 metres
Rate of Recovery: ×5
Encumbrance: normal
Attitude: Unfriendly
Immortality: 0
Enchanted: 0
Natural Weapons: Talons, 1D6

Diseased Blood: Any creature that ingests the blood of an Oni suffers one point of attribute damage and a further point each day thereafter. To withstand the poison the victim must perform an Save against Toxins. Once a save has been successful, the disease is overcome and the victim will begin to recover their attributes. The attribute loss cannot be recovered until the disease is overcome or purified. The same effect also occurs if an open wound is exposed to the blood of an Oni.

When an Oni is injured it is possible that their diseased blood will infect their opponent. In close combat situations this occurs whenever the Oni is injured by a critical attack. All opponents must perform an immediate Dexterity Test. If this is unsuccessful, they are infected as described above.

Magic: Oni are level-3 spell casters. They have 25 Magic Points and are able to cast the following spells: Dehydration, Drought, Miasma, Plague, Poison Water and Wither Plants. Oni Masters are level-6 spell casters and have 55 Magic Points.

Plague Knife: All Oni are armed with a diseased weapon that has the same profile as a dagger. However, whenever an opponent is wounded by a Plague Knife they must undergo a Save against Toxins. If this is failed they suffer an additional point of attribute damage. Oni Masters use a slightly larger version that has the same profile as a short sword.



Warp Spawn
Greater Daemon

THE CAEO SYSTEM

Daemons of Vinnel-Tet: Warp Spawn



Warp Spawn Greater Daemon

When a daemonic horde arrives on a new world, they immediately begin construction on a new Daemornia Gate. Once completed, the new gate will form a permanent link to its host gate on the Underworld.

The space between each gate is known as the Warp, a place between reality and limbo, where material matter is broken down into its tiniest form. Travelling between these gates takes only a few seconds. However, if either gate is deactivated in those few brief seconds, the tremendous force of the warp will tear any creature still inside it apart.

This is what happened to the invasion force bound for Gaeo when Reptilians captured their Daemornia Gate on the Underworld during the Rebellion War. However, many survived and made it to Gaeo, although some remained trapped inside the warp.

The result of such a horrific accident is the Warp Spawn, a fusion of daemons, twisted and deformed until they are like no other breed. They are a wriggling mass of mutated daemonic flesh, with a huge gaping mouth and many powerful limbs.

Common Language: none, but they do understand Daemonic

Life-span: up to 5,000 years

Height: average 3.9 metres

Length: average 10 metres (each limb)

Weight: average 8,400 EV

Diet: Carnivore

Nightvision: 400 metres

Rate of Recovery: ×10

Encumbrance: ×5

Attitude: Hostile

Immortality: 0

Enchanted: 0

Natural Weapons: Claws, Tentacles, Spines*

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
11	20	33	33	10	35	9	-	15	9	8	400	*

EXP: A Warp Daemon has an EXP value of 700 multiplied by its number of tentacle, giving it an EXP value of between 2,100 and 6,300

Grows: The Warp Spawn can grow another limb of any type at the cost of one melee round. During this time, the daemon can defend as normal, but cannot attack in any way. A Warp Spawn can have no more than nine tentacles at any time.

Limbs: A Warp Spawn has a random number of limbs determined as it appears in the system, each giving an attack in combat.

1D3 Razor Claws, 5D6 damage, Trauma +5

1D3 Crushing Tentacles, 5D6 damage, KO18+, Crush +5D6, AP-2

1D3 Piercing Spines, 5D6 damage, AP+5

Daemonic Soldiers Followers of Erebos

There are literally millions of daemon-worshippers in the system, from cultists, to fanatics, to preachers. These 'worshipper' armies strive to conquer all the realms and are often backed by small groups of Daemons from Vinnel-Tet. They have conquered much of the system and have brought several kingdoms to their knees. However, not all campaigns are dealt by Vinnel-Tet with brute force, for sometimes their enemies are protected by mighty armies or large walls. Here they employ assassins, mercenaries and thugs, who act within such walls to destroy or subjugate the inhabitants.

The armies of Erebos wear red and black clothing with flags and standards bearing the symbol of Vinnel-Tet, the 'black cross of pain' on a red background.

Dark Fanatics: Please refer to the Daemornia core book for all Fanatics, Druid, Sect Guards, Sorcerers and Big Mutants.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Kakamora Soldier												
10	13	12	14	7	12	8	-	10	10	8	65	40
Goblin Assassin												
10	9	9	11	11	11	9	-	12	10	12	75	90
Ogre Captain												
11	14	16	17	11	16	11	-	12	10	11	100	195
Armoured Troll												
6	15	18	18	7	16	11	-	11	8	8	100	245
Nominod Elite												
8	20	10	14	9	35	10	-	11	11	10	50	50

Armour: All bonuses have been applied to the characters attributes

- Kakamora Soldier - Lesser Daemonic Armour (AV9, 450DP)
- Goblin Assassin - Padded Vest (AV8, 250DP)
- Ogre Captain - Heavy Daemonic Armour (AV14, 800DP)
- Armoured Troll - Crude Plate Cuirass (AV11, 500DP)
- Nominod Elite - Lesser Daemonic Armour (AV9, 450DP)

Combat Skills:

- Goblin Assassin - Assassins Prowl, Subdue, Paralyse Attack and Death Blow.

Weapons: Modifiers provided by the soldiers' weapon have been added to their attributes. The ST bonus provided by two-handed weapons has not been applied.

- Kakamora Soldier - Natural Bone Prongs (2D6)
- Goblin Assassin - Two Goblin Assassin Daggers (Ambidextrous, 2D6, triple damage on a natural '20')
- Ogre Captain - Battle Axe (5D6, Two-Handed, AP+4, Trauma+1)
- Armoured Troll - Double Handed Cleaver (Sword, Two-Handed, 6D6, EV300)
- Nominod Elite - Attack Spear (3D6, Two-Handed, AP+1, Trauma+1)

THE CAEO SYSTEM

Daemons of Vinnel-Tet: Daemonic Soldiers



During the Rebellion War on the Underworld, several Daemornia gates were captured from the hands of the daemons. Of all these gates only one remains hidden from the Lord of Darkness, that taken by the Reptilians, or more precisely by the Chosen of Khan. It was because of this that many races were able to flee to other worlds and it gave the alliance of Reptilians, Night Stalkers and Dankari many victories over their enemy. It has been used to launch devastating attacks against numerous worlds, including the rescue of the humans from the invasion of Earth.

However, it is little known that the Daemornia gate was originally intended for use against a new system of worlds. Many daemons had already been sent on this campaign, but when the gate was taken their contact with the Underworld was lost, depriving them of much needed reinforcements.

During the first few months of the invasion of Earth, many slaves had been taken back to the Underworld, some dying within only a few days, but many remain. When Erebos sent his daemonic forces to the Gaeo system several thousand human slaves were taken to build a base for the campaign.

The daemons, despite their superior strength and might, had underestimated the human spirit. During the construction of Vinnel-Tet the humans planned their escape, knowing that once the daemons' home was built, many of them would no longer be needed, and would only serve as food for the conquering army. For many months, they slowed the construction, gaining time for the few who had already escaped to find aid.

Almost a year had passed when Vinnel-Tet was completed and the daemonic horde set out into the system. This was the time the humans had patiently waited for. Those that first escaped had found no aid on the land, for the only race discovered so far had already been eradicated by the daemons, but they had found many ways to reach the other realms. Launching an unexpected attack on their captors the humans made their escape. Many were killed or captured before they made it to the gates of the fortress-city and many more perished in the cold night. The daemons had begun their invasion and the humans found many allies in the races of this system.

AVAILABLE CHARACTER RACES

Canis	Jennro
Draga*	Keebo*
Felidite*	Night Stalker*
Goblin	Reptilian*
Human*	Shucklar
Hyterian*	

* These races can be found in the Daemornia Core Book.

CANIS

CREATING A CHARACTER Choosing Your Race

The Canis are an ancient race born from a region in the far reaches of space known as Canis Lupa. They arrived in the Gaeo system almost two thousand years ago after their own twilight-world had died. Gaeokerena had been contacted by the greatest of their spell-casters, the Moon Priests, as they sought sanctuary.

The Canis are tall, muscular creatures with a canine-like posture and appearance. With their large head, ears and snout they have a keen sense of smell and exceptionally acute hearing. Their body is completely covered in thick brown hair, from a few centimetres in length on their legs to almost half a metre down their spine.



Common Language: Lupan
Gender: Male or Female
Age: 4D10+20 years
Life span: up to 180 years
Height: 4D10+ 210 centimetres
Eye Colour: Black
Hair: Brown
Diet: Carnivore
Handed: Left or Right
Nightvision: 600 metres
Rate of Recovery: normal
Encumbrance: normal

ATTRIBUTES

Intelligence	(IQ):	2D6+3
Will Power	(WP):	2D6+3
Charisma	(CR):	2D6+3
Physical Strength	(ST):	2D6+4
Toughness	(TS):	2D6+3
Dexterity	(DX):	2D6+4
Endurance	(EN):	2D6+5
Speed	(SP):	2D6+7
Attack	(Att):	2D6+3
Defend	(Def):	2D6+4
Aim	(Aim):	2D6+2
Hit Points (×5)	(HP):	2D6+3

Bounding Leap: The maximum distances given for leaping are tripled for all Canis.

Detest Sunlight: Canis rarely venture out during the day for they are almost blind in the strong sunlight of the system, only able to see clearly within 30 metres. Under direct sunlight, all Canis have their Aim and DX reduced by half, rounding fractions up.

Heightened Hearing: Canis have exceptionally acute hearing and anyone attempting to prowl upon or nearby a Canis will suffer a penalty of -3 before their test is undertaken.

Natural Skills: Recognise Odour and Track Scent

Strength of the Moon God: Under direct moonlight all Canis gain +1D6 strength.

The Protection of Lupus: It is well known among other races that moonlight shrouds a Canis in magical energy that protects them from harm. Under direct moonlight a Canis will receive a natural AV of 2D6, or +1D3 in addition to artificial or other armour.

CREATING A CHARACTER

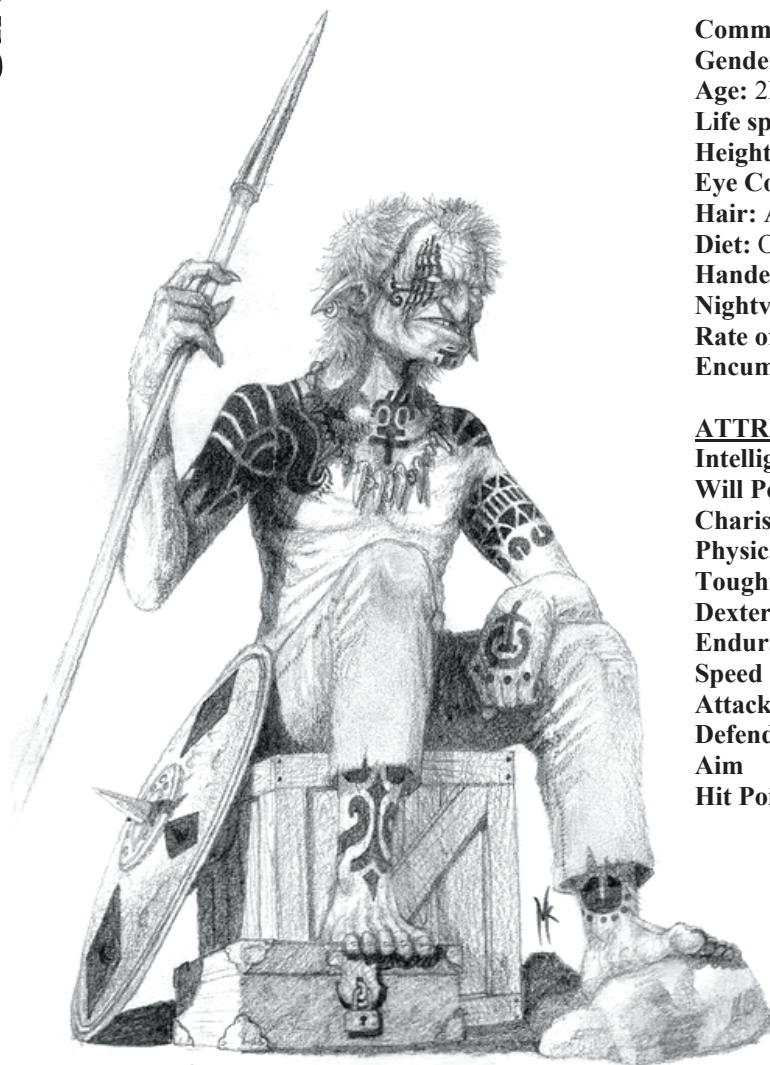
Choosing Your Race

GOBLIN

For as long as the oldest races can recall there has always been goblins in the realm, and perhaps they were even present at its creation. No one really knows how the goblins came to be and even the wisest scholars will argue over the many theories. The goblins themselves believe their god Thord created them, though other races deny such a god exists or ever existed.

Goblins are by far the most sneaky, callous, cunning and untrustworthy of all the known creatures in the realm. Goblins are not necessarily evil, just nasty, and it shows. They will do almost anything to gain power and wealth and are quite willing to turn against their own kind or friends to achieve this.

Goblins come in many various sizes and appearance, but for most part, they are green-skinned, though the shade will vary widely, with a long nose and pointed ears.



Common Language: Gaeon

Gender: Male or Female

Age: 2D6 years

Life span: up to 40 years

Height: 4D10+ 80 centimetres

Eye Colour: Red

Hair: Any

Diet: Omnivore

Handed: Left or Right

Nightvision: 80 metres

Rate of Recovery: ×2

Encumbrance: normal

ATTRIBUTES

Intelligence (IQ): 2D6+1

Will Power (WP): 2D6

Charisma (CR): 2D6+2

Physical Strength (ST): 2D6+1

Toughness (TS): 2D6+3

Dexterity (DX): 2D6+3

Endurance (EN): 2D6+3

Speed (SP): 2D6+1

Attack (Att): 2D6+2

Defend (Def): 2D6+2

Aim (Aim): 2D6+2

Hit Points (×5) (HP): 2D6+3

Experience: Whenever a goblin PC defeats or slays an opponent they receive double the normal EXP value.

Fear: Goblins are easily frightened but confident in numbers. They fear any enemy they do not outnumber. See the Psychology section in Daemornia, for more detail on Fear.

Natural Skills: Hide, Palm Object, Pick Pockets.

JENNRO

CREATING A CHARACTER Choosing Your Race

The Jennro are a race of bird-like humanoids that bear both beak and talons. They are covered in brightly coloured feathers that range from light orange to dark red, with their head and wing tips always the brightest, although only females are born with wings. They are an ancient race that is indigenous to the mountainous regions of Semroi and are renowned for their mastery over the element of fire. They have their own culture and civilization and their cities are built within the extinct volcanic caps of such mountains.

For many years the Jennro were hunted and persecuted by the armies of Vinnel-Tet for refusing to submit their land and live under their laws. Long brutal wars have hardened their species but have also reduced the Jennro population to less than a tenth of its original number.

Common Language: Avian-Cr

Gender: Male or Female

Age: 4D10+10 years

Life span: up to 200years

Height: 4D10+200 centimetres

Wingspan: average 7.8 metres (females only)

Eye Colour: Red

Hair: Light Orange to Dark Red Feathers

Diet: Carnivore

Handed: Left or Right

Nightvision: 70 metres

Rate of Recovery: ×5

Encumbrance: normal

ATTRIBUTES

Intelligence (IQ): 2D6+3

Will Power (WP): 2D6+3

Charisma (CR): 2D6+3

Physical Strength (ST): 2D6+3

(females: 2D6+2)

Toughness (TS): 2D6+2

Dexterity (DX): 2D6+3

Endurance (EN): 2D6+6

Speed (SP): 2D6+3

Flight Speed (FS): 2D6+9

(females only)

Attack (Att): 2D6+3

Defend (Def): 2D6+3

Aim (Aim): 2D6+7

Hit Points (×5) (HP): 2D6+3

Impervious to Fire: Due to an oily substance they secrete the Jennro are impervious to all manner of fire and heat damage.

Magic: All Jennro are level-1 spell casters and are able to cast the following spells: Fireball and Spontaneous Combustion. They use their EN attribute in the same way as Magic Points on a one for one basis, but cannot reduce their attribute value to less than eight.

Natural Skills: Air Navigation (Females Only), Land Navigation (Females Only)



CREATING A CHARACTER

Choosing Your Race

SHUCKLAR

The Shucklar have had a long and complicated history, from the time of Kanesh-Nar, through the War of Songs and to the Great Thaw of recent years. Shucklar are large bird-like humanoids that are featherless and wingless, but possess both beak and talons. Their arms and legs are elongated and their body is thin and small framed, usually hidden beneath thick robes. The females are not as strong as the males, but are generally more intelligent. However, only one in ten Shucklar is born female, posing a problem to the survival of their race.

The Shucklar live in the cold arctic conditions of the Shuckarn and are able to withstand such conditions without any natural insulation or protection.

Common Language: Avian-Krs

Gender: Male or Female

Age: 4D10+60 years

Life span: up to 370 years

Height: 4D10+ 200 centimetres

Eye Colour: Red or Black

Hair: none

Diet: Omnivore

Handed: Left or Right

Nightvision: 120 metres

Rate of Recovery: normal

Encumbrance: ×2 (males only)

ATTRIBUTES

Intelligence (IQ): 2D6+4
(females: 2D6+7)

Will Power (WP): 2D6+3

Charisma (CR): 2D6+3

Physical Strength (ST): 2D6+1

Toughness (TS): 2D6+5

Dexterity (DX): 2D6+3

Endurance (EN): 2D6+5

Speed (SP): 2D6+3

Attack (Att): 2D6+3

Defend (Def): 2D6+3

Aim (Aim): 2D6+5

Hit Points (×5) (HP): 2D6+3



Cold Resistance: Shucklar are impervious to sub-zero conditions of up to -60°C. If a Shucklar is subjected to temperatures below this for longer than their EN will allow they will suffer damage as normal.

Natural Skills: Arctic Survival and Stone Masonry.



All characters are given an education of varying degree. Some come from a warrior background with emphasis on strength and some are intellectual who study the forces of magic, while there are those that wander the world picking up unique skills and traits.

All characters will follow a particular career path that will determine the skills that may aid them in their adventures.

Choosing Your Career

Players must randomly determine their character's path using a D100 on the list below. They have two chances on the list, and must select between those choices.

01-08 Race Specific Paths:

- Path of the Blade Master (Keebo Only)*
- Path of the Clan (Night Stalkers Only)*
- Path of the Crystal (Shucklar Only)
- Path of the Flame (Jennro Only)
- Path of the Jenkai (Humans Only)*
- Path of the Khan (Reptilians Only)*
- Path of the Banshee (Felidites Only)*
- Path of Lupus (Canis Only)
- Path of Vengeance (Draga Only)*
- Path of Wisdom (Hyterian Only)*

*These paths can be found in the Daemornia core book. Each career provides 5D6+10 silver shillings in place of Denzon.

**This career can be found in the Daemornia core book and provides the Scribing skill at level-3 and the Rune-Smithing skill at level 4. In place of Denzon the character receives 5D6+10 silver shillings.

09-15 Path of the Cleric*

16-22 Path of Darkness

23-29 Path of the Elementalist

30-36 Path of the Fighter*

37-43 Path of the Knight

44-50 Path of Nature

51-57 Path of the Ocean *

58-64 Path of the Realm

65-71 Path of the Slayer*

72-78 Path of the Spell-caster**

79-85 Path of the Street

86-92 Path of the Undead

93-99 Path of the Wanderer*

100 You may choose any path from this list, except any paths restricted to other races.

CREATING A CHARACTER

Careers & Skills

Specialist and Additional Skills

Many careers require some necessary skills. These are known as Specialist Skills and the character must accept them. The character is also given a number of additional skills. Whenever any of these skills are being used a bonus of +1 is added to the character's IQ attribute before the Intelligence Test is undertaken. This represents experience within that particular field. This bonus may increase later through EXP. Additional skills are randomly chosen using a D100 on the lists below. Re-roll any skill which they already have.

Basic Skills

01-02	Air Navigation	53-54	Pick Pockets
03-04	Alchemy	55-56	Pilot Boat
05-06	Animal Care	57-58	Pilot Gravity Ship
07-08	Animal Training	59-60	Pilot Ship
09-10	Arctic Survival	61	Pilot Shucklar Fighter Craft
11-12	Art	62	Pilot Skiff Bike
13-14	Basic Carpentry	63-64	Pilot Skiff Truck
15-16	Botany	65-66	Play Instrument
17-18	Concealment	67-68	Prayer
19-20	Cook	69-70	Read & Write
21-22	Dance	71-72	Read Lips
23-24	Decipher	73-74	Ride Fel-Sharg
25-26	Desert Survival	75-76	Ride Giant Wolf
27-28	Drive Cart	77-78	Ride Horse
29-30	Drive Chariot	79-80	Ride Kangar
31-32	First Aid	81-82	Sea Navigation
33-34	Fish	83-84	Sing
35-36	Free-Falling	85-86	Smithing
37-38	Hide	87-88	Spell Craft
39-40	History	89-90	Spelunking
41-42	Impersonate	91-92	Stone Masonry
43-44	Leatherworking	93-94	Swim
45-46	Land Navigation	95-96	Theology
47-48	Numerate	97-98	Wilderness Survival
49-50	Palm Object	99-100	You may choose your skill from this list
51-52	Pick Locks		

Weapon Skills

01-08	Axe	53-60	Mace
09-16	Ball & Chain	61-64	Phaser
17-20	Bolter	65-72	Pole-Arm
21-28	Bow	73-80	Spear
29-36	Crossbow	81-88	Staff
37-44	Dagger	89-96	Sword
45-52	Hammer	97-100	You may choose your skill from this list

Language Skills

01-08	Avian (Cr & Krs)	57-64	Heskian
09-16	Daemonic	65-72	Hytan
17-24	Draggatti	73-80	Kebbin
25-32	Drugaen	81-88	Lupan
33-40	Earthen	89-96	Slaveisk
41-48	Gaeon	97-100	You may choose any skill from this list
49-56	Grash		

Path of the Crystal

From the moment a Shucklar is born their path is laid out before them and their future is often decided before they take their very first breath. This is not a random decision as other races are led to believe but is chosen by the pattern of the stars as their shell of the egg first begins to break. Some are born to build, some will farm and feed their people, and on rare occasions when they are born under day, when most are born at night, the young hatchling is destined to follow the Path of the Crystal.

The Shucklar will spend many years studying the symmetry of crystal and its association with life itself. They will gain an in-depth understanding of the balance in the universe and will often take actions to maintain this natural equilibrium. The Shucklar on this path are not only scholars, but also take a duty to defend their kingdom from its enemies and many will embark on the study of magic and its flow throughout the realm.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Scholar	+1					+1		+1		+1	
Level 2: Crystal Warrior	+1	+1	+1	+1		+1		+1	+1	+1	
Level 3: San-ro-Sharn	+1	+2	+1	+1	+1	+2	+1	+2	+1	+2	+10
Level 4: Crystal Lord	+2	+3	+1	+2	+2	+3	+1	+3	+2	+3	+20

Specialist Skills:

Level 1 - Read & Write Avian-Krs

Level 2 - Weapon Skill: Staff, Numerate

Level 3 - Balance of Magic, Magic Lore, Read & Write Runic, Speak Runic, Spell-caster

Level 4 - Crystal Armour

Combat Skills:

Level 2 - Acrobatics

Basic Skills: 5

Weapon Skills: 1

Language Skills: 1

Wealth & Trappings: 5D6+10 Silver Shillings

Balance of Magic: By the time a Shucklar has reached the level of San-ro-sharn they will have a great understanding of the natural balance of magic in the realm. They are able to induce this balance over an area of 10 metres radius from their self at any time for a period of 1D6 melees. This does not require the Shucklar's action in combat situations but only one Balance of Magic can be in effect on an area at any time. Balance of Magic can be dispelled, but cannot be destroyed, and has an equivalent magic level equal to that of the Shucklar.

If a character is injured or healed by magic, the effect is divided between all creatures in this area, including the character. For example, if a character loses 25 points from their HP in a magic attack, and there are four other creatures nearby, including their attacker, then all creatures would suffer five points of damage. If the character were healed for 25 HP, each creature, including the character would heal five points. Armour, TS or Immortality cannot prevent this effect, and Saves against Trauma are required for any injury. Enchanted creatures are unaffected.

Crystal Armour: The Shucklar is able to alter the molecular structure of their own body to mimic the perfect symmetry of the rarest of crystals in their homeland, the Skarak-Takkra, the Crystal of Life. Such crystals are known to bond to living creatures, providing physical protection in exchange for the life energy of its host on which it feeds. The Shucklar will grow crystal armour that will cover their entire body, increasing their TS attribute by 4D6. However, whilst the crystal offers some protection it can also drain the Shucklar if it is hurt. If the Shucklar is injured whilst wearing Crystal Armour they suffer one point of attribute damage for every 10HP lost in the attack. The Crystal will remain for 2D6 melees after which it will die and fall away.

Spell-caster: San-ro-sharn and Crystal Lords are able to use magic as explained in the Magic section. The character uses the Crystal chart, beginning with three random spells and 2D6 MP. More spells and MP can be gained though Experience.

CREATING A CHARACTER Careers & Skills

Path of Darkness

The daemons have many worshippers and followers in the realm. Some pray to the Lord of Darkness as others would pray to their god, some train and fight in his armies, whilst there are some that dedicate their lives to walking the path of the daemon, in the hope of gaining kinship of such creatures and the power they hold.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Worshipper		+1		+1		+1					+10
Level 2: Acolyte	+1	+2		+2	+1	+2			+1	+1	+10
Level 3: Diabolist	+2	+3	+1	+3	+1	+3		+1	+2	+2	+15
Level 4: Prince of Darkness	+3	+4	+2	+4	+2	+4	+1	+2	+3	+3	+20

Specialist Skills:

Level 1 - Speak Daemonic

Level 2 - Read & Write native language

Level 3 - Hand of Darkness, Numerate, Read & Write Runic, Speak Runic, Scribing

Level 4 - Daemon Lore, Instability of the Warp, Magic Lore

Combat Skills: none

Basic Skills: 4

Weapon Skills: 2

Language Skills: 2

Wealth & Trappings: 5D6+10 Silver Shillings

Hand of Darkness: With a wave of their hand the character can cause various psychological effects to any creatures within three metres. No rolls or tests are required by the character to use the Hand of Darkness. The target must perform a Will Power Test with a -1D6 penalty. If unsuccessful roll a D6 on the chart below. This ability can only be used once per hour against the same creature and in combat this uses the character's action.

- 1-2 The creature suffers the effects of Fear for 1D6 melees
- 3-4 The creature suffers the effects of Frenzy for 1D6 melees
- 5 The creature suffers the effects of Panic for 1D6 melees
- 6 The creature suffers the effects of Hatred towards a random nearby creature for 1D6 melees

Instability of the Warp: The followers of this path can experience many usual and often frightening events. There are some daemons that are strongly affected by the flow of magic in the realms and are often random in nature and temperamental in attitude. Some scholars believe they are torn between this world and their own, in the warp, as it is often referred. This character has become so involved with the daemons they are subject to the perils of this warp.

Whenever a character is injured by a critical attack they are sent to the warp, disappearing as their body is enveloped in a black shadow. Roll a D6 on the chart below. Characters in the warp cannot perform any actions and cannot be seen, heard, injured or affected by any means.

- 1-3 The character remains in the warp for 1D3 melees
- 4-5 The character remains in the warp for 1D3+1 melees and will heal 1D100 HP
- 6 The character remains in the warp for 1D3+2 melees. In their place a Warp Spawn Greater Daemon materialises under the control of the GM. When the character returns they are healed of all injuries and the Warp Daemon disappears.

If a character is killed as they enter the warp a Warp Spawn will be permanently freed into the world.

Spell-casters: All characters on this path are able to use magic as explained in the Magic section. Once the character has reached level-3 they begin in the Warlock spells list as described in the Magic section.

Path of the Elementalist

Elementalists are spell-casters whose powers derive from elemental forces within the system. Their magic is directly linked to such elements and their spells are determined by its nature. Like all magic, the study of the elements can take considerable time and many may spend their entire life in this path without learning all there is to know. However, there is no denying the power such individuals hold once they grasp the secrets of the elements, with some even mastering all four elements with unmatched ability.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Student	+1	+1				+1					+10
Level 2: Apprentice	+1	+1		+1		+1				+1	+10
Level 3: Elementalist	+2	+2	+1	+1	+1	+2			+1	+1	+20
Level 4: Master of the Elements	+3	+3	+1	+1	+2	+3	+1	+1	+2	+2	+30

Specialist Skills:

Level 1 - Read & Write native language, Speak Runic

Level 2 - Numerate, Read & Write Runic

Level 3 - Cryptography, Elemental Drain, History, Scribing

Level 4 - Magic Lore

Combat Skills: none

Basic Skills: 5

Weapon Skills: 1

Language Skills: 3

Wealth & Trappings: 5D6+10 Silver Shillings

Elemental Drain: When an Elementalist comes into contact with their elemental force they can drain magic from it. The character needs to hold their hand within a given distance from the source and every minute they will gain 1D6 Magic Points that can be used to power any spell of the same element.

No more than 4D6 can be gained from a single source of at least one square metre in size and no more than 30 MP can be stored in this way. Any stored MP will be added to that of the Elementalist and this may temporarily increase their magic level. However, these MPs must be used within one hour, after which they will drain away.

Elementalist	Required Source	Distance
Fire	Fire / Flames	30cms
Water	Water (not frozen or polluted)	Touch
Earth	Dry Earth (no water or vegetation)	Touch
Air	Non-magical Strong Gale / Storm	Within

Spell-casters: All characters on this path are able to use magic as explained in the Magic section. Once the character has reached level-3 they must choose to use the Fire, Earth, Water, or Air Elementalist spell list as described in the Magic section. Once the character reaches level-4 they may use all the Elementalist spell lists.

CREATING A CHARACTER

Careers & Skills

Path of the Flame

Most Jennro males undertake the Path of the Flame some time after their first thirty years. This is the path of the warrior and defender of their kingdom and many will often continue to serve the city for at least a hundred years. Jennro are renowned for their mastery over the element of fire and on rare occasions a follower of this path will achieve a skill far beyond the reach of others races to become the powerful and much respected Sini.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Fireling			+1	+1		+1				+1	
Level 2: Fire Warrior		+1	+1	+1		+2		+1	+1	+2	+10
Level 3: Magma Warrior	+1	+2	+1	+1	+1	+3	+1	+2	+2	+3	+20
Level 4: Sini	+2	+3	+1	+1	+2	+4	+2	+3	+3	+4	+30

Specialist Skills:

Level 2 - Engulfing Flame, Weapon Skill: Spear

Level 3 - Magma Soul, Read & Write Avian-Cr, Scribing

Level 4 - Numerate, Read & Write Runic, Speak Runic, Spell-caster.

Combat Skills:

Level 1 - Burning Fist

Level 2 - Thrust

Basic Skills: 5

Weapon Skills: 1

Language Skills: 1

Wealth & Trappings: 5D6+10 Silver Shillings

Engulfing Flame: The warrior can engulf their entire body with a deadly mass of dancing flames. In combat situations this can only be done if the Jennro wins the initiative for the round and will remain for 1D6 melees. Any creature in contact with the warrior suffers 4D6 points of fire damage at the beginning of their melee. The engulfing flame does not damage items worn or carried by the warrior. Any attack made against a warrior using this ability suffers a penalty of -2 to Att as the opponent attempts to avoid the flames. Any opponent choosing to ignore this penalty will suffer the fire damage whenever they strike the warrior. However, the Jennro's field of vision is limited by the flames and they suffer a penalty of -1 to Att and Aim. Both Engulfing Flame and Magma Soul can be used at the same time.

Magma Soul: A Magma Warrior or Sini can turn their body into solidified magma that will increase their TS by +1D6. In combat situations this requires the characters action for the melee and remains for 1D6 melees. Each melee thereafter the characters TS is increased by a further 1D6, although they suffer a cumulative penalty of one point of attribute damage. Both Engulfing Flame and Magma Soul can be used at the same time

Spell-caster: A Sini is able to use magic as explained in the Magic section. The character uses the Sini chart, beginning with three random spells and 2D6 MP. More spells and MP can be gained though Experience.

Path of the Knight

Following the path of the knight begins at a young age, with some 'pushed' into the role from as young as five years old. They will spend many years as a 'Page' from which they will actually learn very little, until mid-teens when they become a 'Squire' and their training as a knight will begin, serving alongside a seasoned knight or freelance.

After many years a knight will embark on the study of magic touching the honourable role of Paladin. As a Paladin they will strive to fight for those who cannot defend themselves, earning themselves the name of the 'Holy Knights'

The greatest of these individuals are the 'Knights of the Realm', who are named so for they have few equals in combat and are renowned throughout the lands. Undoubtedly, becoming a knight may lead to great rewards, but it can also be dangerous. Some knights amass great wealth, others fame, while some simply lose their lives!

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Squire		+1		+1		+1					+10
Level 2: Freelance		+1	+1	+1		+2		+1	+1		+10
Level 3: Paladin	+1	+2	+2	+2	+1	+2	+1	+2	+2	+1	+15
Level 4: Knight of the Realm	+2	+3	+3	+2	+2	+3	+2	+3	+3	+2	+20

Specialist Skills:

Level 1 - Ride Horse

Level 2 - Voice of Battle, Land Navigation

Level 3 - Voice of Authority, Speak Runic, Spell-caster

Level 4 - Voice of Morale, Read & Write Runic

Combat Skills:

Level 2 - Shield Block

Level 3 - Mounted Assault

Level 4 - Crushing Blow

Basic Skills: 4

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: 5D6+10 Silver Shillings

Voice of Authority: The knight can issue a deafening bellow that will immediately end the effects of fear, panic and hatred in all creatures within 100 metres. To use this successfully the character must pass a Charisma Test and in combat situations this requires their action for the melee.

Voice of Battle: The knight can issue a single challenge to any nearby creature that can understand their language. The opponent must pass a Will Power Test in order to decline the challenge or they must accept and fight in close combat for a minimum of 1D3 melees. An opponent cannot participate in more than one challenge at the same time. To use this successfully the character must pass a Charisma Test and in combat situations this requires their action, therefore surrendering their initiative for the melee.

Voice of Morale: The knight can bellow war cries and speeches of inspiration to all their comrades in battle. All allies of the knight within 50 metres receive a bonus of +1D3 to Att. These effects last for 1D6 melees, rolling once for the entire group, although these effects are not accumulative. To use this successfully the character must pass a Charisma Test and in combat situations this requires their action for the melee.

Spell-caster: A Paladin or Knight of the Realm is able to use magic as explained in the Magic section. The character uses the Paladin chart, beginning with three random spells and 2D6 MP. More spells and MP can be gained though Experience.

CREATING A CHARACTER

Careers & Skills

Path of Lupus

Almost half of the Canis population will follow the path of Lupus. This is a path through the tier system of Canis society. The Canis-Minor, are the workers and builders of their land. Canis-Major are the higher of the Canis, those who have amassed wealth or power in their society or those that choose to continue the path to become a mighty Blood Warrior.

However, as a Canis ages, they undergo a change known as the Quagalith, or the 'Coming' as it is known in Earthen. From this they will become a powerful Lancasin or Moon Priest

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Canis Minor		+1	+1	+1	+1			+1			
Level 2: Canis Major		+1	+1	+1	+1	+1		+1	+1		+10
Level 3: Blood Warrior	+1	+1	+2	+2	+2	+1	+1	+2	+2	+1	+15
Level 4: Lancasin	+2	+1	+3	+3	+3	+2	+2	+3	+2	+1	+20
Level 4: Moon Priest	+3	+2	+2	+2	+2	+2	+1	+1	+1	+1	+15

Specialist Skills:

Level 2 - Read & Write Lupin

Level 3 - Ambidextrous

Level 4 - (Lancasin) Blood Bite

Level 4 - (Moon Priest) Read & Write Runic, Speak Runic, Scribing

Combat Skills:

Level 3 - Pounce

Level 4 - Daemon Bane (Lancasin Only)

Basic Skills: 5

Weapon Skills: 2

Language Skills: 1

Wealth & Trappings: 5D6+10 Silver Shillings

Quagalith: During the Quagalith there are some that do not become a Lancasin, but instead emerge with their hair greyed and a greater understanding of their universe. These are the Moon Priests, the spell-casters of the Canis society.

When a character completes level-3 in this path they must choose to become either a Lancasin or a Moon Priest. Once this decision has been made it is not possible to change.

Blood Bite (Lancasin Only): If a Lancasin drinks the warm blood of any living creature they regenerate 1D6 HP per melee. No more than 6D6 can be taken from any single creature. For every five points lost in this way the creature suffers 1D6 points of attribute damage.

The Protection of Lupus: It is well known among other races that moonlight shrouds a Canis in magical energy that protects them from harm. Under direct moonlight a Canis or Canis Minor will receive a natural AV of 2D6, or +1D3 in addition to artificial or other armour. This is increased by +1 for Canis Major, +2 for Blood Warriors or Moon Priests and +3 for Lancasin.

Spell-caster (Moon Priests Only): A Moon Priest is able to use magic as explained in the Magic section. The character uses the Lupus chart, beginning with three random spells and 2D6 MP. More spells and MP can be gained through Experience

Path of Nature

They are very few who survive the path of nature, for it often leads into the unknown wilderness and the monsters it can harbour. Those that do learn to live alongside nature in its many guises, surviving on its often plentiful resources, may discover the magic and power it holds, often learning to control the animals themselves.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Wanderer		+1		+1		+1			+1		
Level 2: Survivor		+2	+1	+1		+2	+1	+1	+1		+10
Level 3: Naturalist	+1	+2	+1	+1		+3	+2	+1	+1	+1	+15
Level 4: Lord of Nature	+2	+3	+2	+2	+1	+3	+2	+2	+2	+2	+20

Specialist Skills:

Level 1 - Animal Affinity, Wilderness Survival

Level 2 - Animal Tongue, Botany, Fish, Hunt, Land Navigation

Level 3 - Command the Beast

Level 4 - Call of the Wild

Combat Skills: none

Basic Skills: 4

Weapon Skills: 1

Language Skills: 1

Wealth & Trappings: 5D6+10 Silver Shillings

Animal Tongue: The character has the ability to communicate to animals by mimicking their calls. Animal Tongue can only be used effectively against animals with an IQ greater than four and who cannot speak a common language.

Call of the Wild: A powerful call made using a combination of magic and Animal Tongue. It is used to summon any creature within one kilometre of the character to their location. When using the Call of the Wild roll 1D100 on the chart below to determine the nature of the creature summoned. The character may modify the result by up to an amount equal to their CR attribute.

If no creatures are available the character must travel at least a kilometre before trying again. In combat using the Call of the Wild requires the characters action for the melee

Wild

01-60	-	No Creature
61-68	-	Wild Bear*
69-76	-	Wolves (D3)*
77-84	-	Giant Spider* (Araneae Goff)*
85-90	-	Gumberoo
91-95	-	Baku
96-100	-	Glasvark*

Urban Location

01-80	-	No creatures
81-90	-	Giant Rats* (D6)
91-95	-	Wild Dogs* (D3)
96-100	-	Troll

*The creatures can be found in the the Daemornia Core Book

Command the Beast: Lords of Nature are able to command nearby animals to serve his/her needs. Any facing animal given a verbal command by a Lord of Nature using Animal Tongue may choose to resist by performing a Will Power Test, but with a -2 penalty. If successful the command is ignored. The GM must exercise common sense with this skill and decide whether the animal is capable of the given task.

Spell-caster: A Naturalist or Lord of Nature is able to use magic as explained in the Magic section. The character uses the Nature chart, beginning with three random spells and 2D6 MP. More spells and MP can be gained through Experience.

CREATING A CHARACTER

Careers & Skills

CREATING A CHARACTER

Careers & Skills

Path of the Realm

There are many people who pray to the tree-god, Gaeokerena, and worship all life he has created. However, there are some that choose to study and learn from his wisdom and will follow the path of the realm. These individuals will study the deepest secrets of magic and its flow around all the system. It is widely believed that through his believers Gaeokerena is able to influence much that happens throughout the known realms and he often rewards these 'preachers of magic'.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Apprentice of Magic	+1	+1				+1					+10
Level 2: Spell-caster	+1	+1		+1		+1				+1	+10
Level 3: Preacher of Magic	+2	+2	+1	+1	+1	+2			+1	+1	+20
Level 4: Child of Gaeokerena	+3	+3	+1	+1	+2	+3	+1	+1	+2	+2	+30

Specialist Skills:

Level 1 - Read & Write Native Language, Speak Runic

Level 2 - Numerate, Read & Write Runic, Scribing

Level 3 - Cryptography, History, Immortality, Rune-Smithing

Level 4 - Enchanted Being, Magic Lore

Combat Skills: none

Basic Skills: 5

Weapon Skills: 1

Language Skills: 3

Wealth & Trappings: 5D6+10 Silver Shillings

Enchanted Being: Few that follow this path understand all there is to know about magic, but there are some who are chosen and blessed by Gaeokerena to feel the very flow of magic energy through the system. Whenever the character attempts to cast a spell they may re-roll a single die on the 3D6, taking the result of the second roll.

In addition, whenever the character is attacked or injured by magic they receive an Enchanted rating of 3D6, plus their Magic Level. For example, a level-5 spell caster would roll 3D6+5

Immortality: The character has spent so much of their time studying and working with magic that it flows around their physical existence. Whenever the character is attacked or injured by non-magical means they receive an Immortality rating of 3D6, plus their Magic Level. For example, a level-5 spell caster would roll 3D6+5. In addition the average life-span of the character is doubled.

Spell-casters: All characters on this path are able to use magic as explained in the Magic section. Once the character has reached level-3 they must use the Gaeo chart as described in the Magic section.

Path of the Street

Walking of the path of the street can be fraught with danger as laws and honour have little or no meaning. Disputes are settled by physical violence and many are seriously injured or even killed for only the clothes they wear. Most fall into this path through poverty or bad luck, but there are some who thrive on the violence it brings, often leading them to criminal activities.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Beggar		+1	+1			+1			+1		+10
Level 2: Thief	+1	+1	+1		+1	+1	+1	+1	+1		+15
Level 3: Footpad	+1	+2	+2	+1	+1	+2	+1	+2	+2	+1	+20
Level 4: Street Fighter	+2	+3	+2	+2	+1	+3	+1	+2	+2	+1	+30

Specialist Skills:

Level 1 - Begging, Blather

Level 2 - Escapology, Pick Pockets, Palm Object, Secret Tongue

Level 3 - Stealth, Shadow, Concealment, Hide

Level 4 - First Aid, Spell-craft, Way of the Animal

Combat Skills:

Level 2 - Evasion

Level 3 - Brawling, Disarm Blow, Lightning Strike.

Level 4 - Blind Fighting, Jump Kick, Pit Fighter, Roundhouse Kick, Somersault, Sustained Assault, Sweep Kick.

Basic Skills: 3

Weapon Skills: 1

Language Skills: 1

Wealth & Trappings: 5D6+10 Silver Shillings

Way of the Animal

Street fighters learn many combat techniques to defeat their opponents. The most unique of these is the Way of the Animal. With this ability the character adopts a fighting style representing a given animal. Each melee the character may choose a single style they will be using with each providing modifiers to their combat ability. Way of the Animal can only be used on unarmed close combat, but may be used in conjunction with other combat skills.

Way of the Dragon	-	Damage+1D6, DX-1D6
Way of the Monkey	-	Extra attack per melee, Att-2
Way of the Rat	-	Def+1D3, Att-1D3
Way of the Snake	-	DX+1D6, TS -1D3 (saves against trauma only)
Way of the Tiger	-	Trauma+1D6, Damage - 1D6

CREATING A CHARACTER

Careers & Skills

CREATING A CHARACTER

Careers & Skills

Path of the Undead

The relentless march of the Undead have taken loved ones from many families. They are difficult to destroy and often great in numbers, however there are some who have chosen to vanquish this evil and walk the path of the Undead.

Despite their vows some fall prey to the influence of evil within the Undead. They begin to learn and study its ways until they become the source of the Undead, the spell-casters known as Necromancers.

Necromancers practice magic which draws upon the dark and evil power spurned and feared by many beings. They are able to manipulate the very essence of death to aid them and can summon the living dead to do their bidding. Unfortunately many Necromancers are corrupted by this power and become more diabolic than the creatures they control.

	IQ	WP	ST	TS	DX	EN	SP	Att	Def	Aim	HP
Level 1: Hunter		+1	+1			+1		+1			+10
Level 2: Undead Slayer	+1	+2	+2			+2		+2	+1		+15
Level 3: Necromancer	+1	+2	+2		+1	+3		+2	+1	+1	+20
Level 4: Lord of the Dead	+2	+3	+2	+1	+1	+4	+1	+2	+2	+1	+30

Specialist Skills:

Level 1 - Hunt, Stealth

Level 2 - Undead Lore, Trapper

Level 3 - Empower, Read & Write Runic, Scribing, Speak Runic, Spell-Caster

Level 4 - Eternal Existence, Regeneration

Combat Skills: none

Basic Skills: 4

Weapon Skills: 1

Language Skills: 2

Wealth & Trappings: 5D6+10 Silver Shillings

Spell-caster: A Necromancer or Lord of the Dead is able to use magic as explained in the Magic section. The character uses the Necromancy chart, beginning with three random spells and 2D6 MP. More spells and MP can be gained through Experience.

Eternal Existence: A lord of the dead can only be killed by a critical blow. They will regenerate from any other blow, regardless of their HP level or physical injuries. Even if they are dismembered they will regenerate a new body from the largest piece without any ongoing affect.

However, if they lose more than 200 HP from fire damage they are killed instantly and their body turned to ash, from which they cannot regenerate.

Regeneration: The character now has a Regeneration ratio of $\times 5$

Non-Combat Skills

ALCHEMY (IQ)

Alchemy is very much the predecessor to modern science, especially chemistry.

Characters with this skill can produce gunpowder, or black powder as it is sometimes known, from 75% potassium nitrate, 15% charcoal and 10% sulphur, although each can be extremely difficult and expensive to obtain.

ANIMAL AFFINITY (CR)

This skill enables the character to invoke trust in wild animals. The character will be able to charm and befriend an animal by the use of hand movements and simple gestures. The skill allows the use of Charisma Tests against animals without a speaking ability. Against friendly animals, the character receives a +2 CR bonus, unfriendly animals incur a -2 penalty, while against hostile animals this penalty is increased to -5.

BEGGING (CR)

The skill of begging is more a way of life for some and not something easily picked up by others. The character with Begging can use tales of woe and sorrowful expressions to obtain money from passers by. Typically the character will gain 2D6 Copper Pennies per hour, but with a -1 modifier each hour thereafter.

BLATHER (CR)

The skill of Blather is used to dumbfound and confuse, by inventing a string of nonsense and random conversation. The character can transfix up to a dozen people for a number of melees equal to the amount by which they passed their CR test. Once the duration is over the character may attempt a Stealth skill to slip away. Characters in danger cannot be blathered and will not ignore combat around them. Blather cannot be used on the same character again for at least an hour.

DECIPHER (IQ)

Decipher enables the character to read and utilise any magic inscription, without the need of the Read & Write Runic skill. However, the character's IQ is first reduced by the magic level of the inscription, such as those found bound within scrolls. Each attempt on the same scroll increases the dice roll by +1. Failing to decipher a scroll three times or rolling 18+ will result in a Catastrophe as described in the Scroll Scribing section.

EMPOWER (EN)

This dark skill allows a spell-caster to sacrifice their health in order to aid their spells. Characters with empower can use their EN rather than their IQ for casting a spell. However, each time this is used they suffer 1D6 points of attribute damage, even if unsuccessful. Spells cast through Empower cannot be dispelled or destroyed in any way.

ESCAPOLOGY (DX)

The character is adept at freeing themselves from all manner of binding devices, whether man-made or magical. The character uses their DX attribute rather than their ST for all attempts to break free and may re-roll any of the dice used, but may do so only once per die.

FREE-FALLING (DX)

It is possible for a character to leap from one of the many realms held over Gaeo and glide relatively safely to the ground below. The character is skilled at riding the 'Gravity-Wells' created between the lands, spinning and tuning into the ever changing currents that would kill those less skilled.

The character must perform a Dexterity test for every kilometer, or part thereof, of the fall. If a test is failed, the following test suffers a penalty -1. This is accumulative and remains until the end of the fall. When the final test is completed the character will land, but will suffer 4D6 points of damage, plus an additional 4D6 points of damage multiplied by the number of tests failed. Armour will not protect against this damage and will suffer double this damage to itself. Toughness will absorb as normal.

LANGUAGES

There are many known languages in the realm, belonging to various races and cultures. Each has their own accent, dialect and tone. The words from one language can be so very different to words of another. There is no Intelligence Test required by this skill, as the character will know enough about the language to hold a conversation and to speak without fault. Though, this sometimes differs according to the character's IQ. Languages not listed here can be found in the Daemornia Core Book.

Avian: There are two dialects within the Avian language. That spoke by the Jennro, Avian-Cr (Cree), and that by the Shucklar, Avian-Krs (Kriss). Both are very similar and with fast clicks and squawks, similar to that of domestic birds, with only slight variations on some words in each language.

CREATING A CHARACTER

Skills Descriptions

Drugaen: The Druge have a very deep tone language, with many words ending in 'ti', 'si', 'ni' and 'mi' such as 'Dyshanti' and 'Serpenni'

Fairy Tongue: This language is almost identical to Earthen, but the words spoken by the Fairy-folk display a characteristic whistling sound.

Gaeon: The language of Gaeokerena and many races of Gaeo, notably the Gaeo-Ran. Gaeon is spoken with soft tones and long sentences with pauses on its vowels.

Lupan: The principle language of the Canis, with short deep tones. A complex language to master by other races for a single common word can have many meanings in any dialogue.

Secret Tongue: A complicated language learnt only by those on the path of the street. Made up of facial expressions and hand gestures it is impossible to decipher without this skill

LEATHERWORKING (IQ)

This is the skill to work with all manner of leather and its associated techniques, such as soaking and unhairing. The character can make clothing and footwear and are also capable of building and repairing armour. The character cannot attempt to build or modify magical items and may only attempt to repair such items if they also have the Magic Lore skill.

The character is only required to perform an Intelligence Test when the item is tested. If this is failed on armour the GM must roll a D100 and compare the result on the relevant chart below.

Armour

- 01-44 - the armour's AV is permanently reduced by -1D3
- 45-66 - the DP is permanently reduced by 1D6×5%
- 67-88 - the EV of the armour has been increased by 1D6×5%
- 89-100 - the armour splits in several places and is irreparable. It no longer offers any protection.

PRAYER (WP)

Many people find answers within their prayers. Some pray for salvation, some for guidance and others simply for peace. If a character prays for a minimum of one hour they will regain 1D6 points of lost WP.

It is known that many spells can be aided by prayer. A spell-caster with the prayer skill can use their WP rather than their IQ for casting spells. However, each time this is used they lose one level of magic, even if the spell fails. For example, a level-5 spell-caster would become a level 4. The character needs one full hour of prayer to regain any lost levels.

READ LIPS (IQ)

The character can read the conversation of any creature speaking a language they can understand. This skill must be used like any other and has an effective range equal to the character's Aim attribute in metres. If the Intelligence Test is failed one or more sentences have been missed or misunderstood.

RUNE-SMITHING (IQ)

A skill learnt by only the most powerful spell-casters. It is the ability to bond magic energy to items and objects through the use of Runes. Please refer to the Rune-Smithing section for more detail

SCRIBING (IQ)

Only those with the Read & Write Runic skills can use the skill of scribing. It enables the character to scribe scrolls as described in the Scroll Scribing section.

SPELL CRAFT

The character was born blessed with natural magical affinity. They receive 1D6 magic points and a single common spell. They may not purchase extra spells, but may increase their MP as normal. If this character chooses a magic path then these are added to their career MP and spell list. Spell Craft does not require the Speak runic skill, as no words are required to cast the spell. Spell Craft can be rolled any number of times, but cannot be bought through experience.

THEOLOGY (IQ)

This is the study of religion and religious believes in the realm. This includes an adequate knowledge of Khan, Lupus, the influence of Erebos, various fanatical worshippers and false gods.

UNDEAD LORE (IQ)

This character has studied the Undead for many years and will be able to recognise their habitats, characteristics and behaviour. The character will also know of any blind spots or weakness and will cause +1D6 damage on attacks.

Combat Skills

ACROBATICS

Characters with the Acrobatics skill are able to perform swift and agile moves in combat with just a little preparation and forethought. They can exchange their Dexterity attribute for a Defend bonus on a one for one basis. This must be declared at the beginning of the melee round, before initiative is determined. For example, a character may spend five DX points in exchange for +5 Def. Acrobatics lasts for one melee round and any initiative tests required in that melee are based upon the current value of the attribute, after any exchange. The character requires a full melee of rest to regain any DX used in this way.

BLIND FIGHTING

Characters with this combat skill cannot have their Att, Def and Dexterity attributes reduced below 10 by blindness. Attributes with a value already less than 10 will be unaffected by blindness. Blind Fighting only applies in combat and cannot be used to prevent blindness in other situations.

BRAWLING

The streets of the realms can be a dangerous place, with robbers, vagabonds and other assailants. It is inevitable that at some point a character must defend themselves without weapons. This character excels at unarmed combat and has developed their own style and technique. Characters with Brawling receive a bonus of +1 to Att and Def in unarmed combat. Brawling can only be combined with basic attacks skills.

BURNING FIST

A common Jennro warrior skill that turn their fist into a burning mass of flames, changing punch damage from 1D6 physical damage to 2D6 points of fire damage. The character's ST is applied as normal.

CRUSHING BLOW

A powerful swing made famous by knights of the realm. The character using this skill will increase the crush damage from any blunt weapon (a weapon with a KO value) by +1D6 for every -1 Att they surrender.

EVASION

The character has learnt to be quick and nimble in combat in order to escape their foes without confrontation. Characters with Evasion receive a bonus of +1D6 to their Dexterity attribute if they choose to flee combat.

LIGHTNING STRIKE

Characters with Lightning Strike have excellent reflexes in close combat. They receive a bonus of +1D6 to their Dexterity attribute when determining initiative in unarmed close combat. This bonus does not apply to fleeing combat or any other Dexterity based test.

MOUNTED ASSAULT

The character is adept at mounted combat. Charges from a mounted character with this skill provide a bonus of +5DX and +2Att for the first melee round. For further rounds the character receives a bonus of +2 Att, but their DX and Def are reduced by -1.

POUNCE

Some Canis can use their powerful leaping to pounce upon a creature (remember that the leaping distance for Canis is tripled)

The opponent must undergo a Dexterity Test. If this is failed the Canis has surprise attacked their opponent and they are considered Prone for the first melee.

If the opponent passes the Dexterity Test the Canis suffers -2 Def for that melee.

PIT-FIGHTER

Whether by choice or slavery, the character is adept at fighting at close quarters in confined areas. This character receives a bonus of +1 Att and +1 Def in all areas of no greater than 20 square metres. Pit Fighter can be combined with other skills

SHIELD BLOCK

Many skilled warriors learn that defence is often preferable to attack and will train with a shield before they will begin to use a weapon. Characters with this skill receive a bonus of +2 Def when using a shield.

THRUST

The spear and pole-arm is widely used throughout the system and is popular against mounted foes. Characters with the Thrust skill can increase the AP of any spear or pole-arm they used by +1 for every -1 Att they surrender.

CREATING A CHARACTER

Skills Descriptions



Runes, or rune-staves, are ancient mystic letters that hold great power. The chanting of such runes can cause many various and often powerful results. Runic is formed from many languages and can take years of intense study to learn and most students remain apprentices throughout their life.

There are many aspects and forces of magic, far too many to list here. Common forces include fire, water, earth, air, illusion and battle.

Determining Spells

Many careers give a character access to magic. They begin with 2D6 magic points and are given a number of spells determined by the level of their career path when they become a 'Spell-Caster'. All spells are randomly determined using a D100.

LEVEL 1

The character begins with four spells from the common spell list. They may purchase more spells from this list through Experience.

LEVEL 2

The character receives one random spell from the common spell list and a further two random spells from any list. They may purchase more spells from the common spell list through Experience.

LEVEL 3

The character receives three spells from their path list determined on the following page. Once the character has determined their path they may not take spells from any other list, even from the common spell list. More spells can be obtained through Experience.

LEVEL 4

The character receives three random spells from any list. The character may purchase additional spells from their path list and the common list. Characters on the path of the spell-caster may now purchase spells through Experience from any list

CREATING A CHARACTER

Spell Lists

Level 3 Career Path

Path of Darkness
Path of Khan
Path of Lupus
Path of Nature
Path of the Cleric
Path of the Crystal
Path of the Elemental
Path of the Flame
Path of the Knight
Path of the Realm
Path of the Undead
Path of the Spell-Caster

Spell List

Warlock
Cleric
Lupus
Nature
Cleric
Crystal
Earth, Fire, Water or Air (character must choose only one)
Sini
Paladin
Gaeo

Necromancy

randomly determine the path list using a D100 on the following list:

01-22	Battle Mage
23-44	Illusionist
45-66	Sorcerer
67-88	Wizard
89-100	You may choose your path list from this chart freely

Spell Lists

BATTLE MAGE

01-07 Bonebreaker
08-15 Cause Frenzy
16-23 Dispel Magic
24-30 Fireball
31-37 Growth of a Titan
38-43 Lightning Bolt
44-51 Magic Armour
52-59 Magic Blast
60-67 Mighty Strength
68-75 Resist Pain
76-83 Rock Skin
84-91 Shield
92-99 Swift
100 You may choose freely from this list

CLERIC

01-06 Calm Storm
07-12 Cloak of Protection
13-18 Create Air
19-24 Create Light
25-31 Dispel Magic
32-37 Dome
38-43 Fire Protection
44-50 Heal
51-56 Life
57-62 Magic Amour
63-68 Magic Net
69-75 Purify
76-81 Resist Cold
82-87 Resist Pain
88-93 Restore Health
94-99 Sleep
100 You may choose freely from this list

CRYSTAL

01-10 Ball of Ice
11-20 Call Blizzard
21-30 Dispel Magic
31-40 Freeze Water
41-50 Heal
51-60 Ice Prison
61-70 Restore Health
71-80 Shards of Crystal
81-89 Summon Crystal Elemental
90-99 Wall of Ice
100 You may choose freely from this list

ELEMENTALIST (AIR)

01-08 Call Wind
09-16 Calm Storm
17-24 Create Air
25-32 Blinding Flash
33-39 Call Storm
40-46 Chain Lightning
47-54 Choke Fire
55-62 Dispel Magic
63-69 Lightning Bolt
70-76 Lightning Whip
77-84 Summon Air Elemental
85-92 Thunder Clap
93-99 Transform to Mist
100 You may choose freely from this list

MAGIC

Spell Lists

ELEMENTALIST (EARTH)

- 01-09 Armour of Stone
- 10-18 Create Swamp
- 19-27 Dispel Magic
- 28-36 Earthquake
- 37-45 Hail of Stone
- 46-54 Mighty Strength
- 55-63 Pass Through Rock
- 64-72 Rock Skin
- 73-81 Shatter Rock
- 82-90 Summon Earth Elemental
- 91-99 Wall of Stone
- 100 You may choose freely from this list

ELEMENTALIST (FIRE)

- 01-07 Burn
- 08-14 Dispel Magic
- 15-22 Fiery Breath
- 23-30 Fire Protection
- 31-38 Fireball
- 39-45 Heatwave
- 46-52 Melt Metal
- 53-59 Rain of Fire
- 60-67 Ring of Fire
- 68-75 Spontaneous Combustion
- 76-83 Summon Fire Elemental
- 84-91 Suppress Fire
- 92-99 Wall of Flame
- 100 You may choose freely from this list

ELEMENTALIST (WATER)

- 01-09 Breath Underwater
- 10-18 Create Fog
- 19-27 Dispel Magic
- 28-36 Douse
- 37-45 Erosion
- 46-54 Hot Blast
- 55-63 Poison Water
- 64-72 Rust
- 73-81 Summon Rain
- 82-90 Summon Water Elemental
- 91-99 Walk on Water
- 100 You may choose freely from this list

GAEO

- 01-08 Create Light
- 09-16 Destroy Magic
- 17-25 Dispel Magic
- 24-33 Enchant Soul
- 34-41 Ethereal Existence
- 42-50 Heal
- 51-58 Life
- 59-67 Magic Net
- 68-75 Outer-Realm Gateway
- 76-83 Summon Possessing Spirit
- 84-91 Summon Gabriel Ratchet
- 92-99 Summon Gaeo-Ran
- 100 You may choose freely from this list

ILLUSIONIST

- 01-08 Blind
- 09-16 Cause Fear
- 17-24 Cause Confusion
- 25-32 Clones
- 33-41 Create Illusion
- 42-49 Create Portal
- 50-58 Dispel Magic
- 59-67 Hallucination
- 68-75 Invisibility
- 76-83 Mind Burst
- 84-91 Teleport
- 92-99 Sleep
- 100 You may choose freely from this list

LUPUS

- 01-09 Blood of Lupus
- 10-18 Call Eclipse
- 19-27 Create Darkness
- 28-36 Create Portal
- 37-45 Dispel Magic
- 46-54 Fury of Dark Blood
- 55-63 Heal
- 64-72 Howl of the Canis
- 73-81 Madness of the Canis
- 82-90 Magic Blast
- 91-99 Outer-Realm Gateway
- 100 You may choose freely from this list

NATURE

- 01-09 Animate Vegetation
- 10-18 Blend with the Earth
- 19-27 Dispel Magic
- 28-36 Eyes of an Eagle
- 37-45 Rapid Cultivation
- 46-54 Speed of a Snail
- 55-63 Strength of a Fairy
- 64-72 Strength of a Tiger
- 73-81 Tangle Vine
- 82-90 Wall of Thorns
- 91-99 Whither Plants
- 100 You may choose freely from this list

MAGIC

Spell Lists

NECROMANCY

- 01-06 Age
- 07-12 Cause Confusion
- 13-18 Cause Fear
- 19-24 Create Darkness
- 25-30 Create Fog
- 31-36 Create Swamp
- 37-42 Curse
- 43-47 Defy Death
- 48-52 Destroy Magic
- 53-58 Dispel Magic
- 59-63 Plague
- 64-68 Puppet
- 69-73 Summon Great Undead
- 74-78 Summon Undead Champion
- 79-83 Summon Undead Dragon
- 84-89 Summon Undead Warriors
- 90-94 Summon Zombie
- 95-99 Weaken
- 100 You may choose freely from this list

PALADIN

- 01-09 Cloak of Protection
- 10-18 Disintegrate Undead
- 19-27 Dispel Magic
- 28-36 Divine Blessing
- 37-45 Dome
- 46-54 Heal
- 55-63 Restore Health
- 64-72 Righteous Defender
- 73-81 Shield
- 82-90 Smite
- 91-99 Wall of Invisibility
- 100 You may choose freely from this list

SINI

- 01-09 Acid Rain
- 10-18 Burn
- 19-27 Dispel Magic
- 28-36 Eruption
- 37-45 Magma Bolt
- 46-54 Rain of Fire
- 55-63 Rock Skin
- 64-72 Shatter Rock
- 73-81 Stream of Blue Fire
- 82-90 Summon Earth Elemental
- 91-99 Summon Fire Elemental
- 100 You may choose freely from this list

SORCERER

- 01-07 Cause Confusion
- 08-14 Cause Fear
- 15-20 Cause Hatred
- 21-26 Cause Panic
- 27-32 Create Darkness
- 33-39 Curse
- 40-46 Dispel Magic
- 47-53 Fireball
- 54-60 Flesh Rot
- 61-67 Lightning Bolt
- 68-75 Paralyse
- 76-83 Resist Pain
- 84-91 Summon Golem
- 92-99 Weaken
- 100 You may choose freely from this list

WARLOCK

- 01-06 Cause Confusion
- 07-12 Cause Fear
- 13-18 Cause Hatred
- 19-24 Create Darkness
- 25-30 Destroy Magic
- 31-36 Dispel Magic
- 37-41 Embracing Death
- 42-46 Flesh Rot
- 47-52 Paralyse
- 53-57 Resist Pain
- 58-63 Summon Berserker
- 64-69 Summon Chaos Bringer
- 70-75 Summon Dancer of Death
- 76-81 Summon Diagon
- 82-87 Summon Fire Merc
- 88-93 Summon Nominod
- 94-99 Summon Oni
- 100 You may choose freely from this list

WIZARD

- 01-07 Age
- 08-14 Cause Confusion
- 15-21 Create Illusion
- 22-28 Create Portal
- 29-35 Destroy Magic
- 36-42 Dispel Magic
- 43-49 Fireball
- 50-56 Heal
- 57-63 Life
- 64-70 Lightning Bolt
- 71-77 Magic Armour
- 78-84 Magic Blast
- 85-91 Teleport
- 92-94 Time Travel
- 95-99 Timeslip
- 100 You may choose freely from this list

MAGIC

Spell Lists, Spell Descriptions

COMMON SPELL LIST

01-04	Animate Vegetation
05-06	Blind
07	Bonebreaker
08-10	Call Wind
11-14	Cause Fear
15	Cloak of Protection
16	Clones
17-20	Create Darkness
21-24	Create Illusions
25-28	Create Light
29-32	Create Portals
33-34	Deaf
35	Destroy Magic
36-38	Dome
39	Embracing Death
40-43	Fire Protection
44-46	Fireball
47-49	Flight
50-52	Growth of a Titan

53-56	Hallucination
57-59	Heal
60	Invisibility
61	Life
62	Lightning Bolt
63-64	Magic Armour
65-67	Magic Blast
68	Metamorphosis (see spell)
69	Mighty Strength
70	Paralyse
71-74	Purify
75-78	Resist Cold
79-82	Resist Pain
83	Rock Skin
84-85	Shield
86-89	Sleep
90-93	Spontaneous Combustion
94-96	Summon Golem
97-99	Summon Rain
100	Teleport

Spell Descriptions

ACID RAIN

This unique Sini spell will call forth a rain of acid formed from the volcanic ash of Jenrea. Any creature caught in Acid Rain will suffer damage to their equipment and clothing. Metal items will suffer 1D6 damage per melee and non-metal items will suffer 1D3 damage per melee. All creatures must perform a Toughness Test at the beginning of each melee and will suffer one point of attribute damage if this is failed. Gaeo-Ran cannot prevent this type of damage. Jennro buildings and Jennro using Magma Soul are unaffected by the rain.

Maximum Range: 100 metres radius per level

MP Cost: 7

Duration: 1D6 melees per level

Save: none

ARMOUR OF STONE

A powerful Earth Elementalist spell that will cover the spell-caster in armour made of stone. This provides the character with an AV of 3D6. This spell cannot be combined with any other spell that provides an AV, or any other type of armour. Armour of stone cannot be damaged by any means, but incurs a penalty of -2D6 to SP and -2D6 to Def. Once the duration is over the armour will crumble away.

Maximum Range: 30 metres

MP Cost: 6

Duration: 2 melees per level

Save: none

BALL OF ICE

This spell creates a solid ball of magical ice that can be hurled at any target within range. A ball of ice is considered a missile weapon and all conventional rules apply. The ball of ice inflicts 1D6 points of damage with a KO19+, plus an additional 1D6 per level.

Maximum Range: 10 metres per level

MP Cost: 1 per level

Duration: instant

Save: none

BLEND WITH THE EARTH

This elemental spell creates an illusionary field around the character. They are able to hide in woodland or open earth areas by appearing to be part of the environment.

Anything carried after the spell is cast will remain visible. It is impossible to visually detect the character, only their scent and body heat can be detected. Should the character move in any way the illusion is dispelled.

Maximum Range: caster only

MP Cost: 1

Duration: 1 minute per level

Save: none

BLINDING FLASH

This typical air element spell creates a quick flash of bright light that can affect the optic nerves and senses of living creatures around the caster. All creatures within range of the spell must perform a Will Power Test, even if they are normally immune to these tests. Undead creatures are unaffected by this spell. Those who fail the test are temporarily blinded, reducing their DX, Att and Def to 1. In addition, all skills suffer -3 before the test is undertaken, while those that require sight are impossible to perform successfully.

Maximum Range: 2 metres per level

MP Cost: 4

Duration: 1 melee round per level

Save: Will Power Test

BLOOD OF LUPUS

This powerful healing spell will summon a rainfall of blood over an area of 100 metres radius per level. All Canis within this zone will heal 10HP per level. All other races, with the exception of daemons or Undead, will heal 5HP per level.

Maximum Range: 100 metres radius per level

MP Cost: 6

Duration: 1 melee round per level

Save: none

BOUNDING FURY

A common Moon Priest spell that multiplies the maximum jumping and leaping distances of any living target by 10, or by 30 for all Canis. Refer to the GM section of the Daemornia core book for rules on jumping and leaping.

Maximum Range: 10 metres

MP Cost: 1

Duration: 1 melee round per level

Save: none

BREATH UNDERWATER

As the name suggests this spell allows the caster to breath underwater. The swim skill is still necessary to move freely but no Panic Test is required if the skill test is failed.

Maximum Range: caster only

MP Cost: 1

Duration: 10 minutes per level

Save: none

BURN

A simple, yet powerful fire spell learnt by many spell-casters. Burn will inflict 1D6 points of heat damage per level to any living creature. Armour and Toughness will offer no protection against this spell, however Undead and Enchanted creatures cannot be affected.

Maximum Range: 1 metre per level

MP Cost: 1 per level.

Duration: instant

Save: Toughness Test.

CALL ECLIPSE

A powerful spell learnt by Canis Moon Priests which must be cast in the open. This will cause a total eclipse of the sun for one hour per level.

Maximum Range: see description

MP Cost: 8

Duration: 1 hour per level

Save: none

CALL BLIZZARD

This powerful spell will call forth a blinding storm of wind and snow. Under such conditions, all creatures suffer a penalty of -4 to Aim and -10 to FS. The blizzard affects an area of 500 metres radius per level from the casters position. Under a blizzard, characters will find it difficult to judge the direction they are travelling and will suffer a penalty of -5 to any navigation skill.

Maximum Range: 500 metres radius per level

MP Cost: 6

Duration: 30 minutes per level

Save: none

CALL STORM

Call storm is a powerful spell that can harnesses nature into one of its most destructive forms. Boats at sea and gravity vehicles are difficult to control and navigate, incurring a penalty of -3 before any tests are undertaken. Creatures within the storm must perform a Dexterity Test once every hour to avoid being thrown to the ground. All creatures suffer a penalty of -4 to SP and -10 to FS. However, creatures with ST20 or greater suffer no penalty.

Maximum Range: 500 metres radius per level

MP Cost: 7

Duration: 1 hour per level

Save: none

MAGIC

Spell Descriptions

CAUSE PANIC

This simple necromancy spell is a more powerful alternative to Cause Fear. A Creature targeted by the spell must undergo a Panic Test as described in the Psychology section of the Daemornia core book.

Maximum Range: 40 metres

MP Cost: 2

Duration: instant

Save: Panic Test

CHAIN LIGHTNING

Chain Lightning can be one of the most devastating spells in the system. The caster fires a large lightning bolt at any living target within 30 metres. This is a missile weapon and all conventional rules apply. If this successfully hits, the lightning will spilt in two and each arc will reach towards another random creature within 30 metres. These additional bolts may be dodged to avoid. If these hit their target they will also split in two and so on.

The first target will suffer 4D6 attribute damage, the second targets will suffer 3D6 attribute damage, the third will suffer 2D6 attribute damage and the fourth will suffer 1D6 attribute damage. Armour and Toughness offer no protection but Enchanted creatures cannot be harmed by this spell.

Maximum Range: 30 metres

MP Cost: 10

Duration: instant

Save: Dexterity Test

CHOKE FIRE

This useful spell extinguishes fire by denying it oxygen to burn. It creates a zone of five metres radius per level that no fire can burn in. This will automatically extinguish all fire already in the zone and will prevent the casting of the following spells within the radius: Burn, Fiery Breath, Fireball, Flesh Rot, Rain of Fire, Ring of Fire, Spontaneous Combustion, Stream of Blue Fire and Wall of Flame. In this zone Fire Elementals suffer 25 points of damage per melee which cannot be prevented.

Maximum Range: 5 metres radius per level from caster

MP Cost: 4

Duration: 1 melee round per level

Save: none

DEHYDRATION

Dehydration will cause a single creature to lose almost all moisture from their body. If they do not drink at least 20EV of fluid each day (approximately two litres) they will suffer 1D6 points of attribute damage at the end of that day. This cannot be recovered until fluid has been drunk. To overcome this spell the creature may attempt an Endurance Test at the moment the spell is cast. If this is successful, the spell has no effect.

Maximum Range: 10 metres

MP Cost: 4

Duration: 1 day per level

Save: Endurance Test

DIVINE BLESSING

Divine Blessing increases a creature's WP by +1 per level and makes them immune to the effects of fear and panic throughout the duration. In addition, the character cannot be affected by Will Power tests induced by necromancer or warlock spells.

Maximum Range: 3 metres

MP Cost: 2

Duration: 1 day per level

Save: none

DISINTEGRATE UNDEAD

When cast, all Undead creatures within five metres per level from the caster, suffer 10 points of damage per caster level. Armour and Toughness offer no protection against this form of damage.

Maximum Range: 5 metres radius per level from caster

MP Cost: 2 per level

Duration: instant

Save: none

DOUSE

Douse is a powerful spell practised by Water Elementalists that throws a large burst of water from the caster's hands. It is considered a missile weapon and all conventional rules apply. Against fire, Douse inflicts 100 points of damage. It can also be used to knock down opponents, but will only affect those weighing less than 200EV per level. Creatures knocked to the ground are considered prone for their next immediate combat melee. Opponents may attempt a Dexterity Test to maintain their balance or to dodge this spell.

Maximum Range: 5 metres per level

MP Cost: 3

Duration: instant

Save: Dexterity Test

DROUGHT

This dangerous and life-threatening spell will dry up all sources of water within five metres radius per level and up to a depth of half a metre per level.

Maximum Range: 5 metres radius and 0.5 metres depth per level

MP Cost: 4

Duration: instant

Save: none

EARTHQUAKE

This devastating spell is mastered only by the most powerful Earth Elementalists. It causes a tremendous earthquake affecting an area of one kilometre in radius per level from the caster. For details on Earthquakes please refer to the GM section of the Daemornia core book.

Maximum Range: 1km radius per level

MP Cost: 11

Duration: 1 melee round per level

Save: none

ENCHANT SOUL

This spell shrouds the target creature in a powerful anti-magic aura, providing the creature with an Enchanted rating of 1D6 per level. This spell has no effect on creatures that already have an Enchanted rating.

Maximum Range: touch

MP Cost: 4

Duration: 10 minutes per level

Save: none

EROSION

A powerful anti-earth spell learnt by Water Elementalists. Erosion casts a blanket of dense moisture over a range of five metres radius from the caster and floods the ground with water of 10cm in depth per metre. Erosion prevents the casting of the following spells within this zone: Hail of Stone, Pass through Rock, Rapid Cultivation, Ring of Fire, Wall of Flame and Wall of Stone. In addition, Earth Elementals, Fire Elementals and Wall of Stone suffer 25 points of damage per melee. Any Ring of Fire or Wall of Fire within the zone will be dispelled instantly on the second melee.

Maximum Range: 5 metres per radius from caster

MP Cost: 5

Duration: 1 melee round per level

Save: none

ERUPTION:

A unique Sini spell that summons a powerful earthquake in conjunction with volcanic eruptions. The rules for earthquakes can be found in the GM section of the Daemornia core book. The spell has an effective range of 500 metre radius per level.

Random pots of lava are spewed from the ground within this zone. Once per melee each creature, including the spell-caster, has a 5% chance of being struck by these volcanic eruptions suffering 4D6 points of fire damage multiplied by the casters level with a -15 Trauma penalty an AP of 10. Characters may attempt a Dexterity test in order to escape the eruption.

Maximum Range: 500 metres radius per level

MP Cost: 14

Duration: 1D6 melees per level

Save: Dexterity Test

ETHEREAL EXISTENCE

Casting this spell will consume the character's mortal body in bright magical energy, as they become an ethereal spirit. While in this existence they can pass through any solid object, living or not, without causing or suffering any effect. Any equipment carried by the character at the time of casting is also effected by this spell, but if they are over-encumbered the spell will fail to work. They cannot be held or grasped by any means, but also cannot hold or grasp anything themselves. However, even while in their ethereal state the character can still be harmed and injured as normal but they benefit from an Immortality rating of 50. Once the spell has ended the character will return to normal.

Maximum Range: caster only

MP Cost: 8

Duration: 1 hour per level

Save: none

EYES OF AN EAGLE

This spell can only be cast upon a living creature and provides a +4 bonus to Aim. Any creatures attempting to hide from a character with Eyes of an Eagle suffer a penalty of -3 before their test is undertaken. Eyes of an Eagle also enable the character to see invisible characters without incurring any penalty.

Maximum Range: 10 metres

MP Cost: 2

Duration: 30 minutes per level

Save: none

MAGIC

Spell Descriptions

FIERY BREATH

When the runic words of this spell are uttered, the caster will exhale a fiery flame that reaches out for one metre per level over a width of half a metre. The caster must roll to hit each target in the flames path using their Aim attribute, but with a -2 penalty. This is considered a missile weapon and all conventional rules apply. Any target struck by the Fiery Breath suffers 2D6 points of fire damage per level.

Maximum Range: 1 metre per level

MP Cost: 7

Duration: instant

Save: Dodge or Block

FREEZE WATER

This spell has an effective radius of one metre per level, a depth of half a metre per level and can be cast on any source of water within 10 metres. All water within this zone is instantly turned to ice. The ice has TS 10, can sustain 50 points of damage per level and will hold up to 500 EV in weight per level before breaking. However, the ice suffers double damage from any fire or heat based source. The effects of this spell are permanent.

Maximum Range: 10 metres

MP Cost: 3

Duration: permanent

Save: none

FURY OF DARK BLOOD

This spell will cause the effect of Frenzy in all living creatures within 100 metres radius per level. To withstand this effect each creature must perform a successful Will Power Test.

Maximum Range: 100 metres radius per level

MP Cost: 5

Duration: 1 melee round per level

Save: Will Power Test

HAIL OF STONE

With this spell, the earth Elementalist can summon a rain of stone over the surrounding area. All targets within five metres radius per level from the caster are struck once every melee. Each hit may be dodged within a successful Dexterity Test. The hail inflicts 1D6 points of damage, plus an additional 1D6 per level. The caster will not be struck by this spell.

Maximum Range: 5 metres per level

MP Cost: 6

Duration: 1 melee round per level

Save: Dexterity Test

HEATWAVE

Heatwave will increase the temperature of the surrounding area, to a degree where all living creatures must take shelter or strip down to the bare essentials in order to remain cool and will thirst more than usual. The caster, Undead and creatures immune to fire/heat are unaffected by this spell.

In addition, the spell prevents the casting of the following spells in its zone: Douse, Freeze Water, Hot Blast, Ice Prison and Summon Rain. Water Elementals, Ice Elementals and Walls of Ice suffer 25 points of damage per melee that cannot be prevented. The maximum duration that a creature can engage in combat before suffering prolonged exertion is halved within the radius of this spell.

Maximum Range: 5 metres radius per level

MP Cost: 4

Duration: 1 melee round per level

Save: none

HOT BLAST

This spell blasts hot steam at a nearby creature, partially blinding them and reducing their DX, Att and Def attributes by -3. The creature may attempt a Dexterity Test in order to avoid the hot blast. Undead creatures cannot be affected by this spell.

Maximum Range: 2 metres

MP Cost: 2

Duration: 1D3 melee rounds

Save: Dexterity Test

HOWL OF THE CANIS

This spell creates a spine chilling howl in a radius of 100 metres per level. All living creatures must immediately perform a Fear test as explained in the Daemornia core book.

Maximum Range: 100 metres radius per level

MP Cost: 3

Duration: instant

Save: none

ICE PRISON

The target of this spell is enveloped in magical ice and is temporarily immobilised. Ice Prison can target only living creatures smaller than half a metre per level in height and length. The targeted creature must perform a Strength Test, but with a -1 modifier per level. If the result is equal to or less than the creatures ST attribute, the spell is broken and has no effect.

The EV of a frozen target is doubled and once trapped by the spell the victim will not age and will have no memory of their experience. Flying creatures frozen by this spell will immediately crash to the ground, inflicting damage to the ice. Once the duration is over the ice will melt and the victim is freed.

For purposes of combat the victim or target is considered prone. However, to inflict damage upon the victim the ice must first be destroyed. The ice has TS 10 and can sustain 300 points of damage per level. However, it will suffer double damage from any fire or heat based attack.

Maximum Range: 3 metres per level

MP Cost: 7

Duration: 1 hour per level

Save: Strength Test

LIGHTNING WHIP

A Lightning Whip is a close combat magic weapon that is used like any conventional weapon, but incurring a -3 Att penalty. Opponents struck by the whip suffer 1D3 points of attribute damage. Armour and Toughness offer no protection against the whip but Enchanted creatures cannot be harmed by this spell. If at any time the whip leaves the casters hand, it is automatically dispelled.

Maximum Range: caster only

MP Cost: 8

Duration: 1 melee round per level

Save: none

MADNESS OF THE CANIS

With this powerful spell the Moon Priest can cause the greatest animosity in all nearby creatures. The spell-caster must select two visible races within 100 metres per level. The spell will cause hatred to the second race in the entire first chosen race. It is also possible to use the same race for both choices, creating a racial genocide. Hatred is explained in the Psychology section of the Daemornia core book.

Maximum Range: 100 metres radius per level

MP Cost: 9

Duration: 1 melee round per level

Save: Hatred Test

MAGMA BOLT

A common Sini spell that fires a single bolt of flaming magma that explodes on impact. This is considered a missile weapon and all conventional rules apply. Targets struck suffer 4D6 points of physical damage and 2D6 points of fire damage. These are treated as separate attacks for the purpose of Toughness, Armour and Trauma

Maximum Range: 10 metres per level

MP Cost: 3

Duration: instant

Save: Dodge / Block

MIASMA

When Miasma is cast the caster exhales a large amount of poisonous air. A targeted creature must perform an immediate Save against Toxins. If this is failed, they suffer 3D6 points of attribute damage. Armour offers no protection against Miasma and it cannot be defended in close combat, but the opponent may attempt a Dexterity Test in order to dodge.

Maximum Range: 1 metre

MP Cost: 8

Duration: instant

Save: Dodge / Save Against Toxins

MELT METAL

Melt Metal does 3D6 points of damage, multiplied by the casters level, to any metal item within its range. However, magical items may absorb some of this with their TS. Items immune to heat do not suffer damage from this spell.

Maximum Range: 2 metres per level

MP Cost: 1 per level

Duration: instant

Save: none

METAMORPHOSIS

Metamorphosis gives the spell-caster the ability to change his or her own physical appearance to that of a particular animal or creature. Changing to or from a new creature requires one full minute of concentration.

If the spell-caster is injured in this new form, they may not attempt to return to their original form until fully recovered. If the spell-caster fails to return to their original form by the end of the duration, the transformation is permanent and they lose their spell casting abilities.

In the new form the character uses their own IQ and WP but all other characteristics are that of the impersonated creature. The character may still speak and some skills may also be used, but this is left entirely up to the GM.

MAGIC

Spell Descriptions

Each Metamorphosis spell allows the character to transform into a single common creature. The spell may be rolled or chosen as many times as permitted, but each spell must be identified by rolling a D100 on the table below. Spell-casters cannot metamorphose into their own race and some spells have their creature predefined under the characters spell list.

01-13	Giant Rat	3 MP
14-26	Wild Dog	4 MP
27-39	Common Wolf	5 MP
40-52	Giant Wolf	6 MP
53-65	Wild Bear	7 MP
66-78	Great Eagle	10MP
79-91	Troll	9MP
92-100	You may choose your spell from this list	

Maximum Range: caster only

MP Cost: varies

Duration: 1 day per level

Save: none

OUTER-REALM GATEWAY

Despite its seemingly limited use, this is the most powerful of all spells in the system. It creates a two-way portal between any two realms or worlds known to the caster. The oval shaped silver portal has a dimension of two metres in height and one metre in width. It cannot be seen through and sound will not pass through it. The portal cannot be controlled and will always open in a random destination

Maximum Range: 1 metre from caster

MP Cost: 15

Duration: 1 minute per level

Save: none

PASS THROUGH ROCK

This spell will allow the caster to pass through any form of earth or rock that is less than one metre thick, without suffering any effect or harm. However, if the caster is carrying more than 1,000 EV of equipment then the spell will not work. Creatures being carried by the caster will not pass through with them.

Maximum Range: caster only

MP Cost: 4

Duration: 1 melee round per level

Save: none

POISON WATER

The caster can target any source of water that is up to five EV per level (a cup full). Should any creature consume this poisoned water, even if it is only a single mouthful, they must perform an immediate Save against Toxins. If this is failed, the creature suffers 1D6 points of attribute damage and a further 1D6 every 24 hours thereafter. Before the additional damage is suffered, the creature must perform another Save against Toxins.

The damage suffered in this way can only be recovered once a successful save has been performed or once the poison has been purified.

Maximum Range: touch

MP Cost: 4

Duration: until purified

Save: Save Against Toxins

RAIN OF FIRE

With this spell, the character can summon a rain of fireballs over the surrounding area. All targets within five metres radius per level from the caster are struck once every melee. Each hit may be dodged with a successful Dexterity Test. The fireballs inflict 2D6 points of fire damage per level. The caster will not be struck.

Maximum Range: 5 metres per level

MP Cost: 7

Duration: 1 melee round per level

Save: Dexterity Test

RAPID CULTIVATION

Planting a single seed in suitable earth and uttering the runic words of this spell will cause the seed to fully blossom, whether it is a single flower, a small bush or even a large tree. This spell is extremely useful for wandering adventurers who need an ample food supply. The suitability of the ground is left entirely up to the GM.

Maximum Range: touch

MP Cost: 3

Duration: instant

Save: none

RIGHTEOUS DEFENDER

This powerful holy spell blesses a creature with the power of good and righteousness. They receive a bonus of +1 Def and +1D6 TS per level against all Daemons and Undead. Against other creatures, the character's attributes are unaffected.

Maximum Range: 10 metres

MP Cost: 4 +1 per level

Duration: 1 minute per level

Save: none

RING OF FIRE

This spell creates a ring of soaring flames that can completely encircle any target within 10 metres per level. The ring of fire has a radius of up to one metre per level and a height of two metres. Creatures within the ring must pass a Fear Test if they wish to pass through or out of the flames. The flames inflict 8D6 points of fire damage.

Flying creatures may attempt a Dexterity test to fly clear of the ring, but if this is failed they suffer the damage as normal. Any creature that is wounded by the flames and fails a Save against Trauma will fall back into the ring.

Maximum Range: 10 metres, with a radius of one metre per level

MP Cost: 5

Duration: 1 minute per level.

Save: none

RUST

Rust will permanently weaken the structure of any non-magical metal item that weighs no more than 50 EV per level. The item loses -1 AV, -10% DP and weapons inflict -1D6 damage. Rust may be cast on the same item as many times as desired and the effects are cumulative. Magical items are unaffected by Rust. The effects of Rust are permanent and cannot be dispelled once cast.

Maximum Range: 1 metre per level

MP Cost: 4

Duration: permanent

Save: none

SHARDS OF CRYSTAL

This offensive San-ro-Sharn spell fires one sharp crystal shard per level from the Shucklar's hand in a single volley. Each shard inflicts 3D6 points of damage. The volley is regarded as a missile weapon and all conventional rules apply. Armour and Toughness will protect as normal against each individual shard.

Maximum Range: 5 metres per level

MP Cost: 1 per level.

Duration: instant

Save: Dodge or Block

SHATTER ROCK

With this spell, the character can direct magical force at any solid earth, rock or stone structure, such as a wall, buildings, Earth Elementals or Golems. The Shatter Rock spell inflicts 1D6×10 points of damage per level to the structure.

Maximum Range: 1 metre per level

MP Cost: 4

Duration: instant

Save: none

SMITE

This spell is only effective against daemons or Undead. It will increase a character's Att value by +1 per level and the damage inflicted by +1D6 per level. Against other creatures, the character's attributes are unaffected.

Maximum Range: touch

MP Cost: 4 +1 per level

Duration: 1 minute per level

Save: none

SPEED OF A SNAIL

This simple spell will temporarily reduce a creature's SP attribute to 1. The targeted creature may attempt a Will Power Test in order to avoid the spell.

Maximum Range: 5 metres

MP Cost: 2

Duration: 2 minutes per level

Save: Will Power Test

STREAM OF BLUE FIRE

This is the deadliest fire spell in the realm and has been known to completely destroy armies. The caster hurls a large blue flame from their hand towards any creature within the spells range. This is considered a missile weapon and all conventional rules apply. If the creature is hit, the stream then leaps from that creature to all others within one metre and from those creatures it leaps to others and so on. The stream can only strike creatures once. Once there are no other targets within one metre of the last creature the stream will be dispelled. Creatures struck by a Stream of Blue Fire suffer 2D6 point of fire damage per level as the flame envelopes their entire body. Armour and Enchanted ratings will protect as normal. The caster will not be hit.

Maximum Range: 10 metres

MP Cost: 12

Duration: until there are no more legal targets

Save: none

MAGIC

Spell Descriptions

STRENGTH OF A FAIRY

This simple spell bestows a ST attribute of 1 upon any creature within the maximum range. That creature may attempt a Will Power Test in order to overcome the spell before it takes effect

Maximum Range: 5 metres

MP Cost: 4

Duration: 1 minute per level

Save: Will Power Test

STRENGTH OF A TIGER

Another simple but useful spell learnt by those of the path of nature. Strength of a Tiger bestows a ST attribute of 15 upon any creature within the maximum range. That creature may attempt a Will Power Test in order to overcome the spell before it takes effect

Maximum Range: 5 metres

MP Cost: 3

Duration: 1 minute per level

Save: Will Power Test

SUMMON POSSESSING SPIRIT

This powerful spell is used to take control of another character or creature. The caster summons an invisible spirit into the body of their target and it attempts to take control of their mind. The creature must perform an immediate Will Power Test. If failed, the caster has control of the character to do as they wish for one melee round. At the beginning of every melee thereafter the creature must perform another Will Power Test in order to break free from the spirit, but with a -1 WP penalty for each time they have failed, to a minimum attribute value of 4. The caster cannot forcefully make the creature injure itself or relinquish its own life. The caster has access to all of the creature's attribute and natural features, but cannot use any of their skills, psionic powers or magic spells. Once a Will Power Test has been passed, the spell expires.

Maximum Range: 10 metres

MP Cost: 7

Duration: until saved against

Save: Will Power Test.

SUMMON CREATURE SPELLS

A summon spell will call forth a given creature to aid the spell-caster. The creature will first appear as a silhouette of its shape and will then materialise into its true form. The creature relies upon its summoner for commands and will do as ordered. However it will not under any circumstance freely relinquish its own life.

The GM must decide if the creature is capable of the commanded task. The spell will only control the creature for a given duration, after which the creature will disappear and have no memory of this encounter.

Creature	MP	Duration (per level)
Daemon: Berserker	8	1 melee
Daemon: Chaos Bringer	10	1 melee
Daemon: Dancer of Death	5	1 melee
Daemon: Diagon	8	1 melee
Daemon: Fire Merc	2	1 minute
Daemon: Nominod	3	1 minute
Daemon: Oni	5	1 minute
Elemental: Air	8	1 minute
Elemental: Crystal Guardian	10	1 minute
Elemental: Earth	8	1 minute
Elemental: Fire	8	1 minute
Elemental: Ice	8	1 minute
Elemental: Water	8	1 minute
Gabriel Ratchet	8	1 minute
Gaeo-Ran	7	1 minute
Giant Scorpion	7	1 minute
Giant Spider	6	1 minute
Great Eagle	7	1 minute
Wild Bear	4	1 minute
Wolf: common	3	1 minute
Wolf: giant	5	1 minute

Maximum Range: creature appears within five metres

MP Cost: varies

Duration: varies

Save: none

SUMMON UNDEAD

When summoned, an Undead creature will rise from the ground within 10 metres of the necromancer. Unlike other summoned creatures, the Undead will obey the necromancer without question and will end their existence if ordered. They can think for themselves and do not solely rely upon the necromancer for commands.

Only a certain number of Undead creatures can be summoned at a time, and a necromancer can only control a given total of Undead at any time.

When a necromancer summons Undead, the spell takes its toll on their body. To represent this, for every 50 MP that has been spent on their current number of Undead, the necromancer's EN, DX, Att and Def attributes are permanently reduced by one point and their MP level is permanently reduced by -5, although this does not effect their magic level.

Maximum Summoned: The necromancer may summon no more than one creature per level in a single spell.

Maximum Controlled:

Magic Level	Champion	Warrior	Zombie
1	0	1	1
2	0	5	3
3	1	10	5
4	3	20	10
5	5	50	25
6	10	100	50
7	25	250	100
8	45	500	250
9	70	750	375
10	100	1000	500
+1	+30	+300	+150

Great Undead: These can only be summoned once the necromancer has reached magic level-6 and they may only control one Great Undead at any time regardless of their level.

Undead Dragon: A necromancer can only summon and control one Undead Dragon at each level beyond 4. For example, a level-6 necromancer may control up to two Undead Dragons.

Maximum Range: Undead rise within 10 metres

MP Cost: Great Undead 13MP
Undead Dragon 9MP
Champion 5MP
Warrior 1MP
Zombie 1MP

Duration: permanent

Save: none

SUPPRESS FIRE

This spell will suppress and extinguish any source of fire that covers one square metre per level. This can be used on magical fire or natural fire. Suppress Fire will also inflict 10 points of damage per level to a Fire Elemental.

Maximum Range: 1 metre per level

MP Cost: 2 to suppress a fire / 1 per level against a Fire Elemental

Duration: instant

Save: none

TANGLE VINE

This spell summons dozens of long vines that shoot out of the ground and entangle a targeted creature within 10 metres of the caster. The vines have the equivalent ST of 5 per level and the entangled creature may attempt to break free as normal. The victim can be cut free, but at least 100 points of damage per level must be inflicted on the vines. The vines do not have a Toughness.

Maximum Range: 10 metres

MP Cost: 1 per level

Duration: 1 hour per level

Save: none

THUNDER CLAP

Thunder Clap literally creates a deafening clatter over the surrounding area. All creatures in this zone must perform a Will Power Test. Those who fail are temporarily deafened by the noise and suffer a penalty of -2 to their Dexterity throughout the duration. Deaf characters are highly prone to surprise attacks and other similar assaults.

Maximum Range: 2 metres per level

MP Cost: 3

Duration: 1 minute per level

Save: Will Power Test

TRANSFORM TO MIST

A unique spell leant by Air Elementarists. The spell-caster, and any items they are carrying, will be transformed to mist covering an area of approximately one square metre. The character can freely travel at up to 10 kph and can move through even the smallest gap. However, if the character is over encumbered in any way or are carrying another living creature the spell will fail to work.

Maximum Range: caster only

MP Cost: 3

Duration: 1 minute per level

Save: none

MAGIC

Spell Descriptions

WALK ON WATER

This spell enables the caster to walk on water as if it were solid ground. The spell may also be used on any type of swamp or bog. For the spell to work the caster must not be over-encumbered.

Maximum Range: caster only

MP Cost: 3

Duration: 20 minutes per level

Save: none

WALL OF FLAME

This useful spell creates a large fiery wall of up to one metre in length and height per level. The wall can sustain 200 points of damage per level from water. Any creature attempting to pass through the wall will suffer 10D6 points of fire damage. The wall will disappear at the end of the duration. **Maximum Range:** 10 metres

MP Cost: 1 per level

Duration: 1 hour per level

Save: none

WALL OF ICE

A Wall of Ice can be up to one metre in length and height per level and is half a metre in depth. The wall of ice has AV 20, TS 10 and can sustain 150 DP per level. The wall will disappear at the end of the duration.

Maximum Range: 10 metres

MP Cost: 1 per level

Duration: 1 hour per level

Save: none

WALL OF INVISIBILITY

A Wall of Invisibility can be up to one metre in length and height per level and a depth of half a metre. The wall is completely indestructible but can be passed through by any creature with a minimum ST of five per level. For example, creatures could only pass through a level-6 wall of invisibility with a ST of 30 or more.

For purposes of combat the wall has an AV of 10. The wall will disappear at the end of the duration.

Maximum Range: 10 metres

MP Cost: 1 per level

Duration: 1 hour per level

Save: none

WALL OF STONE

The Wall of Stone is permanent and has a length and height of up to one metre per level and a depth of up to 30cm per level. It has AV 30, TS 10 and can sustain 200 DP per level.

Maximum Range: 10 metres

MP Cost: 2 +1 per level

Duration: permanent

Save: none

WALL OF THORNS

A Wall of Thorns has a length and height of up to one metre per level and a depth of 30cm per level. It has an AV10 and can sustain 100 DP per level. The wall is permanent and will not disappear once the duration is over. Only creatures that have a ST of five per level can force their way through a wall of thorns. Any creature attempting to move through a wall of thorns suffers 2D6 damage per level

Maximum Range: 10 metres

MP Cost: 1 +1 per level

Duration: permanent

Save: none

WHITHER PLANTS

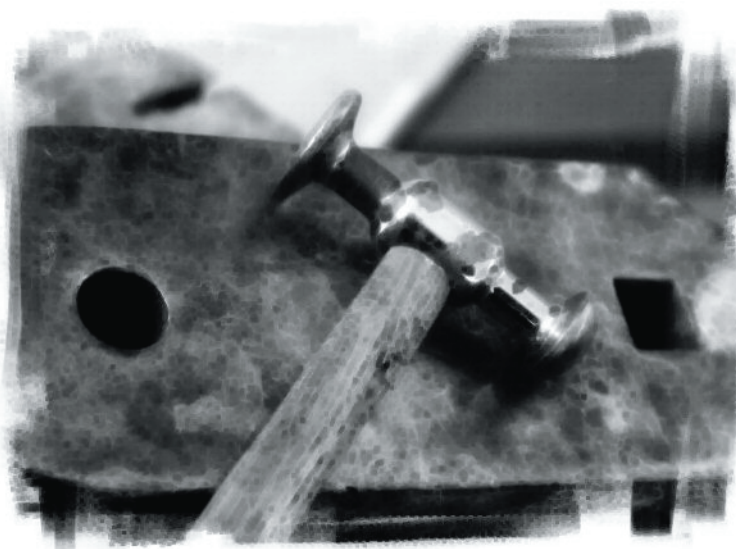
Whither Plants affects an area of one square metre per level. Any plant life or vegetation in this area will completely decay. This spell can also be used against Gaeo-Ran, inflicting 3D6 points of damage per level direct to their HP.

Maximum Range: 10 metres

MP Cost: 1 per level

Duration: instant

Save: none



Rune-Smithing is a practice by which a spell-caster can forge runic symbols and inscriptions onto a variety of materials. Although utilised by many races, none have ever matched the skill of the great Dwarven Rune-Smiths. Sadly, with their race long gone, many of their powerful runes are almost forgotten.

It is long arduous task involving many hours of toil with both magic and the fiery forge. There are many uses for such skill and some are even capable of binding this energy onto material such as cloth, leather and other fabric.

Forging Runes

The symbols or magic, or Runes as they are commonly known, are carved, hammered or even sewn onto the chosen item. However, unlike spell casting each runic symbol is a group or collection of individual words. A single rune can contain the power of over a dozen runic words, but each rune is typically between one and ten centimetres in both height and width.

Forging each rune requires a proportion of magic that must be paid through EXP. The amount of EXP required for each rune is equivalent to its Rune Level multiplied by 50. The maximum level of a rune that can be forged in this way is equal to the spell-casters' or smiths' magic level.

Items can only hold a maximum number of runes as determined by their Forge level. Once an item has been forged, further runes may still be added up to this limit. Adding any further runes beyond this limit will have no effect. The same rune cannot be forged onto the same item unless specified under its description.

Each rune will take one hour per Rune Level to complete and after this time the character must perform an Intelligence Test based upon their Rune Forging skill. If successful, the rune is bonded and its magic is now permanently part of the item. However, if the test is failed, the character must roll on the Fractured Rune chart later in this section. EXP is used regardless of the test outcome.

Spells & Dispelling Runes

Many runes contain spells that are activated by touch or use. They can be freely used but once per hour. Such spells cast automatically, but for purposes of dispelling, magic items have an equivalent magic level equal to the total of the rune levels of all its runes. This only applies to any spell cast by the item and not any permanent effects. For example, an Amulet with a rune of healing and a rune of light would have a total rune/magic level of five. Spells contained within magic items cannot be destroyed by other spells.

Identical magic items worn or used by any character will negate each other's effect. For example, wearing two rings, each with a Giant Strength rune, will cause both to have no effect.

Destroying Runes

There are only two sure ways to destroy a Rune, by fracturing or unbinding it. The first, fracturing, is the easiest but the most dangerous, for runes can hold a vast amount of magic energy that must be contained in order to be safe. If an item is reduced to zero DP, it is immediately destroyed and the runes are fractured. For each rune, the GM must roll on the Fractured Rune chart given below.

The second method of destroying a rune is by casting an Unbinding spell at the cost of 10 MP. This is difficult but much safer than attempting to fracture the rune. No Intelligence Test is required, but the character will roll 1D6 per their magic level and the GM will do the same for the item's level, in much the same way as dispelling. If the character rolls the highest, the rune is unbound and destroyed, fading away from the item. However, if the item has the highest total the character will suffer a loss of one MP for every point by which they were beaten, although these can be recovered as normal. If both the character and item have the same total, the character is knocked unconscious for 3D6 minutes and the item loses the effect of the rune for 1D3 hours.

The unbinding has a maximum range of 20 metres and unless the specific rune can be touched, it is determined randomly from those forged. Unbinding cannot be dispelled or destroyed and only characters with the Rune Smith skill can attempt this spell.

FRACTURED RUNE

Roll a D100 on the chart below

- 01-50 The rune is destroyed but has no further affect
- 51-80 A single random character within 1D20 metres is targeted by a short jolt of magic energy, suffering 1D3 points of attribute damage. The character may attempt a Dexterity test to avoid this attack, but with a -1D6 penalty. Armour, Toughness or Enchanted rating offer no protection against this damage.
- 81-95 The rune fractures and explodes. An arc of lightning does one point of attribute damage per rune level, striking a single random character within 2D6 metres per rune level. The character may attempt a Dexterity test in order to dodge the arc. Armour and Toughness offer no protection against this damage.
- 96-100 The rune fractures and causes the fracture of all other runes on the item. An arc of lightning strikes 1D6 random characters within 1D100 metres doing one point of attribute damage per rune level of the combined runes. Characters may attempt a Dexterity test in order to dodge the arc. Armour and Toughness offer no protection against this damage. If the item only has a single rune then the effect is as above.

Forge Level

Item	Forge Level
Armour	1 per 100EV or part thereof
Weapons	1 per 50EV or part thereof
Shields	1 per 50EV or part thereof
Amulets (100DP)	2
Rings (50DP)	1
Fabric	1

Buying Runic Equipment

Many runic items of various shapes and sizes can be found throughout the system. Runic weapons, armour, shields, rings, clothing and more can be bought from traders or rune-smiths.

The cost of any item is increased by 50% for every point of rune level. For example, the cost of a sword with the Righteousness rune would be increased by 100% (Rune Level 2). However, finding such items is difficult as many are prized by their owners or protected by powerful guardians.

When magic items cannot be found or bought, travellers will often seek out a Rune-Smith and hire their skills. However, Rune-smiths will typically charge a Gold Crown per Rune Level of each rune forged, but have been known to charge in excess of 10 Gold Crowns per level.

Runes

Rune Level given in brackets

Armour (3) - Armour/Shield/Fabric

This powerful rune will increase the AV of the item by +1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Base Rune (1) - Weapon:

This simple rune binds a small amount of magic energy into a weapon. The Runic weapon will not gain any special abilities from this but will aid against Immortal opponents.

Battle (4) - Weapon:

The weapon inflicts 1D6 extra damage. The effects of this rune are accumulative and may be forged as many times as the item allows.

Counter-spell (2) - Amulet or Ring:

While worn, the item will automatically attempt to dispel any spells targeting the wearer, by casting a Dispel Magic Spell with a random level of 1D6+1.

Divine (3) - Amulet:

When worn, the amulet increases the wearers WP by +2 and makes them immune to Fear and Panic.

Dome (5) - Shield:

When the shield is held above the character's head, it will cast a level-2 Dome spell

Enchantment (6) - Amulet or Ring:

While worn, the wear receives an Enchanted rating of 10

Ethereal (5) - Ring:

When worn and rubbed, the ring will cast a level-1 Ethereal Existence spell

Fire (3) - Weapon:

The weapon bursts into flames when used, inflicting 2D6 fire damage in addition to any physical damage. The effects of this rune are accumulative and may be forged as many times as the item allows.

Fireball (6) - Ring:

When worn and pressure is applied to the ring, it will cast a level-3 Fireball spell.

Flash (4) - Weapon/Hammer or Mace:

When the weapon strikes the ground it casts a level-3 Blinding Flash spell

Flight (3) - Amulet or Ring:

When worn and rubbed the item will cast a level-2 Flight spell

Frost (8) - Weapon:

The weapon inflicts 1D3 attribute damage in addition to any physical damage.

Fury (3):

The wearer of the item is subject to the rules of Frenzy

RUNE-SMITHING

Giant Strength (4) - Ring:

While worn, the ring bestows a ST bonus of +5

Healing (4) - Amulet or Ring:

When worn and grasped, the item will cast a level-6 Heal spell on the wearer

Immortality (6) - Amulet or Ring:

While worn, the wearer receives an Immortality rating of 10

Invisibility (7) - Ring or Fabric/Cloak:

When worn, the item will cast a level-3 Invisibility spell on the wearer. Rings need to be rubbed to activate and a cloak needs to be tied.

Light (1) - Amulet or Ring:

When worn and grasped, the item will cast a level-1 Create Light spell

Lightning Arc (5) - Weapon/Spear:

When pressure is applied to the runes on the spear shaft the weapon will cast a level-1 Lightning Bolt spell.

Might (2):

The item bestows ST+1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Nimbleness (1):

The wearer of the item receives a bonus of DX+1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Pain (2) - Weapon:

Any saves against trauma caused by this weapon are taken with a +1 modifier to the roll. The effects of this rune are accumulative and may be forged as many times as the item allows.

Protection (9) - Ring:

When worn and rubbed, the ring will cast a level-4 Cloak of Protection spell

Rebound (5) - Shield:

Any opponent that strikes the shield must perform an immediate ST test. If failed, they are knocked to the ground and are prone for their next immediate action/melee.

Resistance (1):

The DP of the item is increased by +25%. The effects of this rune are accumulative and may be forged as many times as the item allows.

Righteousness (2):

The item bestows a bonus of Def+1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Slashing (2) - Weapon/Axe:

The penetration of the weapon is increased by +1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Speed (4) - Fabric/Boots:

When worn, the item will increase the characters SP attribute by 50%. The boots have 50DP

Steel (2):

This rune increases the AV of the item by +1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Stoutness (2):

The item bestows TS+1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Teleport (4) - Ring:

When worn and rubbed, the ring will cast a level-2 Teleport spell

Thunder (3) - Shield:

When the shield is struck, it will cast a level-1 Thunder Clap spell. The user is unaffected by the spell.

Time (9) - Amulet:

When worn and pressure is applied, the Amulet will cast a level-5 Timeslip Spell

Warrior (2):

The item bestows a bonus of Att+1. The effects of this rune are accumulative and may be forged as many times as the item allows.

Weightlessness (1):

This rune decreases the EV of the item by -25%, with a minimum value of 1. The effects of this rune are accumulative and may be forged as many times as the item allows.



A magic scroll is a spell or collection of spells fused into a written form. Such scrolls are made from various materials such as paper, leather and even skin. A typical scroll will be no more than 30cms in length and 20cms in width, although it is not unheard of rare scrolls being two to three times this size.

Scrolls work by reading the inscription that will cause the embedded spell. Activating the spell requires no magic points or power from the caster, as the requirements of the spell are fused into the scroll at the time of its creation.

Activating a Scroll

To activate a scroll the user must read or decipher the runic wording it contains. This will require an Intelligence Test, and if successful the scroll will cast its spell. However, for every level of the scroll beyond that of the user the test is undertaken with a +1 modifier. For example, a level-3 spell-caster reading a scroll with a level of five will roll 3D6+2 for their test. If the spell is known to the user, in that they are able to cast it from their own list, the penalty is ignored. Some scrolls have limited use and once its power has been drained by activation it will simply crumble away.

Characters using the Decipher skill do not suffer this initial penalty, as their IQ will already have been reduced by the level of the scroll through the use of this skill

If the test is unsuccessful, the user may attempt again, but with a +1 modifier on the dice roll. This is applied for each attempt beyond the first. For example, on a third attempt the test will be undertaken with a +2 modifier. This modifier will remain for the user, regardless of the period between each attempt.

In a combat situation, each attempt requires the character's action for the melee.

CATASTROPHE

If, when activating a spell, the user rolls 18 or more on their intelligence test, the full power of the scroll is uncontrollably unleashed as the runic symbols crack and the scroll disintegrates. A roll of 18+ is always a failure, regardless of the users IQ. Roll a D100 on the chart below:

- 01-50 the scroll is destroyed and has no other effect
- 51-85 the scroll strikes the user rather than its intended target. If the user was the intended target, another target is randomly chosen.
- 86-98 the power of the spell is increased by +1D6 levels and strikes a random target within its range.
- 99-100 the scroll absorbs the magic of its user before it crumbles away. The character permanently loses 1D6 magic points, which may also affect their level. Those without magic points permanently lose 1D3 EN.

Scribing Scrolls

Creating a scroll is known simply as Magic Scribing. It is the process by which the power and knowledge of the creator is entwined within their writing. Scrolls are inscribed in Runic upon a variety of materials and some will work only on select parchments. They are written in a deep green ink made from the sap of Gaeo-Ran mixed with fruit pulp, for this binds the magic much more easily than common ink, although other inks are sometimes used.

The spell-caster may scribe any spell known to them at any level up their own, with the same limitations and effects as the normal spell. To scribe a scroll the character must surrender 25 EXP for every MP they wish to scribe into the scroll. Characters can only scribe a number of Magic Points into a scroll equal to their magic level.

A full hour of scribing is required for every five MP that will power the scroll. At the end of this time, the character must perform an Intelligence Test, based upon their skill. If successful, the scroll is ready and the character receives an EXP point towards their skill. However, if the character fails their test, a Catastrophe occurs as explained earlier in this section. Using Gaeo-Ran ink provides a +1 IQ bonus for this test.

MAGIC TRAPS

Many spell-casters protect their scrolls with a hidden spell contained within the runic inscriptions. Such 'traps' are activated when the scroll is activated.

The spell-caster may bind a further spell into the scroll in the same way as above. However, the magic points required for the trap spell are applied separately against the scrolls limitation. For example, a level-6 spell-caster may create a level-6 scroll and a level-6 trap. Remember though, these spells still require EXP to create.

Characters with Scribing can use their skill to spot a magic trap without activating the scroll. If successfully spotted, the character may attempt to modify the runic inscriptions to deactivate the trap. However, the character's IQ is first modified by the difference between their IQ and that of the creator. If the character has the higher IQ, the difference is added to their attribute before the test is undertaken. If the creator has the higher IQ, the difference is subtracted from the character's attribute. For example, if a character's IQ is 15, but the IQ of the scroll's creator was 18, the intelligence test is undertaken with a -3 penalty. If the character has the use of the same spell used in the trap they do not suffer any negative modifier.

The creator of the scroll can deactivate any traps without any tests necessary. If the trap is not spotted and deactivated the spell is cast against the user directly. Magic traps cannot be destroyed or dispelled by the character once they have been activated, but they can be dispelled by others nearby.

MATERIALS

There are many spells that can be scribed onto any number of materials and they are some that have a specific requirement, whilst the very nature of some spells can be determined by their chosen parchment.

Battle Mage	- Vellum / High Quality Paper
Cleric	- Cloth
Crystal	- Cannot be Scribed
Elementalist	- Vellum / High Quality Paper
Gaeo	- Leaf
Illusionist	- Vellum / High Quality Paper
Lupus	- Papyrus
Nature	- Vellum / High Quality Paper
Necromancer	- Non-Daemon Skin. Must be written in blood
Paladin	- Vellum, sprinkled with holy water
Sini	- Burnt Leather
Sorcerer	- Vellum / High Quality Paper
Warlock	- Daemon Flesh
Wizard	- Vellum / High Quality Paper
Common Spells	- Vellum / High Quality Paper



Flying

ALTITUDE

Characters are limited in their flying altitude by their EN attribute. At every kilometre an EN Test is required, but with a -1 penalty per kilometre altitude. If failed, the character cannot fly any higher without suffering attribute damage. At every kilometre beyond this limit, the character will suffer 1D6 points of attribute damage. The character cannot recover this damage until they come to rest.

There are two exceptions to this rule. Hyterians cannot fly higher than one kilometre and Keebo are limited to three kilometres regardless of their EN attribute, both due to the nature of their wings.

LEAPING FROM A REALM

To most creatures without the ability to fly, leaping from a realm is fatal (1D6 damage per metre plus damage from rate of descent!). The character may attempt to fly as they leap and at every kilometre of descent after. A Strength Test is required and each time this is failed the next test incurs an accumulative -1 attribute penalty.

For every point by which the character fails this test there is a 5% chance they will pass unconscious until the next kilometre descent, increasing the penalty by an additional point.

If the character passes unconscious at one kilometre altitude, they will be killed instantly on impact.

There are two exceptions to this rule. Hyterians can only attempt to fly at one kilometre and Keebo are limited to three kilometres or less regardless of their ST attribute, both due to the nature of their wings. When a test is attempted, the character will incur a penalty of -1 ST for every kilometer they had fallen

RATE OF DESCENT

A free-falling character will achieve a speed of 25kph per 100 EV of their total weight for the first kilometre of descent. At two kilometres descent this rate is doubled to its maximum velocity. For example, a human weighing 400 EV falling three kilometres would fall at 100kph for the first kilometre and then at 200kph for the remaining two kilometres.

CURRENCY

The economy of the Gaeo system is based around a currency developed by the Dwarves, consisting of Gold Crowns (GC), Silver Shillings (SS) and Copper Pennies (CP). They are accepted throughout the realm, although their faces vary according to the kingdom in which they were minted and race who issued them. Goblins make very crude coinage, but fortunately, it is still accepted in most countries.

The value of coinage depends on weight. All gold crowns must weigh the same or they are devalued, as too must silver shillings and copper pennies. Ten copper pennies are equal to one silver shilling, and ten silver shillings are worth one gold crown. Other variations are available in some countries, such as half-crowns (six shillings), florins (two shillings) and farthings (quarter-penny).

It is not necessary to record the EV of any coinage held by a character unless it is in vast abundance. In this situation, one EV is equal to approximately five gold crowns, 15 silver shillings or 40 copper pennies.

Although travel between the system and outside worlds is extremely rare, Denzon has found its way into the realms and three Denzon is roughly equal to one copper penny

Shucklar: This race deals and trades in many commodities, however, only gems and precious stones have any monetary value in a Shucklar city. A single opal is worth roughly one silver shilling, a sapphire is worth five silver shillings, a ruby is worth a gold crown and a diamond is worth two gold crowns.

This is only a guideline, as the value will also depend on the size of the stones.

AVAILABILITY

The following items are available from the Daemornia Core book:

- General Purpose Clothing (Clothing)
- First Aid Kit (Medical)
- All Field Equipment
- Chariot / Wooden Wagon (Vehicles)
- All Steeds
- Miscellaneous Equipment (not Gas Masks, Handcuffs or Wire-Cutters)

The cost of these items in Copper Pennies is equal to their Denzon cost multiplied by three.

The availability of race specific items in this section is doubled in the realm of that race. For example, Shucklar crystals in Shuckarn.

Close Combat Weapons

Runic Weapons: A runic weapon is any weapon bonded with runes of any description. They may or may not have any special abilities but they are useful against Immortal creatures. Any weapon can be Runic as described in Rune-Smithing. Some weapons given here are already runic as shown under their class.

Rune Level: All runic weapons will have a rune level as determined by their runes (see Rune-Smithing). This is shown alongside their class in brackets.

BONE MACE

This unusual weapon is made from a single Greater Druge bone, magically inscribed with anti-magic runes. If it strikes a creature with an Enchanted value it inflicts additional damage equal to that value. The creatures Enchanted value will not offer any protection against this damage, but Toughness will absorb as normal.

Trauma: This bonus only applies against Enchanted creatures

CANIS CRESCENT STAFF

This is a long stave with a part wooden, part steel pole and large crescent shape blade at its tip. The crescent staff is a popular two-handed weapon among Canis warriors and especially the battle-hardened Lancasin.

CANIS WAR SWORD

The War Sword is the basic weapon used throughout the Canis warrior ranks. Its long curved blade is heavy with a single jagged edged.

CRYSTAFF

A Shucklar weapon made from stone and crystal. On one end a heavy crystal is used in close combat to crush or stun their opponent. On the other, a crystal missile can be locked into place. Slight pressure on the magic runes close to the crystal will cause the crystal to launch. This is considered a missile weapon and all conventional rules apply.

Crystal missiles can be found under missile weapons.

CUDGEL

The cudgel is short club made of wood with a weighted and rounded end. A popular weapon with pirates and their specialised method of 'recruiting'

DAEMON BANE

A Daemon Bane inflicts damage that cannot be absorbed by the Toughness of a daemon, or a creature with daemonic flesh. Against other creatures, the runes are ineffective, although the weapon will cause damage as normal.

DRUGE BANE

A Druge Bane inflicts damage that cannot be absorbed by the Toughness of a Druge. Against other creatures, the runes are ineffective, although the weapon will cause damage as normal.

FELIDITE THROWING KNIFE

The Felidites are a race devoted to combat prowess and they have developed a great number of combat techniques and weapons. The throwing knife is made from a single piece of steel forged into a short handle and three curved claw-like blades.

AP: The throwing knife provides a +2D3 AP bonus when thrown.

FIIRI

This typical Jennro warrior weapon is formed from pure magma, fused with runic inscriptions as it cools and solidifies. Slight pressure over the runes on the pole will cast a level-1 Magma Bolt spell, inflicting 2D6 points of fire damage and 4D6 points of physical damage.

This can only be used once every three melees. Once the Fiiri has cast 10 Magma Bolts it needs to recharge by being completely engulfed in fire for a whole hour.

If a critical is scored with a Fiiri, double damage is not caused, but the opponent is automatically struck by a level-5 fireball, inflicting 10D6 fire damage.

GLAIVE

The Glaive is a typical pole-arm with a long knife-like blade. It is primarily a chopping and slashing weapon, and is used by many armies within the system.

GOBLIN ASSASSIN DAGGER

This is a wicked weapon with a large curved blade. It is designed to burrow deep in an opponent's chest, between the ribs. Rolling a natural 20 inflicts triple damage, but only against un-armoured opponents. If the character already does triple damage on a natural 20, the damage is quadrupled.

IVY SPEAR

An Ivy Spear is made from a dead oak tree that has been poisoned by Red Fungus, caused from the excrement of a Gumberoo. Any creature wounded by its large steel tip must undergo an immediate Save against Toxins. If this is failed, they immediately suffer one point of attribute damage.

PUNCHING DAGGER

The Punching Dagger is made from a single cast of steel, with a H-shaped handle that is gripped in the first. Primarily used as a thrusting weapon it is relatively useless for defending but can cause a serious and painful injury.

SHATTER MACE

This powerful weapon will crack and crush armour with ease. Whenever a Shatter Mace strikes armour the runes cause an additional 1D100 points of crush damage to the armour. The runes are ineffective against opponents without armour, although the mace will still inflict its own damage.

Other Weapons	Avail.	Cost
Ball & Chain	80%	10 SS
Bastard Sword	60%	21 SS
Battle Axe	40%	29 SS
Battle Sword	30%	33 SS
Bipennis Axe	60%	21 SS
Broadsword	60%	20 SS
Felidite Clawed Sword	60%	20 SS
Flail	55%	22 SS
Halberd	40%	29 SS
Hercules Club	25%	37 SS
Iron Staff	20%	41 SS
Knife/Dagger	95%	4 SS
Longsword	50%	24 SS
Mace	75%	13 SS
Maul	40%	31 SS
Morning Star	65%	18 SS
Pike	55%	22 SS
Quarterstaff	60%	20 SS
Reptilian Bladed Stave	60%	20 SS
Siege Hammer	10%	48 SS
Short Sword	70%	15 SS
Spear	55%	22 SS
Throwing Axe	90%	6 SS
Trident	50%	25 SS
War Axe	65%	18 SS
Warhammer	60%	19 SS

EQUIPMENT

Close Combat Weapons

Close Combat Weapons

Class	Handed	Length	EV	DP	AP	DX	Att	Def	Trauma	KO	Damage	Crush	Avail.	Cost (SS)
Bone Mace														
Mace (6)	Two	1.3m	240	200	-2	-	-	-1	+4*	19+	4D6	+1D6	10%	80
Canis Crescent Staff														
Staff	Two	2.4m	270	150	+1	-	+1	-2	-	-	6D6	-	25%	28
Canis War Sword														
Sword	One	0.9m	75	50	-	-	-	-	+1	-	3D6	-	40%	18
Crystaff														
Staff (1)	Two	2.1m	180	100	-2	-	-1	+1	-	19+	4D6	+2D6	10%	24
Cudgel														
Mace	One	0.6m	40	50	-2	-	-	-1	-	19+	2D6	-	95%	4
Daemon Bane														
Sword (4)	Two	1.4m	260	250	+1	-	-	-1	-	-	5D6	-	20%	99
Druge Bane														
Axe (4)	Two	1.2m	260	225	+4	-	-	-2	+1	-	5D6	-	15%	99
Felidite Throwing Knife														
Dagger	One	0.4m	45	50	*	-	-1	-	+2	-	2D6	-	35%	8
Fiiri														
Spear (2)	Two	2.6m	150	125	-	+2	-	-1	-	-	4D6	-	10%	50
Glaive														
Pole-Arm	Two	1.9m	120	100	-	+1	-	-1	-	-	4D6	-	80%	22
Goblin Assassin Dagger														
Dagger	One	0.4m	40	50	-	-	-	-	-	-	2D6	-	35%	15
Ivy Spear														
Spear	Two	3.0m	250	150	+1	+2	-	-2	-	-	4D6	-	10%	45
Punching Dagger														
Dagger	One	0.4m	40	50	+5	-	-1	-3	+5	-	2D6	-	40%	8
Shatter Mace														
Mace (5)	One	0.6m	30	75	-	-	-	-1	-	-	4D6	+1D100	10%	60

* Please refer to the item's description

Armour and Shields

DAEMONIC ARMOUR

The daemons of Vinnel-Tet have taken to wearing armour in combat to protect their numbers. Berserkers, despite their low intellect, make skilled metal workers with their gigantic fists. They will smelt, pound and shape iron and steel, mixing it with daemonic flesh to create the various styles of armour used in their armies. Daemonic armour is usually found only in the hands of the daemons, but it is not uncommon to find them made and worn by other races.

Daemonic Battle Armour: Battle armour is made from layers of dried daemonic flesh, sewn together with twine, over which thick plates of kildar ore and metal are bolted together to form a rigid suit of armour.

Heavy Daemonic Armour: Heavy daemonic armour is made of a several large pieces of metal plate. It is formed into a cuirass-style shape with large protective plates covering the wearer's neck, back of head and shoulders.

Lesser Daemonic Armour: This vest-style armour is made from overlapping crude shapes of metal bolted together with strong rivets. It offers a good degree of protection and is fairly resilient to fire damage. Lesser daemonic armour is common among the lower ranks of their armies.

GUMBEROO LEATHER

Water treated Gumberoo hide is very tough and resilient, offering excellent protection to its wearer. However, like the Gumberoo itself it is extremely vulnerable to fire based attacks.

Fire: Any fire based damage absorbed by Gumberoo leather is tripled. For example, if the armour absorbed its maximum of 14 points from any fire attack, it would actually lose 42 points from its DP.

JENNRO MAGMA ARMOUR

This cuirass-style stone-based armour is made from solidified magma. It is heavy and cumbersome, and often brittle, but is almost impossible to penetrate by all but the mightiest blow.

Impervious to Fire: Magma armour is completely impervious to fire based attacks and will not suffer any fire damage absorbed by its AV

SHUCKLAR CRYSTALLINE CLOAK

This unusual armour is 'grown' rather than constructed. A Crystalline Cloak is made from layers of animal hide which is impregnated with a living crystal known as 'Shen-sra'. Left in deep humid caverns for up to a month the crystals grow as they feed on the moist air, and on contact with light it hardens and dies. This creates the crystalline armour that is common amongst the warrior ranks of the Shucklar.

Electrical Damage: By its nature Shen-sra crystals are resistant to electricity. A Crystalline Cloak will reduce any damage from an attribute based electrical attack by an amount of points equal to its AV.

Other Armour	Avail.	Cost
Chain Mail Vest	60%	98 SS
Full Plate Cuirass	30%	80 SS
Full Plate Helm	30%	40 SS
Full Plate Suit	15%	180 SS
Leather Vest	90%	32 SS
Padded Vest	90%	20 SS
Reptilian Scale Mail	50%	72 SS
Studded Leather Vest	85%	45 SS

Shield	Avail.	Cost
Buckler	50%	5 SS
Wooden Shield	90%	17 SS
Metal Shield	80%	35 SS

	AV	Fire	DP	EV	DX	Att	Def	Avail.	Cost
Daemonic Armour: Battle	16	+40	1650	475	-3	-1	-2	5%	264 SS
Daemonic Armour: Heavy	14	+30	800	350	-2	-	-	20%	112 SS
Daemonic Armour: Lesser	9	+20	450	150	-1	-	-	40%	41 SS
Gumberoo Leather	14	-	900	300	-	-	-	15%	108 SS
Jennro Magma Armour	17	+25	400	550	-3	-1	-1	5%	88 SS
Shucklar Crystalline Cloak	11	-	400	100	-	-	-	40%	54 SS

EQUIPMENT

Armour and Shields

Missile Weapons

CRYSTAL MISSILES

The Shucklar create many crystals that are designed for battle. Although a peaceful race, they have been under attack recently from raiding parties and slave traders. The Shucklar are furiously protective of their kin and will fight against all odds to ensure the survival of their race.

Most Shucklar crystal missiles are designed to explode on impact, commonly launched from their own Crystaff, but are just as destructive thrown or detonated by hand.

The availability of all crystal weapons is doubled in Shucklar kingdoms.

Crystaff: Refer to close combat weapons

Aim	- N/A
Rate of Fire	- 1
Trauma	- N/A
Range	- 150 metres
Rounds	- 1

Borer: A powerful crystal that does not explode on impact, but rather attempts to 'drill' its way into the target.

Any opponent struck by a Borer must perform an immediate Toughness Test. If failed, the crystal grows larger, burrows deeper and the damage is increased by 1D6. The character must keep performing the test until successful. Once a test is passed, the crystal will explode, causing 4D6 damage plus the extra D6's,

If an opponents' armour is not penetrated the crystal will automatically explode, causing only 4D6 damage. **EV: 8 Availability: 10% Cost: 7 SS**

Devourer: The dangerous crystal that makes this missile can only be found in the coldest parts of the Shucklar kingdom. On impact the crystal will explode and shower the target in a highly acidic liquid.

The acid has an AP of +10 and targets struck suffer 10D6 damage. Saves against Trauma are taken with a -4 TS penalty. This is considered physical damage and toughness will absorb as normal. **EV: 9 Availability: 5% Cost: 15 SS**

Freeze: This crystal will explode on contact, casting a level-1 Ice Prison spell on the target. If detonated by hand the spell will be cast against its user. **EV: 7 Availability: 10% Cost: 10 SS**

Rock Crystal: This is the hardest crystal in the Shucklar kingdom and is the basis for many of their buildings and cities. It is heavy and cumbersome, but can make an effective missile weapon.

Target struck suffer 8D6 points of damage and the crystal causes a Knockout blow on 18+. **EV: 10 Availability: 30% Cost: 1 SS**

Thousand Shards: The most common crystal missile used by Shucklar warriors is The Crystal of a Thousand Shards.

On impact the crystal will explode into a shower of tiny shards. The target will suffer 3D6 points of damage multiplied by 1D6 strikes. Any saves against trauma suffer a -1 TS penalty.

Other targets within five metres have a 10% chance of being struck by the shards, suffering 3D6 damage multiplied by 1D3 strikes. These targets may attempt a Dexterity test to avoid the shards. **EV: 8 Availability: 20% Cost: 5 SS**

Missile Weapons	Avail.	Cost
Short Bow	95%	8 SS
Long Bow	85%	12 SS
Composite Bow	65%	19 SS
Crossbow	90%	16 SS
Phaser Pistol	5%	67 SS
Bolter Pistol	10%	42 SS

Bolts and Arrows	Avail.	Cost
Standard Arrow	95%	5 CP
Flight Arrow	80%	7 CP
Sheaf Arrow	70%	9 CP
Cross Bolt	90%	9 CP
Phaser Pistol Cartridge	5%	11 SS
Bolter Pistol Cartridge	10%	6 SS

Other	Avail.	Cost
Quiver	90%	2 SS

Explosives

There is only one known explosive in the system outside the Shucklar kingdom.

Black powder is made from 75% saltpetre, 13% charcoal, and 12% sulphur by weight. It is mixed using a steel ball mill in a non-sparking container, such as a lead bowl.

It is easily ignited and highly flammable and should be handled with care.

BLACK GRENADE

A Black Grenade is simply a hollow black metal container, in which black power is packed. It has a single fuse which is lit prior to use.

Targets within its blast radius suffer 10D6 points of damage. Any targets up to two metres outside this range have a 50% chance of being struck by shrapnel, suffering 4D6 points of damage.

It is possible to throw a grenade away before it explodes. The target may attempt a Dexterity test, but with a -1D6 penalty. However, if this is failed the target suffers a critical hit (double-damage). All other targets suffer damage as normal.

There is also a 5% chance that a grenade will explode immediately when lit, causing a critical hit as above.

Blast Radius	- 2 metres
Range	- ST × 3 metres thrown
Damage	- 10D6
EV	- 25
Availability	- 10%
Cost	- 7 SS

BALL GRENADE

Similar in design to the Black Grenade, this contains less, but coarser powder, along with hundreds of small lead ball bearings.

Any targets within ten metres of the grenade when it explodes have a 60% chance of being struck, suffering 4D6 damage, multiplied by 1D6 hits. The targets may attempt a Dexterity test to avoid the explosion, but with a -1D3 penalty.

A ball grenade may be thrown away before it explodes and may explode when lit, as explained under Black Grenade.

Blast Radius	- 5 metres
Range	- ST × 3 metres thrown
Damage	- 4D6 × 1D6 hits
EV	- 25
Availability	- 10%
Cost	- 9 SS

LOOSE POWDER

Loose black powder typically causes 1D6 damage over an area of 10cm radius, per ounce and is available throughout the realm, although mainly on Gaeo. It can be bought in bags and barrels of various weights. **EV: 1 Availability: 20% Cost: 5 CP** (Per ounce)

Daemonic Weapons & Artefacts

Other Weapons	Avail.	Cost
Attack Spear	35%	20 SS
Daemonic Blade	1%	21 GC
Inferno Sphere*	2%	27 SS
Slashing Dagger	15%	10 SS

*Rune Level: 8

Repairing Equipment

Damaged armour and shields can be repaired, restoring their DP value. The table below shows the cost of repairing armour and the time required to do so in a city. The cost of self-repair depends upon the cost of the material.

The availability of these materials is the same as the item that is to be repaired. The first value given is for professional repair and the second for self repair with the necessary skill and tools. The cost of the repair will be increased 25% for towns and 50% for villages.

The time to repair is based on per 50 damage points lost by the item. The cost to repair is given as Copper Pennies and is based on per 10 damage points lost by the item

Type	Time	Cost
Wood	1 / 1½ hours	10 / 6
Leather / Padded	1 / 1½ hours	14 / 9
Mail / Daemonic	1½ / 2 hours	20 / 13
Plate / Stone	1½ / 2 hours	24 / 16
Gumberoo Leather	1½ / 2 hours	22 / 15
Magical Item	1½ / 2 hours	28 / 23
Close Combat Weapon	1 / 1½ hours	15 / 10
Bow / Crossbow	1 / 1½ hours	10 / 7

Herbs

The Gaeo system is abundant with flora and fauna, some good, some not so good. Many can be used in potions, some as oils and others are simply chewed.

To identify such plant life a successful Botany skill is needed, alongside the Cook skill if required.

ANGELICA

This common white flower is known to cure ailments and poisons. It is boiled over a period of an hour and commonly drunk with another substance, as it has bitter and almost intolerable taste. Each time an Angelica potion is drunk the character must perform an Endurance Test in order for all poisons to be removed. **EV: 5 Availability: 60% Cost: 1 SS** (vial of five uses)

ARAS SEED (Poison)

A rare short plant that produces small blue pods of seed. Aras seed is a dangerous and sometimes lethal poison used criminals, assassins and the like. The seeds must be mashed into a fine powder before it can be used effectively, but if consumed the victim will feel its effect after only a few minutes.

The victim must perform a Save against Toxins, but with a -2D6 penalty. If failed, the victim will sweat uncontrollably for 1D6 hours, suffering one point of attribute damage at the end of each hour. This damage cannot be recovered until the poison is removed. Each pinch of the powder will increase the duration proportionally, thus three pinches will last for 3D6 hours. **EV: 1 Availability: 5% Cost: 8 SS** (per pinch)

BLACK ROOT (Poison)

Found in the darkest caverns, this herb has long deep roots and black leaves. Its roots are slowly boiled over a period of two hours to produce a thick black liquid. If drank, the victim must perform a Save against Toxins, if failed, the liquid causes the character to become subject to the rules of Frenzy for 1D3 Melees.

However, using Black Root carries a risk, for it has been known to cause severe psychological disorder. Each time Black root is used the character must perform a Will Power Test. If unsuccessful, the character must roll a single D6. If the result of this die is a six, roll again and so on, keeping a track of the dice total, until no more 6's are rolled.

If the total result is greater than the character's WP, they are subject to both the rules of Hatred, against the first race they encounter, and Frenzy.

This disorder is permanent and can only be removed by a successful level 3+ purify spell or by drinking an Angelica potion. **EV: 5 Availability: 15% Cost: 4 SS** (vial of one use)

DAEMON VINE (Poison)

This black vine only began appearing on the land shortly after the daemonic incursion. It can be found under large rocks where it is sheltered from light in which it cannot grow. When stewed and simmered over a period of 30 minutes, it will provide a bonus of +1D6 TS for saves against trauma when drunk, but reduces the characters WP by the same amount. Characters may attempt to withstand its effect by performing a successful Save against Toxins. **EV: 5 Availability: 15% Cost: 5 SS** (vial of one use)

HOGGLE WEED

A dark green seaweed-like plant from the eastern coasts of Gaeo. As it is chewed, but not swallowed, Hoggle Weed releases a tasteful liquid that has a calming effect. The character cannot be affected by Fear, Panic or Frenzy for 1D3 hours and any current effects are ceased immediately, although they do suffer -1 to Att and Def during this period.

Normally, after a few minutes the weed dries and is disposed of, however, if swallowed it will cause great discomfort and the character will suffer a penalty of -5 to their Att, Def and DX for 1D3 hours. **EV: 1 Availability: 30% Cost: 3 SS** (per weed - 1 use)

MUBRA OIL

The Mubra tree grows in the hottest regions of Jenrea and produces a large number of nuts from which fire resistant oil can be made. Mubra Oil will prevent 20 points of fire damage against anything it coats for up to two hours before it dries. **EV: 5 Availability: 35% Cost: 3 SS** (leather bottle of up to 300 EV coverage)

SILVER LEAF

These magical leaves can be found in only one place, among the branches of the eldest Gaeo-Ran, the Ancient Ones. They are bestowed with incredible magical energy and when eaten they will restore 25HP and +5 to all attributes instantly. **EV: 1 Availability: 5% Cost: 5 SS** (per leaf)

EQUIPMENT

Magic Items

Magic Items

Spells: Spells within magic items can only be used once per hour, unless otherwise stated. For the purpose of dispelling they have a magic level equal to their Rune Level. For more details please refer to the Rune-Smithing section.

Rune Level: This is the total level of runes bound onto the item. The figure given in brackets is the actual number of runes forged.

BOOTS OF FLIGHT

Metal boots similar in style to a mail sabaton, adorned with winged symbols. When worn, they cast a level-2 Flight spell on the wearer. The boots have 100 Damage Points. **Rune Level:** 3(1) **EV:** 20 **Availability:** 4% **Cost:** 12 GC

BOOTS OF SWIFTNESS

Leather boots of ornate design with fine stitching and gold trimmings. When worn they cast a level-8 Swift spell on the wearer. The boots have 100 Damage Points. **Rune Level:** 5 (1) **EV:** 10 **Availability:** 4% **Cost:** 12 GC

CLOAK OF INFILTRATION

A majestic red and green cloak first designed by the Reptilians over 2,000 years ago. When worn it casts a level-5 Invisibility spell on the wearer (1st Rune). Should the cloak be torn it will not work again until mended. However, it is protected by powerful runes and has a natural Toughness (TS) of 15 (2nd Rune) and 250 Damage Points. The cloak cannot be worn as armour. **Rune Level:** 6(2) **EV:** 15 **Availability:** 1% **Cost:** 14 GC

CROWN OF POWER

Only a spell-caster can use the Crown of Power. When worn, the golden crown will increase the spell-caster's IQ by +2 (1st Rune) and their Magic Level by +2 (2nd Rune), although it will not provide any Magic Points. The crown has 200 DP. **Rune Level:** 8(2) **EV:** 15 **Availability:** 3% **Cost:** 12 GC

GAUNTLETS OF MIGHT

These powerful gauntlets are much sought after by warriors and their like and several designs known to exist. While worn, the gauntlets provide a ST bonus of +5. The gauntlets have 150 Damage Points. **Rune Level:** 4 (1) **EV:** 40 **Availability:** 5% **Cost:** 10 GC

HEALING CHARM

A Healing Charm can be of various size and shape, usually in the form of a medallion. The charm doubles all standard rates of recovery for the wearer, including the recovery of Magic Points. More than one charm can be worn, each doubling their current rate of recovery. Healing Charms have 100DP. **Rune Level:** 2 (1) **EV:** 4 **Availability:** 4% **Cost:** 6 GC

HOLY CHALICE

A Holy Chalice is a magical cup that heals the injuries of the character or creature that drinks from it. Each mouthful of its water restores 25 Hit Points and +5 points to each attribute. However, only pure water will hold the chalice's magic properties. A holy chalice has 300 DP. **Rune Level:** 10 (1) **EV:** 15 **Availability:** 2% **Cost:** 15 GC

RING OF PROTECTION

A Ring of Protection is inscribed with powerful anti-magic runes that act as a level-5 Dispel Magic spell. This occurs whenever a spell, hostile or otherwise, is cast against the wearer. The ring will only work when worn and has 50 DP. **Rune Level:** 5 (1) **EV:** 1 **Availability:** 3% **Cost:** 8 GC

TALISMAN OF MAGIC

Only a spell-caster can use a Talisman of Magic. It contains a single random common spell that can be used freely, although it must be powered from the character's MP. Whenever the spell is used, the character's Magic Level is increased by +3. This spell can be dispelled as normal but cannot be destroyed. Talismans have 70 DP **Rune Level:** 5 (1) **EV:** 10 **Availability:** 2% **Cost:** 7 GC

TRAVEL KEY

Only a spell-caster can use this solid iron key. When the runic words are spoken and the key is turned, simulating the opening of a door, it will cast a level-4 Create Portal spell. The spell can be dispelled as normal but cannot be destroyed. The key has 100 DP. **Rune Level:** 5 (1) **EV:** 5 **Availability:** 1% **Cost:** 9 GC

Magic Items

Spells: Spells within magic items can only be used once per hour, unless otherwise stated. For the purpose of dispelling they have a magic level equal to their Rune Level. For more details please refer to the Rune-Smithing section.

Rune Level: This is the total level of runes bound onto the item. The figure given in brackets is the actual number of runes forged.

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Metal boots similar in style to a mail sabaton, adorned with winged symbols. When worn, they cast a level-2 Flight spell on the wearer. The boots have 100 Damage Points. **Rune Level:** 3(1) **EV:** 20 **Availability:** 4% **Cost:** 12 GC

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Leather boots of ornate design with fine stitching and gold trimmings. When worn they cast a level-8 Swift spell on the wearer. The boots have 100 Damage Points. **Rune Level:** 5 (1) **EV:** 10 **Availability:** 4% **Cost:** 12 GC

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A majestic red and green cloak first designed by the Reptilians over 2,000 years ago. When worn it casts a level-5 Invisibility spell on the wearer (1st Rune). Should the cloak be torn it will not work again until mended. However, it is protected by powerful runes and has a natural Toughness (TS) of 15 (2nd Rune) and 250 Damage Points. The cloak cannot be worn as armour. **Rune Level:** 6(2) **EV:** 15 **Availability:** 1% **Cost:** 14 GC

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GAUNTLETS OF MIGHT

These powerful gauntlets are much sought after by warriors and their like and several designs known to exist. While worn, the gauntlets provide a ST bonus of +5. The gauntlets have 150 Damage Points. **Rune Level:** 4 (1) **EV:** 40 **Availability:** 5% **Cost:** 10 GC

HEALING CHARM

A Healing Charm can be of various size and shape, usually in the form of a medallion. The charm doubles all standard rates of recovery for the wearer, including the recovery of Magic Points. More than one charm can be worn, each doubling their current rate of recovery. Healing Charms have 100DP. **Rune Level:** 2 (1) **EV:** 4 **Availability:** 4% **Cost:** 6 GC

HOLY CHALICE

A Holy Chalice is a magical cup that heals the injuries of the character or creature that drinks from it. Each mouthful of its water restores 25 Hit Points and +5 points to each attribute. However, only pure water will hold the chalice's magic properties. A holy chalice has 300 DP. **Rune Level:** 10 (1) **EV:** 15 **Availability:** 2% **Cost:** 15 GC

RING OF PROTECTION

A Ring of Protection is inscribed with powerful anti-magic runes that act as a level-5 Dispel Magic spell. This occurs whenever a spell, hostile or otherwise, is cast against the wearer. The ring will only work when worn and has 50 DP. **Rune Level:** 5 (1) **EV:** 1 **Availability:** 3% **Cost:** 8 GC

TALISMAN OF MAGIC

Only a spell-caster can use a Talisman of Magic. It contains a single random common spell that can be used freely, although it must be powered from the character's MP. Whenever the spell is used, the character's Magic Level is increased by +3. This spell can be dispelled as normal but cannot be destroyed. Talismans have 70 DP **Rune Level:** 5 (1) **EV:** 10 **Availability:** 2% **Cost:** 7 GC

TRAVEL KEY

Only a spell-caster can use this solid iron key. When the runic words are spoken and the key is turned, simulating the opening of a door, it will cast a level-4 Create Portal spell. The spell can be dispelled as normal but cannot be destroyed. The key has 100 DP. **Rune Level:** 5 (1) **EV:** 5 **Availability:** 1% **Cost:** 9 GC

Magic Scrolls

Material: All common scrolls given here are written on High Quality Paper/Vellum

Spell: This spell contained within the runic inscription. Some spells may have their effect and target predetermined.

Level: This is the magic level of the scroll and the level of its spell. Remember, for every level beyond that of the user, a +1 dice modifier is applied when attempting to activate a scroll.

Damage Points: The amount of damage the scroll can withstand before destroyed. There is a 5% chance that a destroyed scroll will cause a Catastrophe as explained in the Scroll Scribing section of this book.

GAE0-RAN INK

A magic bonding ink made from the sap of Gaeo-Ran and fruit pulp. Any magic scroll or inscription written in this deep green ink will provide a +1 IQ bonus when deciphered or read. Each bottle contains enough ink to scribe 20 MP. **EV:** 5 **Availability:** 10% **Cost** 1 GC per bottle

Scribing Materials	Avail.	Cost
Leather*	60%	2 SS
Daemon Flesh*	15%	3 SS
Papyrus*	65%	1 SS
Vellum / Paper*	70%	1 SS
Ink	95%	9 CP
Cloth	95%	2 CP
Quill Pen	95%	3 CP

*per sheet

Non-Daemon Skin and Leaves are generally not available from traders and should be sought elsewhere.

Scroll of Darkness

Spell	Level	DP	Avail.	Cost
Create Darkness	1	20	35%	4 SS

Scroll of Illusions

Spell	Level	DP	Avail.	Cost
Create Illusion	2	30	30%	5 SS

Scroll of Light

Spell	Level	DP	Avail.	Cost
Create Light	1	20	40%	3 SS

Scroll of Travel

Spell	Level	DP	Avail.	Cost
Create Portal	1	20	35%	4 SS

Scroll of Protection

Spell	Level	DP	Avail.	Cost
Dome	2	30	20%	7 SS

Scroll of Healing

Spell	Level	DP	Avail.	Cost
Heal	2	30	35%	5 SS

Scroll of Resurrection

Spell	Level	DP	Avail.	Cost
Life	5	60	5%	16 SS

Scroll of Might

Spell	Level	DP	Avail.	Cost
Mighty Strength	3	40	15%	7 SS

Scroll of Purification

Spell	Level	DP	Avail.	Cost
Purify	3	40	20%	5 SS

Scroll of Resistance

Spell	Level	DP	Avail.	Cost
Rock Skin	3	40	15%	8 SS

Scroll of Dispel

Spell	Level	DP	Avail.	Cost
Dispel Magic	4	50	20%	10 SS

EQUIPMENT

Magic Scrolls

The greatest of the Shucklar technology is their creation of the mighty Gravity Ships. The Gravity Crystals, or Nar-Cry-Venan, are infused with incredible magic energy that shifts and moves throughout its structure in bright multicoloured swirls. These generate an energy field that creates a pocket of gravity around the vessel.

Using a number of crystal fins on the vessel the gravity engine is fed natural light that provides the energy it needs. Through a system of valves this amount of light can be managed, thus providing a degree of control in the level of gravity generated. Many vessels also have a sub-system of crystals that store the light for night-time use.

The engines are centrally positioned in a vessel to create an even distribution of the field and larger vessels may well have a series of smaller gravity crystals fed from the main engine.

Gravity ships are used by almost all races in the system. Their mechanical systems are simple to operate but their construction is difficult to master. Most are bought from Shuckarn, but some are built by others, although somewhat more crude than those of the Shucklar.

Cargo: This gives the maximum EV the vessel can carry with its engine. This includes the EV of all crew and equipment. Up to 10% beyond this limit the maximum speed of the vessel is reduced by half and above 10% the vessel will not be able to take off

Crew: This is the minimum number of crew required to operate the vessel.

Maximum Altitude: This is the highest altitude at which the vessel can fly. If the vessel begins its flight beyond the altitude, such as a Shucklar fighter craft taking off from a war ship already in flight, the engine will have no effect until they reach at least this altitude.

Reserve Energy: This is the amount of energy measured in hours that can be stored in an hour for hour basis during sunlight. The energy will last the given time at the maximum speed of the vessel. Reducing the vessel's speed will increase this time proportionally.

Rules

- **Swoop Attack:** A character can make a single attack with a close combat weapon in the same way as a Swoop Attack.
- **Dexterity:** Characters must use the vehicle's DX for all flying combat tests.
- **Combat:** Trying to maintain control of a vehicle and fight at the same time is incredibly difficult to accomplish. To represent this, the character suffers a penalty of -3 to their test if they are engaged in combat while exceeding 40 kph. A test is required at the end of each melee round. If the vehicle is not exceeding 40 kph, no tests are required.
- **Falling from Vehicles:** Any character falling from a moving vehicle suffers 2D6 points of damage for every 10 kph the vehicle was travelling. If a character chooses to leap off a moving vehicle, they must perform an immediate Dexterity Test. If this is failed, the character suffers damage in the same way as falling from the vehicle.

Shucklar Warship

Smaller than a cargo ship, but more heavily armoured with a plated steel hull and reinforced fins. The Shucklar first used their warships against the Druge more than three hundred years ago with devastating effect. Each warship holds eight fighter craft and 200 warriors. It is has four turrets; port, starboard, aft and fore, each armed with a Cry-Non, a powerful rapid firing missile weapon.

Armament: Four Cry-Non Rapid Guns

Availability: Only in Shucklar Military

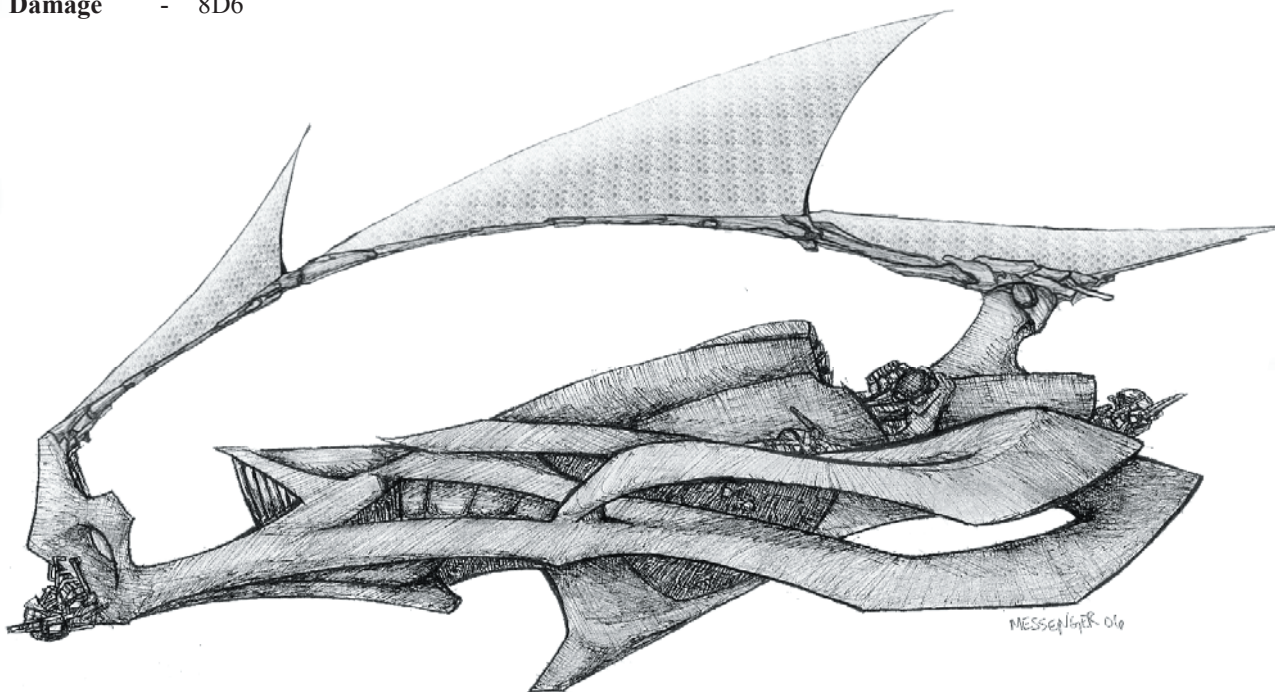
Cost: N/A

Length	Weight	Max. Speed	Max. Altitude	DX	AV	TS	DP	Crew	Cargo	Reserve Energy
20 metres	300,000 EV	50 kph	9 km	6	25	20	20,000	10+	135,000 EV	4 hours

CRY-NON RAPID GUN

The Cry-Non is a powerful Shucklar weapon rarely found in the hands of other races. It launches heavy rock crystals at a rapid rate and is capable of crippling lesser vessels. It is heavy and cumbersome, usually mounted on a supporting mechanism.

Handed	-	Two Handed
Length	-	1.8 metres
EV	-	Weapon: 360, Belt: 750, Total when mounted: 480
DP	-	150
Aim	-	-2
AP	-	n/a
KO	-	16+
Rate of Fire	-	30
Trauma	-	n/a
Range	-	400 metres
Rounds	-	90 per Belt. A Shucklar warship will carry no less than 40 Belts.
Damage	-	8D6



GRAVITY SHIPS

Shucklar Warship

GRAVITY SHIPS

Shucklar Fighter Craft

Shucklar Fighter Craft

The 'dart-like' fighter craft of the Shucklar has a varied role, from patrol, scout and as a war machine. The single manned vessel has an open cockpit and is piloted in a similar manner as riding a horse. It is fast and swift, armed with explosive rockets capable of destroying small targets.

Armament: Six Cry-Yark missiles.

Availability: Only in Shucklar Military

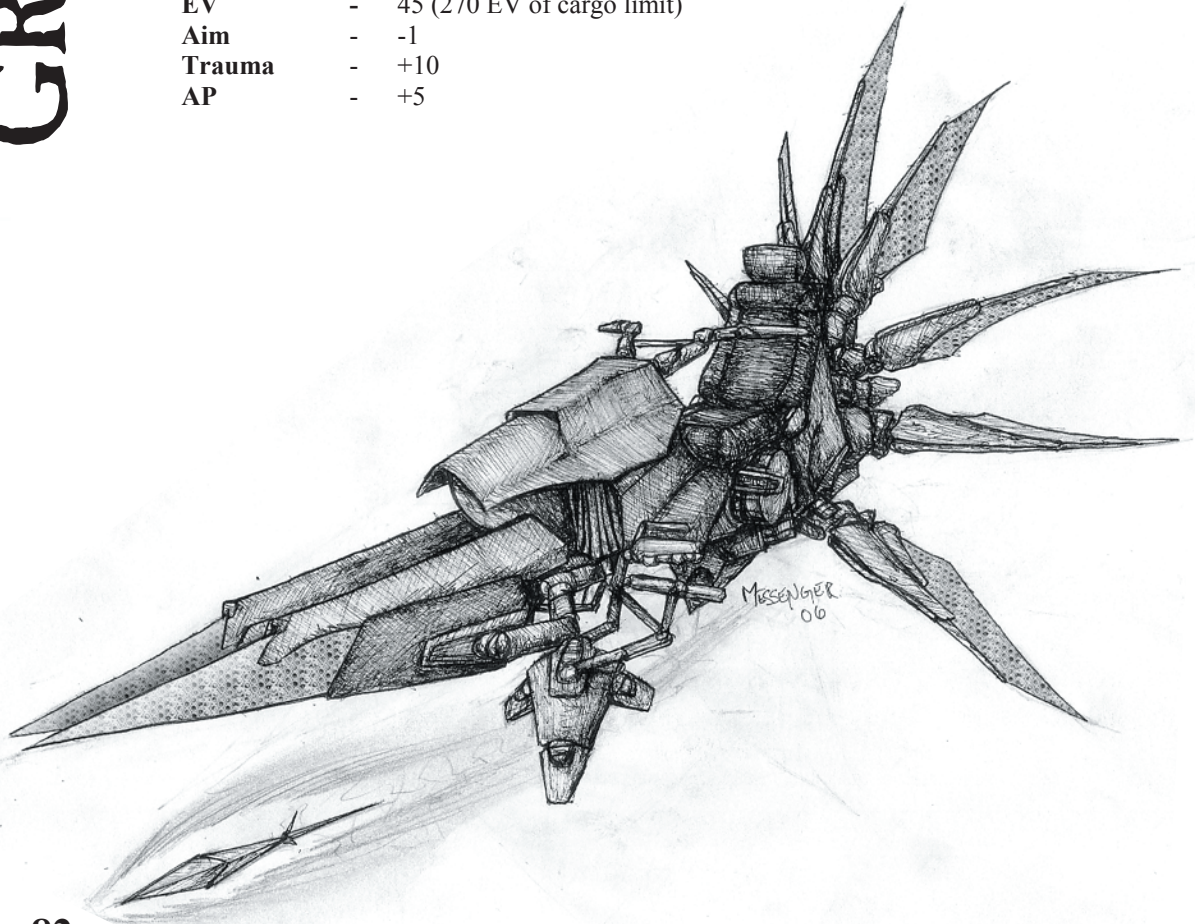
Cost: N/A

Length	Weight	Max. Speed	Max. Altitude	DX	AV	TS	DP	Crew	Cargo	Reserve Energy
5.5 metres	3,200 EV	80 kph	3km	14	20	15	300	1	850 EV	1 hour

CRY-YARK MISSILE

These long range crystal missiles are among the most destructive devices in the Shucklar arsenal. They propel towards their target by expelling a quantity of energy and explode on impact, tearing wood, steel and flesh apart with equal ease.

Length	-	1.1 metre
Blast Radius	-	2 metres
Range	-	800 metres
Damage	-	20D6
EV	-	45 (270 EV of cargo limit)
Aim	-	-1
Trauma	-	+10
AP	-	+5



Passenger/Cargo Ship

A common use of the gravity ships is for travel between realms, either for cargo or passenger use. There are many commercial routes between such realms used by thousands of creatures every day from almost all races. The ships are typically of wooden construction and will often have sealed decks to minimize exposure to the thin atmosphere of high altitude.

Armament: None

Availability: 20%

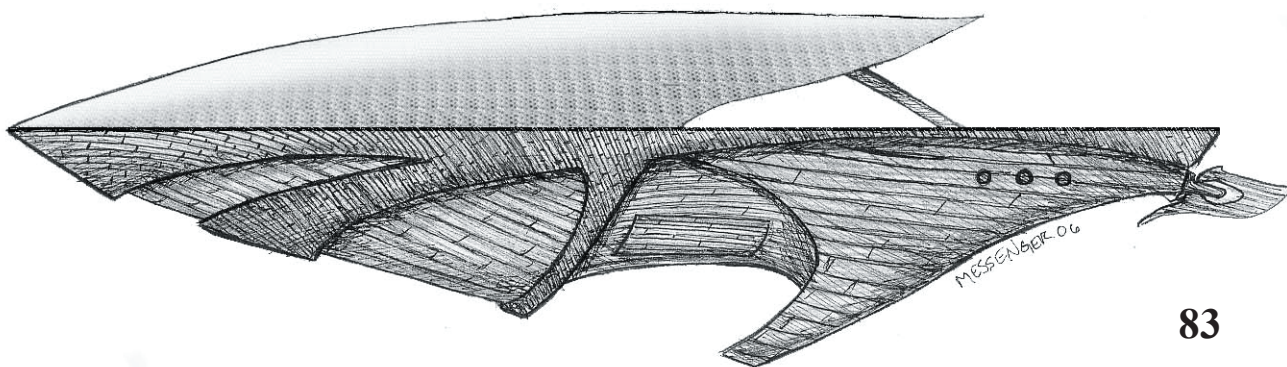
Cost: 7,000 GC

GRAVITY SHIPS

Passenger / Cargo Ship

Length	Weight	Max. Speed	Max. Altitude	DX	AV	TS	DP	Crew	Cargo	Reserve Energy
25.0 metres	220,000 EV	40 kph	8 km	3	15	15	11,500	1+	150,000 EV	2 hours

Charter Cost Examples (SS)	Gaeo-Mora (North)	Gaeo-Mora (East)	Gaeo-Mora (South)	Gaeo-Mora (West)	Gaeo-Mora (Central)	Shuckarn	Lupa	Khan-Silath	Drugae	Daema	The Fey Isles	Jenrea	Shadow Country
Gaeo-Mora (North)	10	15	15	15	15	20	30	20	20	50	20	15	25
Gaeo-Mora (East)	15	10	15	20	15	15	30	10	30	40	10	10	25
Gaeo-Mora (South)	15	15	10	15	15	10	30	20	25	60	20	15	20
Gaeo-Mora (West)	15	20	15	10	15	30	20	30	10	80	20	20	25
Gaeo-Mora (Central)	15	15	15	15	10	15	25	15	20	50	15	15	25
Shuckarn	20	15	10	30	15	10	40	15	35	70	25	15	20
Lupa	30	30	30	20	25	40	10	25	15	40	15	30	40
Khan-Silath	20	10	20	30	15	15	25	10	20	40	15	10	30
Drugae	20	30	25	10	20	35	15	20	10	60	25	30	35
Daema	50	40	60	80	50	70	40	40	60	20	20	20	40
The Fey Isles	20	10	20	20	15	25	15	15	25	20	10	20	35
Jenrea	15	10	15	20	15	15	30	10	30	20	20	10	25
Shadow Country	25	25	20	25	25	20	40	30	35	40	35	25	20



GRAVITY SHIPS

Skiff-Bike

Skiff-Bike

The humans have proved to have exceptional mechanical skills and have adapted the technology of the Shucklar to suit their needs. These gravity vehicles are known as 'Skiffs' and despite their crude construction in comparison with those of the Shucklar, they are more resilient to damage and much easier to repair by other races.

The Skiff-Bike is swift and agile, but lightweight, prone to breakdown and its engine cannot hold much reserve energy. Despite this, Skiff-Bike are popular among the youth culture and especially the gang society.

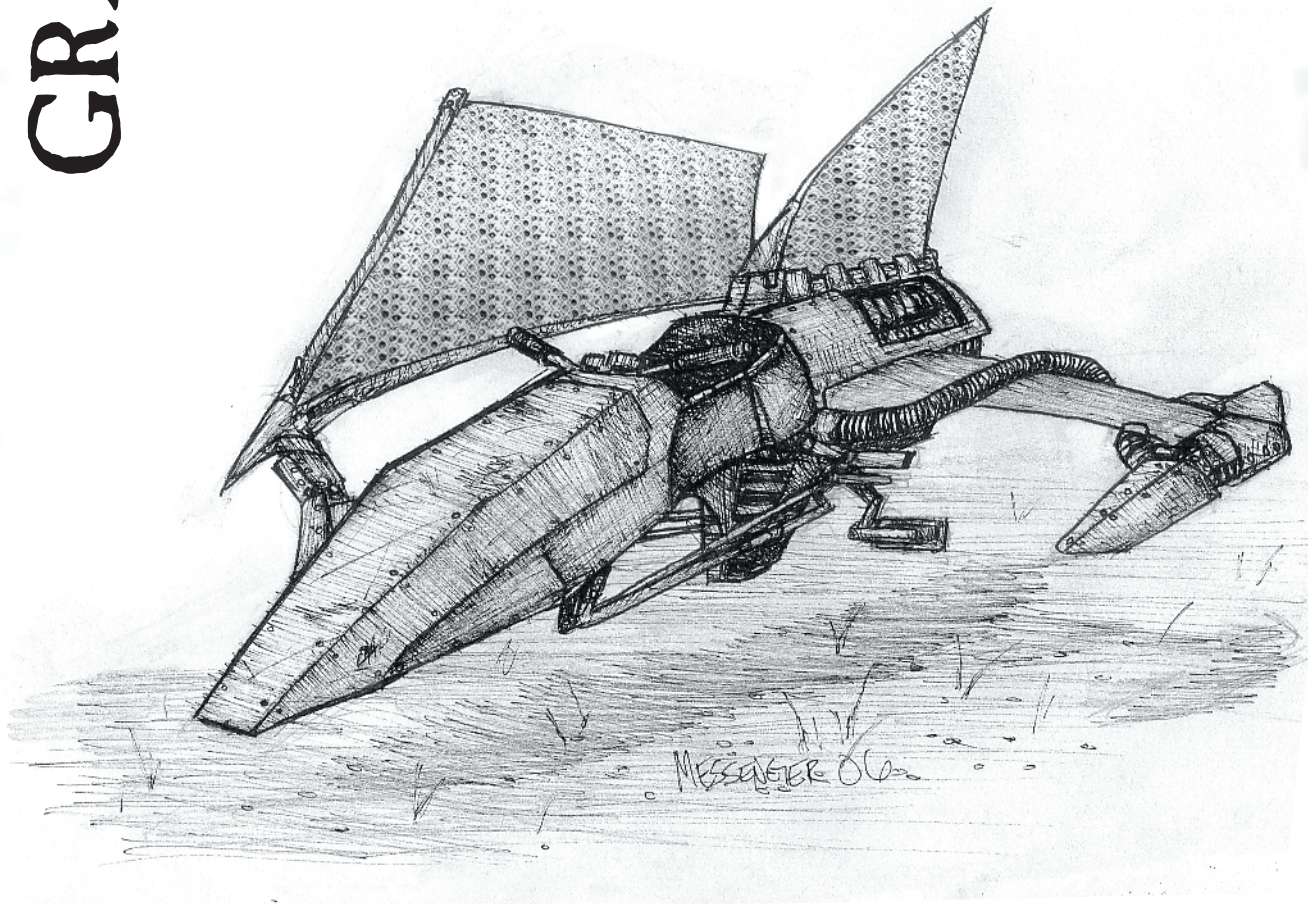
Armament: None

Availability: 10%

Cost: 100 GC

Engine Failure: There is a 10% chance that a Skiff Bike engine will 'die' when accelerating beyond 50kph. In this situation the pilot must make an immediate skill test to restart the engine, before they crash to the ground. If this happens, the skiff bike will suffer 1D100 points of damage directly from its DP.

Length	Weight	Max. Speed	Max. Altitude	DX	AV	TS	DP	Crew	Cargo	Reserve Energy
2.0 metres	4,500 EV	70 kph	0.5 metre	11	15	15	300	1-2	1,500 EV	0.5 hour



Skiff-Truck

The Skiff-Truck is the most widespread of all gravity vehicles and can be found throughout the system, in one shape or another. Principally designed by the Humans, many other races have adopted their own designs and features.

They are typically crudely built, with large mechanical controls and a single large crystal fin directly over the centrally located engine. Skiff-Trucks are slow and cumbersome, but capable of carrying a huge load.

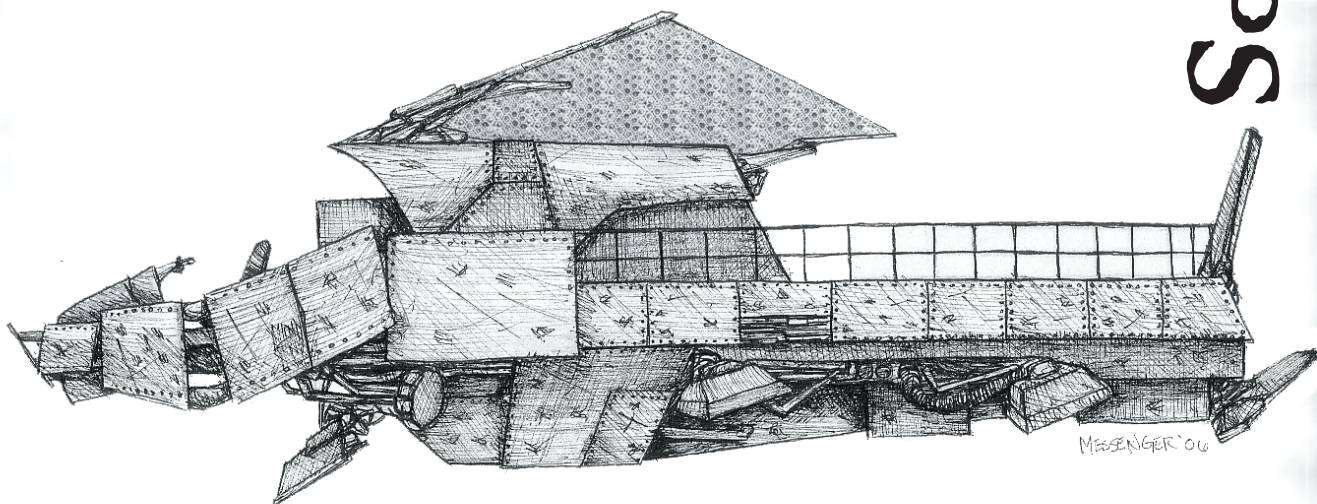
The Skiff-Truck is used primarily as a transport vehicle but some are used in warfare as makeshift variants of the more powerful 'Skiff Tanks'

Armament: None.

Availability: 15%

Cost: 500 GC

Length	Weight	Max. Speed	Max. Altitude	DX	AV	TS	DP	Crew	Cargo	Reserve Energy
5.0 metres	12,400 EV	30 kph	0.5 metre	3	15	15	1,800	1+	7,000 EV	1 hour



GRAVITY SHIPS

Skiff-Truck

GRAVITY SHIPS

Skiff-Tank

Skiff-Tank

The Grav-Tank, or Skiff-Tank, is the most destructive of all the human inventions. Typically heavily armoured and armed with a crude bolter cannon, they can devastate fortifications with ease.

Armament: Skiff-Tanks are typically armed with a crude bolter cannon

Availability: 5%

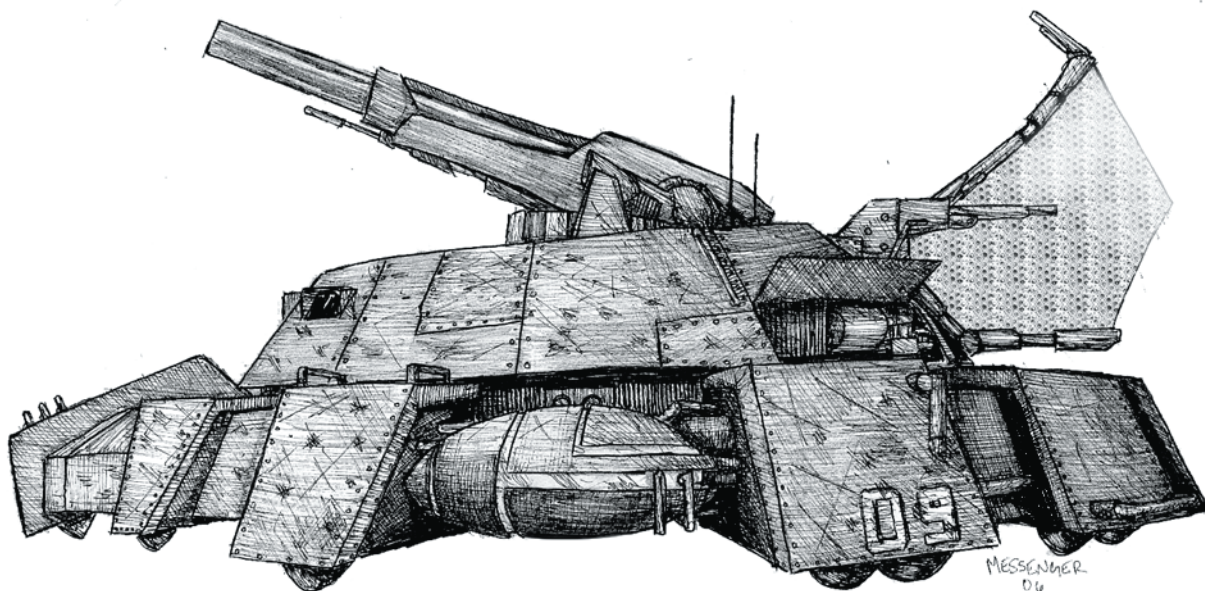
Cost: 1,600 GC

Length	Weight	Max. Speed	Max. Altitude	DX	AV	TS	DP	Crew	Cargo	Reserve Energy
7.5 metres	31,000 EV	45 kph	0.5 metre	5	35	30	3,500	3	2,500 EV	2 hours

CRUDE BOLTER CANNON

This human weapon is unique to the Skiff-Tank for it is far too heavy and dangerous for personal use. It fires a single shell with such force and recoil that the tank is pushed back three metres.

Handed	-	Mounted only
Length	-	2.3 metres
EV	-	Weapon: 1,100 Shell: 90
DP	-	250
Aim	-	-3
AP	-	30
Rate of Fire	-	1
Trauma	-	+20
Range	-	950 metres
Rounds	-	1 (individually loaded)
Damage	-	40D6
Availability	-	5% (Cannon Shell)
Cost	-	40 SS (Cannon Shell)



Penetration Chart

If a missile weapon penetrates the AV of a vehicle roll 2D6 on the chart below. If the vehicle is penetrated with a critical hit roll 3D6

1-8 NON-CRITICAL HIT

The projectile embeds in the internal structure of the vehicle but no further damage is caused.

9-10 THROUGH N' THROUGH

The projectile passes clean through the vehicle without hitting any components or occupant. The amount of damaged rolled is doubled.

11 -13 COMPONENT HIT

The projectile hits a critical component. Permanently reduce the speed of the vehicle by -10kph and its DX is reduced by -1.

14-16 RICOCHET

The projectile bounces around inside the vessel/vehicle. Roll a D6 for a randomly determined occupant in the enclosed area. On the roll of 5 or 6 they are struck by the projectile suffering full damage. If the occupant is not hit, then roll again for another random occupant. If a 6 is rolled on this die they are struck by the projectile suffering half damage. If this occupant is not hit, the projectile buries itself in a wall or nearby object. Each occupant may attempt a Dexterity test to avoid the projectile, but with a -1D6 penalty.

For open-topped vehicles such as a fighter craft or skiff-bike, on a roll of a 5 or 6 the pilot/passenger is hit as above, but no Dexterity test may be attempted.

17+ ENGINE HIT

For every point of damage inflicted there is a 1% chance that the engine will crack and explode, destroying the vehicle and inflicting an amount of damage to crew/passengers within the blast radius. Damage is applied to armour first with any excess applied to the character. If the engine does not explode the vehicle will lose power for 1D6 melees and will fall if in flight.

Damage Rolled

1D6 for every 5 kph or part thereof of the vehicle's current speed.

1D6 for every 2,500 EV or part thereof of the vehicle's weight (excluding cargo)

Blast Radius

The explosion caused by the engine covers an area equal to one metre radius per D6 damage. Characters may attempt to escape before the engine explodes by performing a successful Dexterity test, but with a -1D6 penalty. Characters that can cover this distance in a single melee do not suffer this penalty. Any creature near an exploding vehicle and within this blast radius has a 10% chance of being hit by shrapnel, suffering 4D6 damage.

Damage Example

Skiff Tank	11 - 21D6
Skiff Truck	5 - 11D6
Skiff Bike	2 - 14D6
Shucklar Fighter Craft	2 - 18D6
Shucklar Warship	120 - 130D6
Passenger/Cargo Ship	80 - 88D6



IMMORTALITY

Many creatures are bound to magic, so much in fact, that it becomes part of their physical existence. Such creatures have a long life span and many can cast spells unique to their race. The magical nature of these creatures can protect them from harm and negate injuries that would instantly kill lesser beings. Many creatures regenerate wounds almost instantaneously, others are protected by a powerful magical aura that deflects attacks, while some are of an ethereal existence and such blows will pass through their body with little or no effect. The Immortality rating given to a creature represents their level of resistance to non-magical damage and injuries. This value is added to the creature's TS attribute before any rolls are undertaken and this may be used in conjunction with armour. This rating cannot prevent injuries and attacks made by magical weapons or spells.

ENCHANTED

There are many creatures bound to magic, but there are very few born of magic. These creatures are so saturated and suffused with magical energy that they are able to withstand its most powerful effects. It is believed that such creatures are the reason magic exists in the system and should they die, magic would die with them. No one, with the possible exception of Gaeokerena, really knows if this is true, but the strength of magic has dwindled since the creation of the system, as too have the numbers of these rare beings.

The Enchanted rating given to a creature represents their level of resistance to magical damage and injuries. This value is added to the creature's TS attribute before any rolls are undertaken and this may be used in conjunction with armour. This rating cannot prevent injuries and attacks made by non-magical weapons or attacks.

Baku

The Baku is a massive and hideous short-legged creature that dwells in the forests of the system. Its body is covered in short black hairs, much like a dog, giving the Baku a smooth-coated appearance. The Baku's snout and upper lip are elongated to form a short trunk. This creature is exceptionally dangerous, for not only is it carnivorous, it is also known to feed on fear. The Baku can absorb a creature's emotion, enabling it to drain their life force, often resulting in death.



Common Language: none
Life span: up to 55 years
Height: average 2.2 metres
Length: average 2.0metres
Weight: average 1,200 EV
Diet: Carnivore
Nightvision: 100 metres

Rate of Recovery: normal
Encumbrance: normal
Attitude: Hostile
Immortality: 0
Enchanted: 0
Natural Weapons: Claws, 2D6

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	14	16	20	9	16	10	-	9	9	0	135	100

Cause Fear: The Baku causes fear as explained in the Psychology section of Daemornia. However, the fear test is required at the beginning of each melee round. For every point by which a creature fails the test, they will suffer a penalty of -1 to one of the following random attributes. (Use a D6) 1: IQ, 2: ST, 3: DX, 4: EN, 5: Att, 6: Def. Roll for each point lost in this way. These attributes can be recovered as normal.

BESTIARY

Canis

Canis

The Canis are an ancient race born from a region in the far reaches of space known as Canis Lupa. They arrived in the Gaeo system almost two thousand years ago, as their own twilight-world died with the collapse of their sun. Gaeokerena had been contacted by the greatest of their spell-casters, the Moon Priests, as they sought sanctuary.

The Canis are tall, muscular creatures with a canine-like posture and appearance. With their large head, ears and snout they have a keen sense of smell and exceptionally acute hearing. Their body is completely covered in thick brown hair, from a few centimetres in length on their legs to almost half a metre down their spine.

The Canis are devout believers in their moon god, Lupus, the father and creator of their race. They worship the moon and the light it gives, believing they are blessed when under its gaze. Indeed, it is well known that the full moon of Gaeo shrouds them in protective magic.

The Canis society is a five tier system. The lowest, the Canis-Minor, are the workers and builders of their land. Canis-Major are the higher of the Canis, those who have amassed wealth or power in their society or those that choose to follow the path of the mighty Blood Warriors.

As a Canis ages, they undergo a change known as the Quagalith, or the 'Coming' as it is known in Earthen. For a whole cycle between full moons, the Canis will hibernate; their body grows and develops, until they awaken as a Lancasin, the third tier of their society. Lancasin are much larger and more powerful than lesser Canis and are able to overpower adversaries much greater in size.

For some, the change of the Quagalith does not always result in this transformation. These few will physically change very little, with only their hair fading to grey or white. However, their mind and understanding of their universe will increase many-fold, and they become one of the highly respected Moon Priests, the masters of magic and the fourth tier of the Canis.

During the Quagalith, one in every hundred thousand Canis will fail to wake at the full moon and will continue to sleep for another cycle. During the second cycle, their body will create a cocoon of deep red silk in which to transform. As the full moon shines on their resting body, they will emerge with deep red hair, as the most feared of all Canis, The Demi-Gods of Lupus. These monstrous beings can tower over the largest Canis and are even a match for a greater daemon.

Common Language: Lupan

Life span: up to 180 years

Height: 2.1 - 2.5 metres

Weight: 350 - 600 EV

Diet: Carnivore

Nightvision: 600 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Neutral

Immortality: 0

Enchanted: 0

Natural Weapons: none

BESTIARY

Canis

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Canis												
10	10	11	10	11	14	14	-	10	11	9	50	10
Blood Warrior												
10	12	13	12	13	14	14	-	12	12	9	60	95
Lancasin												
12	14	16	15	16	18	16	-	16	16	10	80	190
Moon Priest												
13	15	15	14	15	17	15	-	14	15	10	75	60
Demi-God of Lupus												
13	20	20	20	20	20	20	-	20	20	12	150	770

Bounding Leap: The maximum distances given for leaping in the GM section of Daemornia, are tripled for all Canis.

Detest Sunlight: Canis rarely venture out during the day for they are almost blind in the strong sunlight of the system, only able to see clearly within 30 metres. Under direct sunlight, all Canis have their Aim and DX reduced by half, rounding fractions up.

Heightened Hearing: Canis have exceptionally acute hearing and anyone attempting to prowl upon or nearby a Canis will suffer a penalty of -3 before their test is undertaken.

Natural Skills: Recognise Odour and Track Scent

Strength of the Moon God: Under direct moonlight all Canis gain +1D6 ST.

The Protection of Lupus: It is well known among other races that moonlight shrouds a Canis in magical energy that protects them from harm. Under direct moonlight a Canis or Canis Minor will receive a natural AV of 2D6, or +1D3 in addition to artificial or other armour. This is increased by +1 for Canis Major, +2 for Blood Warriors or Moon Priests, +3 for Lancasin and +4 for Demi-Gods.

BLOODWARRIOR

Combat Skills: Pounce

Equipment: Blood Warriors wear Leather armour (AV9, DP350) and carry two Canis Swords (One-handed, 3D6, Trauma+1)

LANCASIN

Blood Bite: If a Lancasin drinks the warm blood of any living creature they regenerate 1D6 HP per melee. No more than 6D6 can be taken from any single creature. For every five points lost in this way, the creature suffers 1D6 points of attribute damage.

Combat Skills: Daemon Bane, Pounce

Equipment: Lancasin wear Studded Leather armour (AV10, DP450) and carry a Crescent Staff (Two-handed, 6D6)

MOON PRIEST

Combat Skills: Pounce

Spells: Moon Priests are able to cast the following spells: Blood of Lupus, Call Eclipse, Create Darkness, Create Portal, Dispel Magic, Fury of Dark Blood, Heal, Howl of the Canis, Madness of the Canis, Magic Blast and Outer-Realm Gateway. A typical Moon Priest will have 45 MP and will be a level-5 spell-caster.

DEMI-GOD OF LUPUS

Combat Skills: Daemon Bane, Pounce

Equipment: Demi-Gods wear Studded Leather Armour (AV10, DP450) and carry two Moon Rings (One-handed, 5D6, Trauma+3)

BESTIARY

Elementals

Elementals

Elementals are magical beings formed from one of the four basic elements; water, fire, earth and air, with their entire nature derived from this element. Elementals are created by magic and do not exist outside the powers of a spell caster. On rare occasions, a wandering elemental may be encountered, with most appearing in a humanoid form and some may even be armed.

Water Elementals are tall, almost transparent humanoids, and when stood still they are difficult to detect from a distance. Their entire body displays thousands of tiny water ripples that grow and shimmer as the elemental moves.

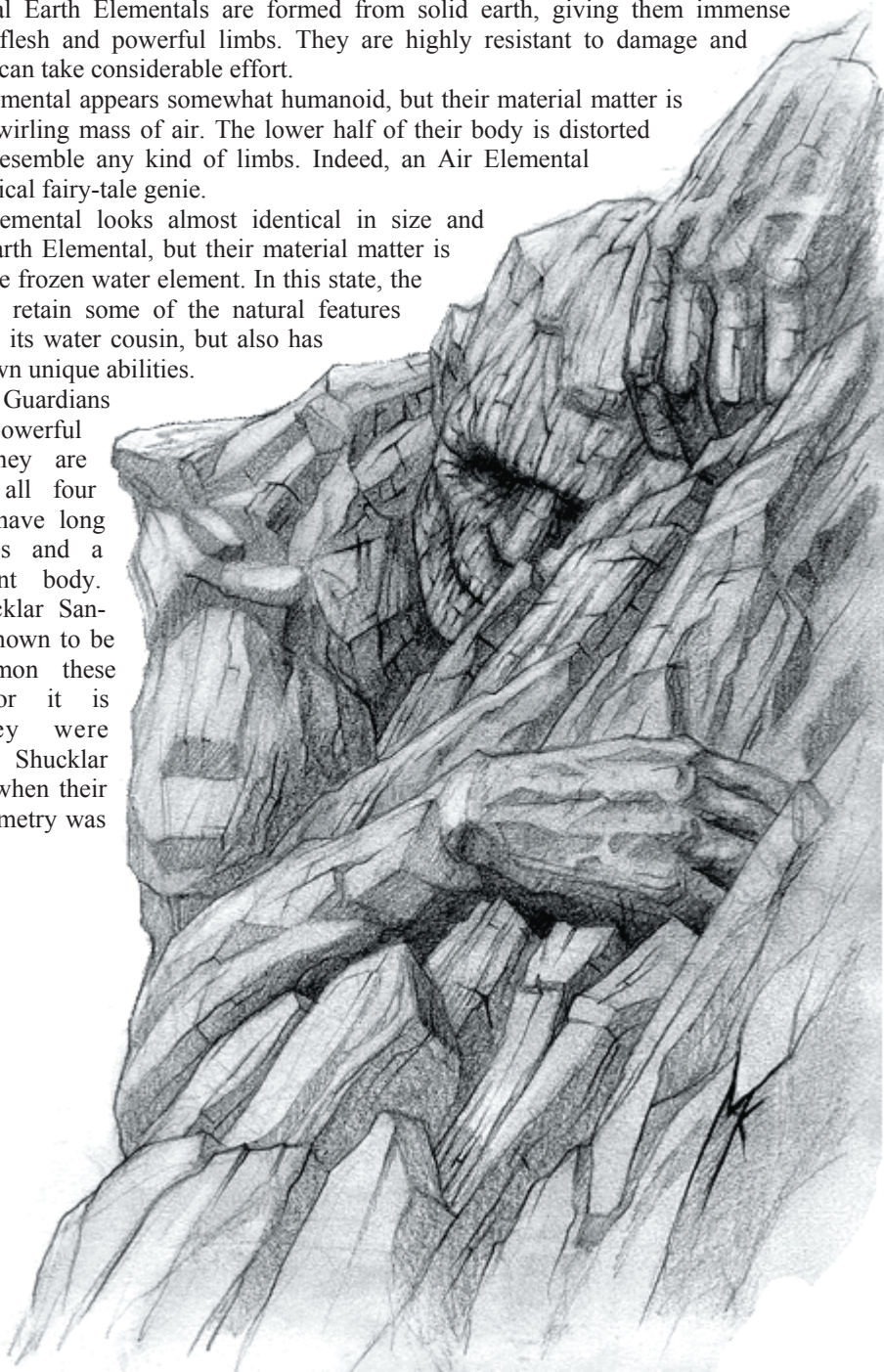
Fire Elementals are powerful creatures whose body waves in bright fiery flames of red, orange and yellow. They are the most feared of elementals for they are capable of causing widespread devastation with their natural powers.

The colossal Earth Elementals are formed from solid earth, giving them immense strength, hard flesh and powerful limbs. They are highly resistant to damage and destroying one can take considerable effort.

The Air Elemental appears somewhat humanoid, but their material matter is made from a swirling mass of air. The lower half of their body is distorted and does not resemble any kind of limbs. Indeed, an Air Elemental looks like a typical fairy-tale genie.

The Ice Elemental looks almost identical in size and shape to the Earth Elemental, but their material matter is created from the frozen water element. In this state, the elemental does retain some of the natural features associated with its water cousin, but also has several of its own unique abilities.

The Crystal Guardians are the most powerful elementals. They are formed from all four elements and have long powerful limbs and a highly resistant body. Only the Shucklar San-ro-Sharn are known to be able to summon these elementals, for it is believed they were created by the Shucklar during a time when their science of symmetry was at its greatest.



BESTIARY

Elementals

Common Language: Runic

Life span: up to five years

Height: 1.7 - 2.2 metres

Weight:

Water Elemental - unknown

Fire Elementals - unknown

Earth Elemental - average 750 EV

Air Elemental - unknown

Ice Elemental - average 650 EV

Crystal Guardian - average 850 EV

Diet: none

Nightvision: 70 metres

Rate of Recovery: Elementals can only regain HP through magic.

Encumbrance: ×2

Attitude: See Notes

Immortality:

Water, Fire and Air Elementals - 40

Earth, Ice and Crystal Elementals - 0

Enchanted: All Elementals - 10

Natural Weapons: none

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Air Elemental												
8	18	14	20	14	-	4	16	14	14	4	170	170
Crystal Guardian Elemental												
8	18	22	25	12	-	10	-	11	11	6	270	360
Earth Elemental												
8	18	18	25	10	-	10	-	10	10	4	170	205
Fire Elemental												
8	18	16	20	12	-	12	-	12	12	6	170	170
Ice Elemental												
8	18	16	23	11	-	10	-	12	12	4	170	185
Water Elemental												
8	18	14	20	13	-	14	-	14	14	4	170	170

Attitude: When not under the direct command of their creator an elemental will think and act for itself. Under these circumstances an elementals attitude is considered Neutral

Immunity: As elementals are not made of flesh and bone they are unaffected by many conditions. They are completely unaffected by trauma, toxins, attribute damage and all psychology, including Will Power Tests induced by psionic powers and magic spells.

Magic: All elementals can cast magic and have 25 MP with an equivalent Magic Level of 3. Often the elemental will be able to cast spells that their creator cannot. The secret of these spells will not be given up by the elemental.

BESTIARY

Elementals

WATER ELEMENTAL

Fire: Water elementals suffer double damage from any fire-based attack. Their Immortality will not prevent this type of damage.

Healing: On contact with any source of water, the elemental will regain 30 HP per litre absorbed. They can absorb no more than two litres per melee.

Spells: Water elementals can cast the following spells: Douse, Hot Blast, Rust and Walk on Water.

Grasping: Such is the nature of the elemental that they cannot be held or grasped.

FIRE ELEMENTAL

Burning Touch: Any physical blow from a Fire Elemental does 3D6 points of fire damage.

Fire: This elemental is impervious to all fire and heat damage.

Healing: On contact with any source of fire, the elemental regains 50 HP a melee. The fire source must be at least the equivalent of a small campfire in order for the elemental to regenerate.

Spells: The elemental can cast the following spells: Fiery Breath, Fireball, Melt Metal and Spontaneous Combustion.

Grasping: Such is the nature of the elemental that they cannot be held or grasped. Should any creature attempt to do so, they will suffer 3D6 points of fire damage.

Water: Fire elementals suffer double damage from any water-based attack. Their Immortality will not prevent this type of damage.

EARTH ELEMENTAL

Fire: Earth elementals are impervious to all fire and heat based damage.

Spells: The elemental can cast the following spells: Pass Through Rock and Shatter Rock.

AIR ELEMENTAL

Fire and Water: Air elementals are impervious to all fire, heat and water based attacks.

Spells: The elemental can cast the following spells: Blinding Flash, Call Wind, Miasma and Thunder Clap.

Grasping: Such is the nature of the elemental that they cannot be held or grasped.

ICE ELEMENTAL

Fire: Ice elementals suffer double damage from any fire or heat based attack. Their Immortality will not prevent this type of damage.

Healing: On contact with any source of water, the elemental will regain 25 HP per litre absorbed. They can absorb no more than two litres per melee.

Spells: The elemental can cast the following spells: Ball of Ice, Freeze Body and Freeze Water.

CRYSTAL ELEMENTAL

Fire: Crystal Guardians are impervious to all fire and heat based damage.

Spells: The elemental can cast the following spell: Shards of Crystal.

Crystal Trident: Crystal Guardians are armed with a magical crystal trident. It is a rune weapon but has no special properties.

	Length	EV	DP	Damage
Crystal Trident (Two-handed)	2.9m	350	150	6D6

Fauns

BESTIARY

Fauns

These half-human creatures are one of the most widespread races of the system. They have no established kingdom of their own, but freely mingle and live with other races. The lower part of their body is similar to a goat's hindquarters and they have a small pair of horns atop their head. They live for a considerable number of years, but always appear young, regardless of their age. Fauns are creatures of good and have never been corrupted by the influence of evil. Such is the power of good within the fauns that it is believed that their race was blessed by Gaeokerena itself in return for their aid many thousands of years ago against his enemies.

Common Language: Gaeon

Life span: up to 160 years

Height: average 1.2 metres

Weight: average 200 EV

Diet: Omnivore

Nightvision: none

Rate of Recovery: normal

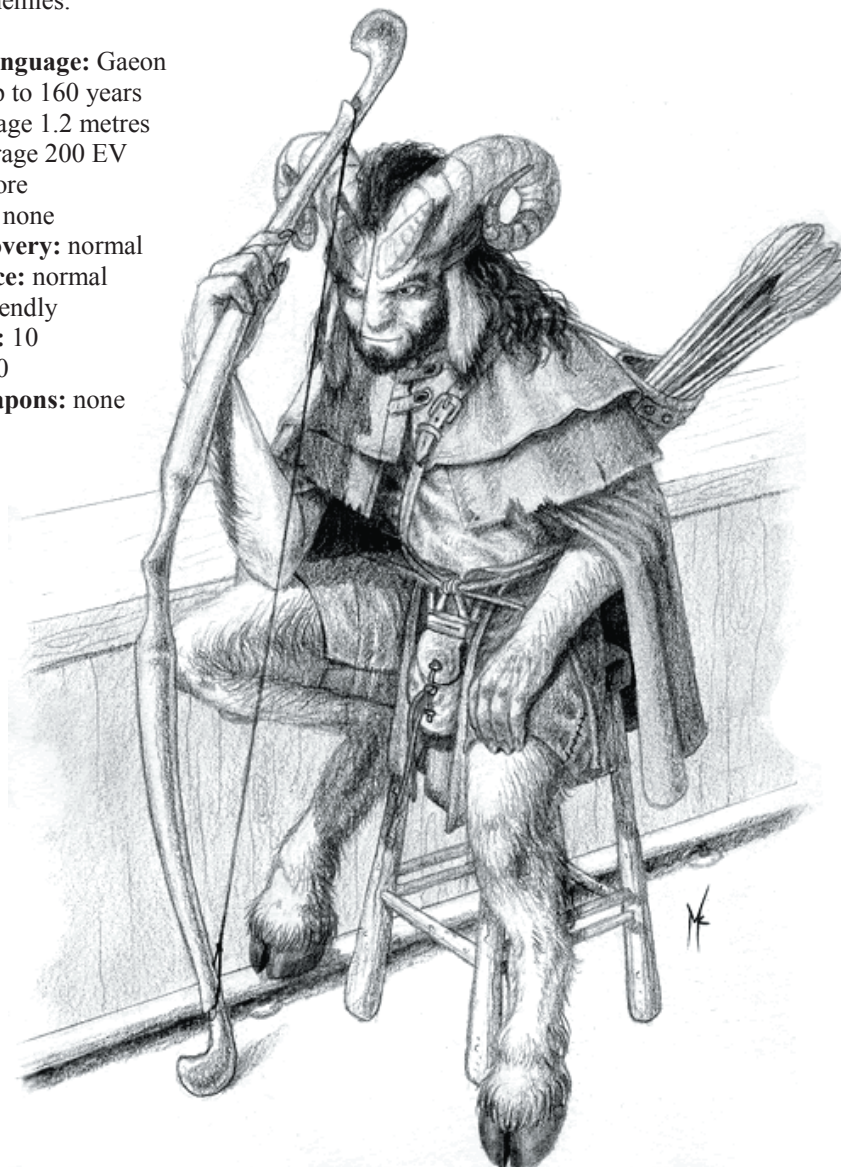
Encumbrance: normal

Attitude: Friendly

Immortality: 10

Enchanted: 0

Natural Weapons: none



IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	10	8	10	11	10	12	-	10	10	10	50	5

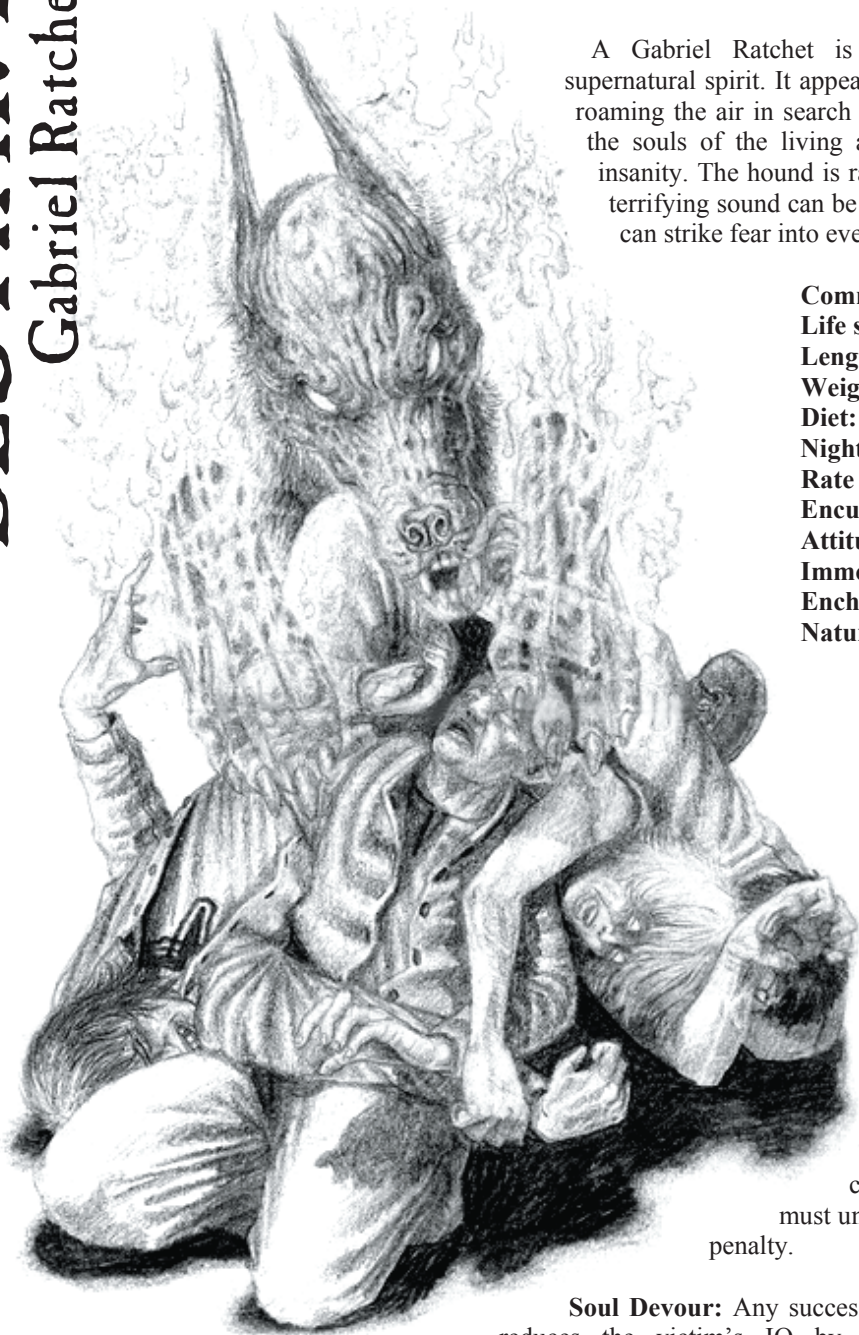
Anti-Evil Aura: Fauns cannot be affected or injured by the following spells: Age, Cause Fear, Cause Frenzy, Cause Hatred, Cause Panic, Curse, Plague, Embracing Death, Flesh Rot, Miasma, Paralyse, Puppet or Weaken.

Psychology: Fauns cannot be subjected to Frenzy or Hatred, regardless how it is caused.

Natural Skills: Recognise Odour and Track Scent

BESTIARY

Gabriel Ratchet



Gabriel Ratchet

A Gabriel Ratchet is a powerful and frightening supernatural spirit. It appears as a dark, translucent hound, roaming the air in search of prey. It is known to feed on the souls of the living and its victims often die from insanity. The hound is rarely seen in the system, but its terrifying sound can be heard from a great distance and can strike fear into even the bravest creature.

Common Language: none
Life span: indefinite
Length: average 2.0 metres
Weight: unknown
Diet: See Below
Nightvision: 500 metres
Rate of Recovery: normal
Encumbrance: normal
Attitude: Hostile
Immortality: 50
Enchanted: 0
Natural Weapons: Soul Devour*

Ethereal Body: A Gabriel Ratchet can pass through any solid object, living or not, without causing or suffering any effect. In addition, the spirit cannot be held or grasped by any means.

Fearless: Spirits are completely unaffected by Fear and Panic.

Shrieking Yelp: Once every three melees, before any rolls are undertaken, the hound can cause its terrifying yelp. All creatures within 100 metres must undergo a Fear Test with a -4 WP penalty.

Soul Devour: Any successful blow by a Gabriel Ratchet reduces the victim's IQ by -1. Armour, Toughness and Immortality offer no protection against this kind of attack. A Gabriel Ratchet cannot harm enchanted creatures (those with an enchanted rating) or those wearing magical armour or protected by a magic armour spell of any kind. Once a victim's IQ is reduced to zero in this way, they are killed instantly. If a critical hit is scored the victims IQ is reduced by -2. For every IQ point devoured by the spirit it will regain +10 HP. Saves against Trauma are not required by this damage.

Defending against a Gabriel Ratchet is extremely difficult due to its ethereal nature. Opponents cannot use non-magical weapons or items to defend against the spirits attacks. Magical weapons and items can be used as normal and any combat bonuses may be applied.

Gaeo-Ran

BESTIARY

Gaeo-Ran

These beings look almost humanoid but still retain their tree-like nature, with long leafed branches and bark flesh. They live a long time and some regard them as immortals, for no one has ever seen a Gaeo-Ran die from old age. They are strong, powerful and intelligent creatures with a culture and civilization of their own.

They dwell in the forests of Gaeo where they live in peace and harmony with nature. The Gaeo-Ran are artists and abhor violence, however, recently the daemons have turned their attention to the Gaeo-Ran and their homes are now in danger. The stronger Gaeo-Ran have taken up arms in order to protect their people and land. The warrior Gaeo-Ran, the 'Protectors', are honed and skilled fighters and are the guardians of nature's beauty.

The oldest and wisest of the Gaeo-Ran are the Ancient Ones. They act to guide and protect the creatures of their home. They are experts in the art of magic and study its diverse forces. Very few Gaeo-Ran will show the Mark of the Ancients at birth; where a single branch grows beyond their crown, forming a spiral pointing straight to the stars. The leaves of the branch have magical properties and bestow great powers if eaten. Only those with such a mark will grow in wisdom to become an Ancient One.

Common Language: Gaeon

Life span: up to 1,000 years

Height:

Gaeo-Ran - average 3.0 metres

Protector - average 3.5 metres

Ancient One - average 4.5 metres

Weight:

Gaeo-Ran - average 650 EV

Protector - average 1,300 EV

Ancient One - average 2,500 EV

Diet: Herbivore

Nightvision: 100 metres

Rate of Recovery: normal

Encumbrance: ×2

Attitude: Neutral

Immortality: 0

Enchanted: 0

Natural Weapons: none



BESTIARY

Gaeo-Ran

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Gaeo-Ran												
12	16	18	23	10	24	13	-	12	9	10	120	45
Protector												
16	18	22	28	11	55	14	-	17	11	10	200	455
Ancient One												
33	50	26	33	11	90	14	-	15	10	10	435	690

Bark Skin: If a sharp weapon (a weapon without a knockout score) strikes a Gaeo-Ran and a critical is scored, the weapon will stick to the bark skin. To overcome this, the opponent must perform a Strength Test. If failed, they may attempt to free the weapon again each melee thereafter, but will be a Prone Target consequently and may not attempt any other action.

Fearless: Gaeo-Ran are unaffected by fear and panic.

Fire: Due to their dry bark skin, Gaeo-Ran suffer double damage from any fire based weapon or attack.

Natural Skills: Ambidextrous, Botany, Fairy Tongue, Hide (applies only in forest terrain) and Wilderness Survival.

Weapons: Gaeo-Ran cannot use any form of gun or bow due to their incredible size.

PROTECTORS

Equipment: All Gaeo-Ran protectors are armed with an Ivy Spear.

Natural Skills: Animal Tongue, Hunt, Read & Write Gaeon and Read & Write Fairy Tongue.

ANCIENT ONES

Spiral Branch: The Silver Leaves of the Spiral Branch are bestowed with incredible magical energy and when eaten they will restore 25 HP and +5 to all attributes instantly.

Magic: Ancient Ones are level-10 Spell Casters. They have 100 Magic Points and are able to cast the following spells: Animate Vegetation, Call Wind, Calm Storm, Choke Fire, Create Fog, Destroy Magic, Dispel Magic, Enchant Soul, Heal, Life, Magic Net, Purify, Rapid Cultivation, Sleep, Summon Bear, Summon Giant Spider, Summon Rain, Summon Gaeo-Ran, Summon Wolf, Tangle Vine, Wall of Thorns and Wither Plants.

Natural Skills: Animal Tongue, History, Magic Lore, Numerate, Read & Write all known languages, Speak all known languages and Theology.

Goblins

BESTIARY

Goblins

For as long as the oldest races can recall there has always been goblins in the system, and perhaps they were even present at its creation. No one really knows how the goblins came to be and even the wisest scholars will argue over the many theories. The goblins themselves believe they were created by their god Thord, though other races deny such a god exists or ever existed.

Goblins are by far the most sneaky, callous, cunning and untrustworthy of all the known creatures in the system. Goblins are not necessarily evil, just nasty, and it shows. They will do almost anything to gain power and wealth and are quite willing to turn against their own kind or friends to achieve this.

Goblins come in many various sizes and appearance, but for most part, they are green-skinned, though the shade will vary widely, with a long nose and pointed ears. Despite their low intellect, goblins are extremely cunning and some even study the art of magic.

Goblins live in tribes and clans, with the latter being the largest, containing many thousands of goblins. Tribes rarely have more than a few hundred members. Such tribes and clans can be found within mountains, underground, in abandoned towns, or anywhere they don't have to fight for. There are three major clans in the system, each continually squabbling with other clans and tribes.

Each clan also believes that they were created first by Thord and the others were intended as slaves. The smaller tribes take no such part in these incidents, unless the payment is good of course.

Many tribes and especially the three major clans paint their faces in an attempt to frighten their opponents. However, do not be fooled by their apparent low intellect and lack of co-operation with each other, for Goblins are exceptionally devious and should never be underestimated.

Common Language: Gaeon

Life span: up to 40 years

Height: 0.8 - 1.2 metres

Weight: 200 - 400 EV

Diet: Carnivore

Nightvision: 80 metres

Rate of Recovery: $\times 2$

Encumbrance: normal

Attitude: Neutral

Immortality: 0

Enchanted: 0

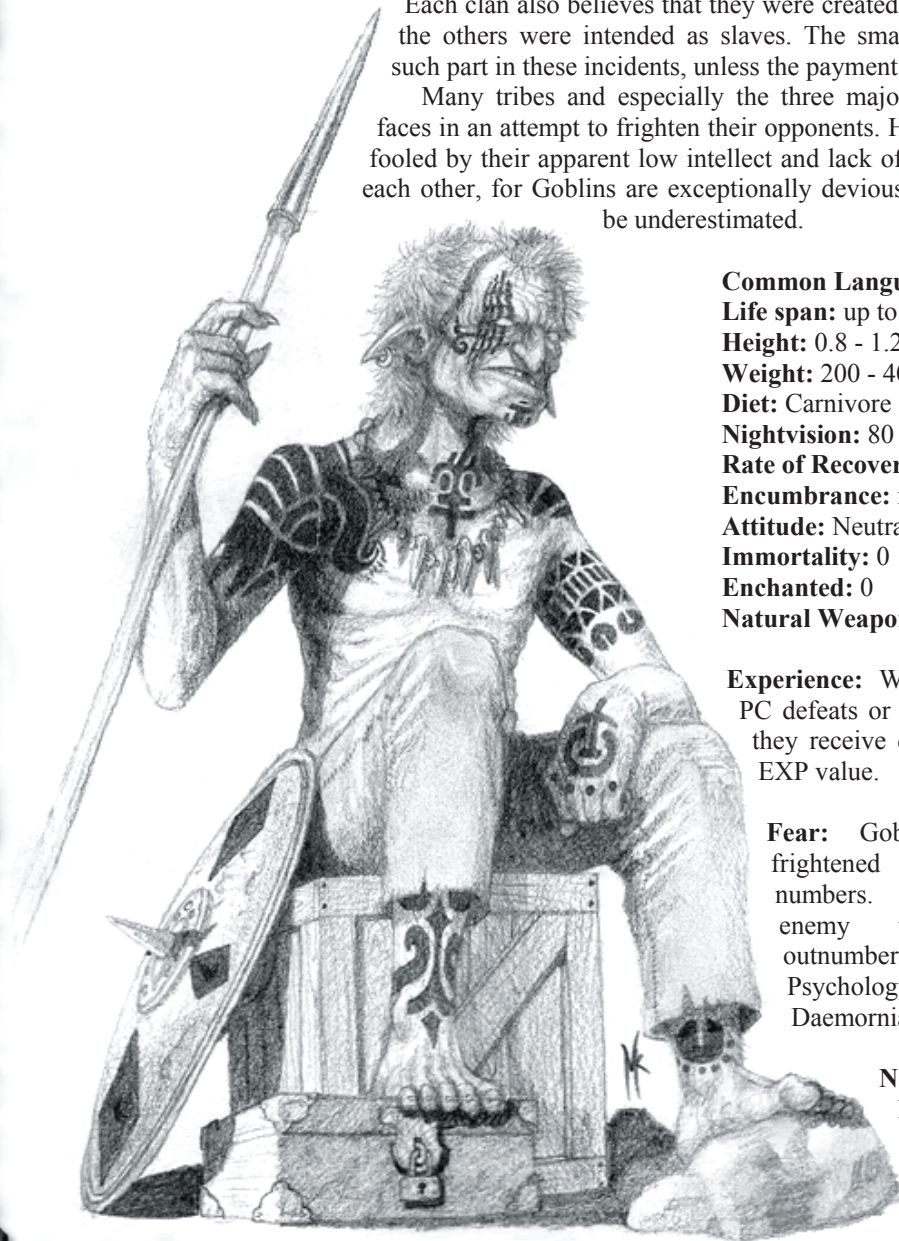
Natural Weapons: none

Experience: Whenever a goblin PC defeats or slays an opponent they receive double the normal EXP value.

Fear: Goblins are easily frightened but confident in numbers. They fear any enemy they do not outnumber. See the Psychology section in the Daemornia core book.

Natural Skills:

Hide, Palm
Object, Pick
Pockets.



BESTIARY

Goblins

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Goblin												
8	7	8	10	10	10	8	-	9	9	9	50	5
Champion												
9	8	10	12	11	12	9	-	11	11	10	75	15
Goblin Lord												
10	9	12	14	12	14	9	-	13	13	11	100	30
Assassin												
10	9	9	11	12	11	9	-	12	10	12	75	15
Witchling												
9	8	8	10	10	12	8	-	10	10	9	50	10
Witch Queen												
11	10	8	11	10	13	8	-	10	10	10	75	30

ASSASSIN

Goblin assassins are the most evil, sneaky, cunning and untrustworthy of all goblins. Tribal leaders or clan lords may employ the services of an Assassin, but even they do not entirely trust them. Goblin assassins do not attempt to conceal their work. Indeed, it is obvious when a goblin is to blame for a particular accident. Dropping heavy objects on victims is a typical example of their unique trademark. Although they are not very powerful, they are remarkably efficient at their work and are quite willing to sacrifice anyone to get their target.

Combat Skills: Assassins Prowl, Subdue, Paralyse Attack and Death Blow.

WITCHLING / WITCH QUEEN

Goblin spell casters are known as Witchlings, with the greatest of those known as Witch Queens. Goblin females tend to be more patient than the males and they are more willing to spend greater time studying the art of magic. However, the females are equally as nasty and Witchlings will usually only bother with spells that give them an advantage over their enemies and allow them to manipulate other goblins.

Spells: Witchlings are able to cast the following spells: Blind, Bone Breaker, Cause Fear, Curse, Dispel Magic, Fireball, Flesh Rot, Heartseeker, Lightning Bolt, Mind Burst, Rock Skin and Weaken. Goblin Witchlings have typically 27 MP and are level-3 spell casters. Witch Queens have 55 MP and are level-6 spell-casters.

THE THREE MAJOR CLANS

THE CLAN OF NASGRIT THE UNDEFEATED

This clan is the smallest of the three, with approximately five thousand goblins who live in poorly constructed mud and straw huts. Their king, Nasgrit the Undefeated, has ruled for almost 15 years after fighting his way to the top. Standing on the bodies of his pre-successor and his guards, he simply said "Mine" and no one argued. Nasgrit is also the biggest goblin in his clan, but this is mainly due to the sheer mass of food he will eat in a single meal.

CLAN BLOODFIST

Named after their king, Higgart Bloodfist, who supposedly marched from a battlefield with his hands covered in the blood of his enemies. However, in fact he was running, not marching, and the blood was from a very severe nosebleed, although, it is best not to mention this in his presence. Clan Bloodfist is situated in an old, uncompleted city and has almost twelve thousand members. The city is a maze of small narrow streets and hidden buildings. Rumours suggest that some travellers are trapped inside its walls, desperately trying to find their way out after several years of dead ends and traps.

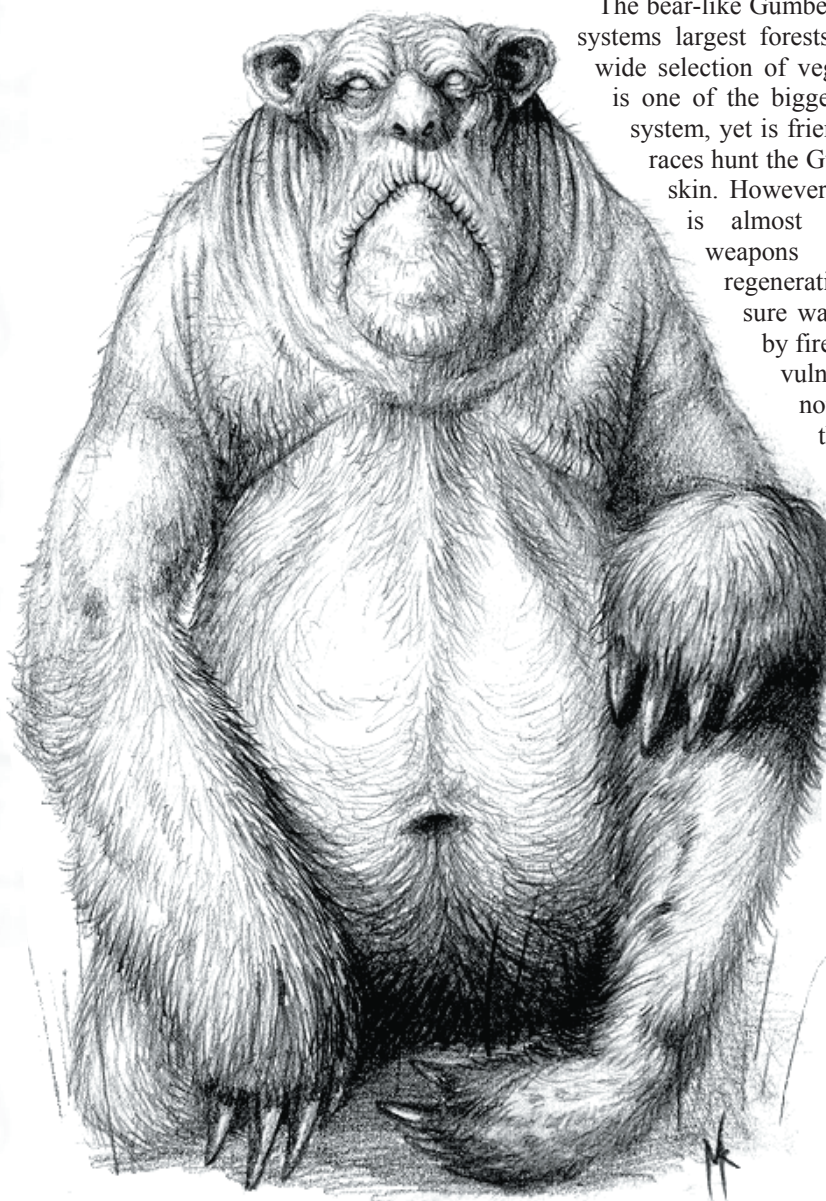
CLAN AKADAN

The king of Clan Akadan, Ferrit Headsplitter, is an assassin of considerable repute. He earned his name from his unique assassination method, involving a sharp Druge tooth and a large mallet! The clan is based in mount Akadan and its members live in roughly excavated houses on the walls of its caverns. There has never been an accurate count of the clan, though it is thought to be in excess of eight thousand goblins and is well known for its number of assassins.

Gumberoo

BESTIARY

Gumberoo



The bear-like Gumberoo inhabits many of the systems largest forests where it feeds on the wide selection of vegetation. The Gumberoo is one of the biggest wild creatures in the system, yet is friendly and peaceful. Some races hunt the Gumberoo for food and its skin. However, its large leathery body is almost impervious to mortal weapons and has a high regeneration capability. The only sure way to kill a Gumberoo is by fire, against which it is very vulnerable. Travellers need not fear a Gumberoo as they will only attack if provoked or to protect itself and it's young.

Common Language:

none

Life span:

up to 60 years

Height: average 2.5 metres to shoulder

Length: average 2.8 metres

Weight: average 2,100 EV

Diet: Herbivore

Nightvision:

20 metres

Rate of Recovery:

Regeneration×30

Encumbrance: ×2

Attitude: Friendly

Immortality: 15

Enchanted: 0

Natural Weapons:

Claws, 2D6

Fire: Any damage inflicted on a Gumberoo from a fire-based attack is doubled.

Natural Skills: Recognise Odour and Track Scent.

Regeneration: In addition to the Gumberoo's high rate of recovery, it is also able to regenerate wounds the moment they are suffered. For every 10 HP lost, roll a D6. Roll only once for each 10 HP lost and only as the damage is inflicted. On the roll of 4, 5 or 6 the damage is ignored. Only physical damage can be regenerated in this way.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
4	10	22	25	8	20	12	-	9	9	0	170	270

BESTIARY

Jennro

Jennro

The Jennro are a race of bird-like humanoids that bear both beak and talons. They are covered in brightly coloured feathers that range from light orange to dark red, with their head and wing tips always the brightest, although only females are born with wings. They are an ancient race that is indigenous to the Semroi Mountains and are renowned for their mastery over the element of fire. They have their own culture and civilization and their cities are built within the extinct volcanic caps of such mountains.

For many years the Jennro were hunted and persecuted by the armies of Vinnel-Tet for refusing to submit their land and live under their laws. Long brutal wars have hardened their species but have also reduced the Jennro population to less than a tenth of its original number.

The courting ritual of the Jennro is long and arduous, often taking more than four months before the female will accept her partner. During this time, the male will bring his chosen mate many gifts and tokens of his esteem. Exotic plants are a common gift, but the male will strive to bring back the carcass of a Baku, which is favoured for its sweat-tasting flesh. Once the male and female have mated, they bond for life.

The female lays her single white egg in mid-summer after two years of gestation and incubates it for three months. The Jennro take great precaution in the protection and care of the eggs, for no female has been known to lay more than one at a time and no more than three in her entire lifetime. It is now known among other races that the females are only capable of successfully mating once every ten years during a three-day period.

Jennro cities are vast with many narrow streets to impede would be invaders. The most dominant male rules such a city for exactly one hundred years, after which they will step down to be succeeded by a new dominant male. The Jennro are territorial and the warriors provide protection for the city and its inhabitants. Most males will become warriors after their first thirty years and will continue to serve the city for at least a hundred years. The favoured weapon of the warriors is the Fiiri (Fear-re). This powerful spear is made from magma, suffused with magical energy as it solidifies.

Common Language: Avian (Avian-Cr)

Life span: up to 200 years

Height: 2.0 - 2.4 metres

Weight: 300 - 700 EV

Wingspan: average 4.5 metres

Diet: Carnivore

Nightvision: 70 metres

Rate of Recovery: ×5

Encumbrance: normal

Attitude: Neutral

Immortality: 0

Enchanted: 0

Natural Weapons: Claws, 1D6



Jennro BESTIARY

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Jennro												
10	10	10	9	10	13	10	16	10	10	14	50	10
Lord												
14	14	14	13	14	17	12	20	14	14	18	100	55
Fire Warrior												
10	11	11	10	10	14	10	17	11	11	15	60	35
Magma Warrior												
11	12	12	11	11	15	11	18	13	12	16	75	90
Sini												
13	16	12	11	12	21	10	16	14	13	17	90	50

Impervious to Fire: Due to an oily substance they secrete the Jennro are impervious to all manner of fire and heat damage.

Magic: All Jennro are level-1 spell casters and are able to cast the following spells: Fireball and Spontaneous Combustion. They use their EN attribute in the same way as Magic Points on a one for one basis, but cannot reduce the attribute value to less than eight. The Sini can add their own magic level to that of this ability and can use their EN attribute to power the casting of other spells.

Natural Skills: Air Navigation (Females Only), Land Navigation (Males Only).

FIRE WARRIORS

Almost all males in a Jennro city are warriors. It is their role to provide protection for the city and its inhabitants, especially the females and their eggs. They are powerful and skilled individuals who are armed with the deadly and feared flaming spear, the Fiiri.

Combat Skills: Burning Fist

Equipment: Flaming Spear, the Fiiri

Engulfing Flame: A Fire Warrior can engulf their entire body with a deadly mass of dancing flames. In combat situations this can only be done if the Jennro wins the initiative for the round and remains for 1D6 melees. Any creature in contact with the warrior suffers 4D6 points of fire damage at the beginning of their melee. The engulfing flame does not damage items worn or carried by the warrior. Any attack made against a warrior using this ability suffers a penalty of -2 to Att as the opponent attempts to avoid the flames. Any opponent choosing to ignore this penalty will suffer the fire damage whenever they strike the warrior. However, the flames limit the Jennro's field of vision and they suffer a penalty of -1 to Att and Aim. Both Engulfing Flame and Magma Soul can be used at the same time.

MAGMA WARRIORS

The most powerful of the fire warriors are able to harness their natural abilities to a much greater extent. These elite warriors are known among their kind as Magma Warriors, for there are able to turn their bodies into solidified magma and are capable of withstanding mighty blows.

Combat Skills: Burning Fist, Thrust

Engulfing Flame: See Fire Warrior

Equipment: Flaming Spear, the Fiiri

Magma Soul: A Magma Warrior or Sini can turn their body into solidified magma that will increase their TS by +1D6. In combat situations, this requires the character's action for the melee and remains for 1D6 melees. Each melee thereafter the character's TS is increased by a further +1D6, although they suffer a cumulative penalty of one point of attribute damage. Both Engulfing Flame and Magma Soul can be used at the same time

SINI

The Jennro are great believers in the power of magic and many attempt to master the art. However, only a select few will have the intelligence and stamina to endure such an arduous task. These Jennro are known as the Sini, the fire sorcerers, and as their name suggested their magic is powerful and destructive, deriving from the elements of fire and earth.

Engulfing Flame & Magma Soul: See Fire Warrior

Spells: Jennro Sini are able to cast the following spells: Burn, Dispel Magic, Eruption, Magma Bolt, Rain of Fire, Rock Skin, Shatter Rock, Stream of Blue Fire, Summon Earth Elemental and Summon Fire Elemental. A typical Sini has a Magic Level of 5 and 46 MP.

BESTIARY

Kakamora

Kakamora

During the first years of the system, many races prospered and flourished, and one such race were the Dwarves. Their knowledge of metalworking earned these stout people great respect from other races and they were acknowledged as the master smiths of the system. This brought wealth and great power to their nation.

However, in the far reaches of the eastern lands unfortunate dwarf settlers had fallen prey to an unknown evil influence. Over time, they became separated and distinctively different from their brethren, eventually becoming what they are known as today, the Kakamora.

The Kakamora still retain their dwarf-like stature, but they have become carnivorous and are willing to kill any creature for food. They have grown long sharp retractable prongs, often more than half a metre in length. They dislike sunlight and live underground beneath hills and mountains, in poorly constructed homes and under almost barbaric conditions.

Towards the latter half of the 6th century, the Kakamora made contact with their Dwarven cousins, who greeted the Kakamora with open arms. For many years, the Kakamora and the Dwarves lived in peace. Suddenly and without warning, the Kakamora turned against the Dwarven people. The true savageness of the Kakamora was revealed to the system as envy, hatred and insanity took hold of their race. They were jealous of the dwarfs' knowledge and the prosperity it brought. The Kakamora acted with

brutal and furious force. The dwarves were completely unprepared for such an event and within the space of three years, every dwarf was hunted down and slain until their race was lost.

Today, the Kakamora have abandoned the crumbling Dwarven homes and live in their burrow-cities of the Shadow Country. However, some have established a presence in other realms of the system and now threaten other peaceful races.



Common Language: Gaeon

Life span: up to 160 years

Height: average 1.2 metres

Weight: 300 - 700 EV

Diet: Carnivore

Nightvision: 250 metres

Rate of Recovery: normal

Encumbrance: normal

Attitude: Unfriendly

Immortality: 0

Enchanted: 0

Natural Weapons: Retractable Prongs, 2D6

Weapons & Equipment: Kakamora kings often wear ancient Dwarven armour (minimum of AV15 and DP 500) and wield powerful rune weapons of long fallen lords (magic weapon: 5D6 damage, double handed).

Fearless: The Kakamora are completely unaffected by fear and panic

Natural Skills: Spelunking and Stone Masonry

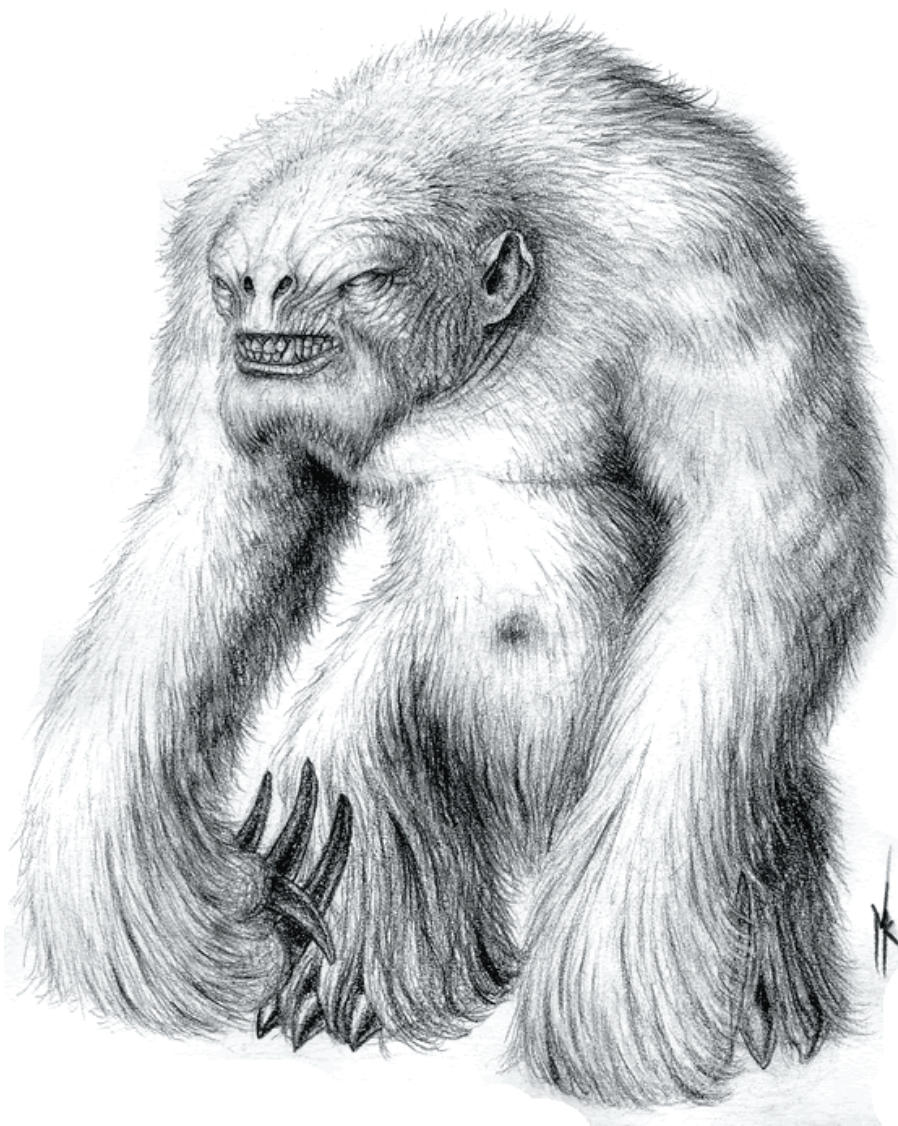
IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
10	13	12	14	8	12	8	-	9	10	8	65	15

Kakamora King

12	15	14	16	9	14	9	-	12	12	9	100	160
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Murple Beast

This is possibly the most dangerous sand dwelling creature in the system. The Murple Beast is a large ape-like creature with golden yellow hair and long curved claws. They can be found living in the rockiest regions or ruins of the Lupa deserts, but some have found their way to Gao-Mora. It is a carnivorous creature that will openly attack other creatures without provocation. They tend to hunt alone but are known to travel in packs of up to six.



BESTIARY

Murple Beast

Common Language: none
Life span: up to 95 years
Height: average 2.4 metres
Weight: average 800 EV
Diet: Carnivore
Nightvision: 140 metres

Rate of Recovery: normal
Encumbrance: normal
Attitude: Hostile
Immortality: 0
Enchanted: 0
Natural Weapons: Claws, 5D6

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
9	12	19	15	9	17	11	-	12	9	11	90	60

Frenzy: Murple Beasts are subject to the rules of Frenzy as explained in the Daemornia core book

Natural Skills: Recognise Odour and Track Scent

Nymphs

These beautiful, graceful, beings represent the elemental forces. They are human in appearance, highly intelligent and well versed in the art of magic. However, their elemental nature strongly influences their behaviour and magical capabilities.

Nereids are the nymphs of the sea, whose powers derive from the elemental force of water. Their skin is pale blue in colour and their silver hair is long and fine. Their webbed fingers and toes make them excellent swimmers in their watery domain and they are capable of breathing underwater through their fish-like gills. The Jalpan are the close cousins of the Nereids and are the only nymphs known to be corrupted by evil. They are almost identical to the Nereids, but are distinguishable by their much darker skin.

The mountains of the Gaeo system are often inhabited by Oreads, the fire nymphs. They are the smallest nymphs, but have strong magic, rock-like skin and are physically tougher than other nymphs.

The Dryads are forest nymphs who represent the element of earth. They are crowned with oak leaves for hair and their skin varies from pale green to light brown. Dryads are regarded as the guardians of the systems' forests, alongside the Gaeo-Ran. They have exceptional magical powers of nature and are known to command the trees and vegetation itself.

When a Dryad reaches 500 years of age their physical body dies and their spirit is freed to become a Hamadryad.

These spirits form an integral part of the trees themselves. They are peaceful watchers

who wander the forest they have joined, protecting the environment against danger. Hamadryads are very rare and little is known about them, but they are believed to be identical in appearance to a Dryad, though somewhat ethereal. On occasions, travellers have reported encountering a Hamadryad and being greeted in a friendly manner and offered food and guidance.

The Sylphs are swift flying nymphs with dragonfly-like wings, associated with the element of air. However, unlike other nymphs, the Sylphs do not remain in a chosen domain, but often roam the realms, intermixing and communicating with other races.

Common Language: Gaeon

Life span: up to 500 years

Height: average 1.7 metres

Weight: average 200 EV

Wing-span: Sylph, average 3.2 metres

Diet: Omnivore

Nightvision: 50 metres

Rate of Recovery: ×3

Encumbrance: normal

Attitude: Neutral

Jalpan - Unfriendly

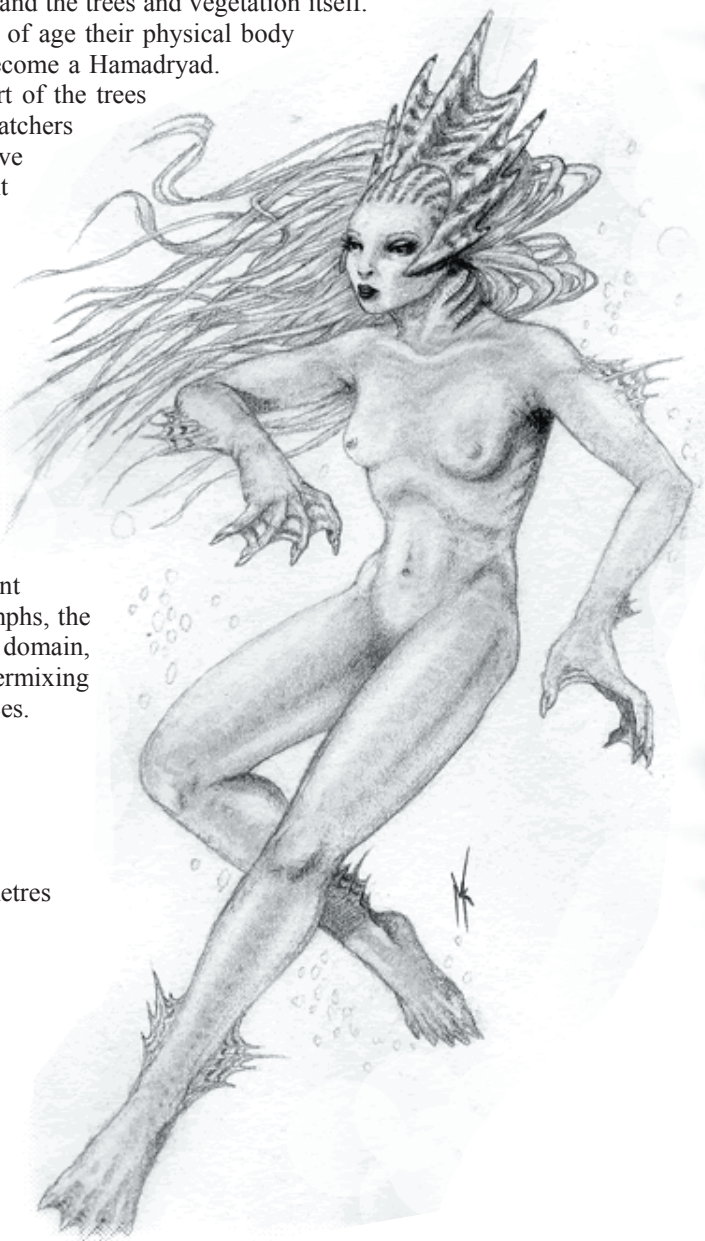
Immortality: 20

Hamadryad - 50

Enchanted: 0

Hamadryad - 30

Natural Weapons: none



BESTIARY

Nymphs

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Nereid												
14	14	8	10	11	14	10	-	9	10	10	50	20
Oread												
14	14	8	11	11	14	10	-	9	10	10	50	20
Dryad												
14	14	8	10	11	14	10	-	9	10	10	50	20
Hamadryad												
16	16	4	5	11	-	10	-	9	10	10	135	150
Sylph												
14	14	8	10	11	14	12	14	9	10	10	50	20
Jalpan												
14	14	10	10	11	14	10	-	9	10	10	50	20

Natural Skills: Magic Lore, Numerate, Read & Write Gaeon, Read & Write Runic and Speak Runic.

NEREID

Breath Underwater: Nereids can breath underwater just like a fish. The maximum time they may remain underwater without oxygen is equal to their EN attribute multiplied by five minutes.

Magic: A Nereid is a level-2 Spell Caster. They have 15 Magic Points and are able to cast the following spells: Dispel Magic, Douse, Purify, Summon Rain, Freeze Water, Summon Water Elemental and Walk on Water.

Natural Skills: Fish and Swim

OREAD

Impervious to Fire: Oreads cannot be harmed by fire and heat damage.

Magic: An Oread is a level-2 Spell Caster. They have 15 Magic Points and are able to cast the following spells: Dispel Magic, Fireball, Heat-wave, Resist Cold, Spontaneous Combustion, Summon Fire Elemental and Suppress Fire.

Natural Skills: Spelunking

DRYAD

Magic: A Dryad is a level-2 Spell Caster. They have 15 Magic Points and are able to cast the following spells: Animate Vegetation, Blend with the Earth, Dispel Magic, Rapid Cultivation, Summon Earth Elemental and Tangle Vine.

Natural Skills: Animal Affinity, Animal Care, Botany and Wilderness Survival.

HAMADRYAD

Ethereal Body: A Hamadryad can pass through any solid object, living or not, without causing or suffering any effect. In addition, the spirit cannot be held or grasped by any means.

Exorcise: Hamadryads can be exorcised from their forest home. See the Psionics section in the Daemornia core book for more detail.

Fearless: Spirits are completely unaffected by Fear and Panic.

Magic: A Hamadryad is a level-4 Spell Caster. They have 34 Magic Points and are able to cast the following spells: Animate Vegetation, Blend with the Earth, Dispel Magic, Rapid Cultivation, Sleep, Summon Earth Elemental, Summon Bear, Summon Giant Spider, Summon Gaeo-Ran and Tangle Vine.

Natural Skills: Animal Affinity, Animal Care, Botany and Wilderness Survival.

SYLPH

Magic: A Sylph is a level-2 Spell Caster. They have 15 Magic Points and are able to cast the following spells: Call Wind, Calm Storm, Chilling Wind, Create Air, Dispel Magic, Summon Air Elemental and Weightlessness.

Natural Skills: Air Navigation.

JALPAN

Breath Underwater: See Nereid

Magic: A Jalpan is a level-2 Spell Caster. They have 15 Magic Points and are able to cast the following spells: Dehydration, Dispel Magic, Freeze Water, Hot Blast, Poison Water, Rust, Summon Water Elemental and Walk on Water.

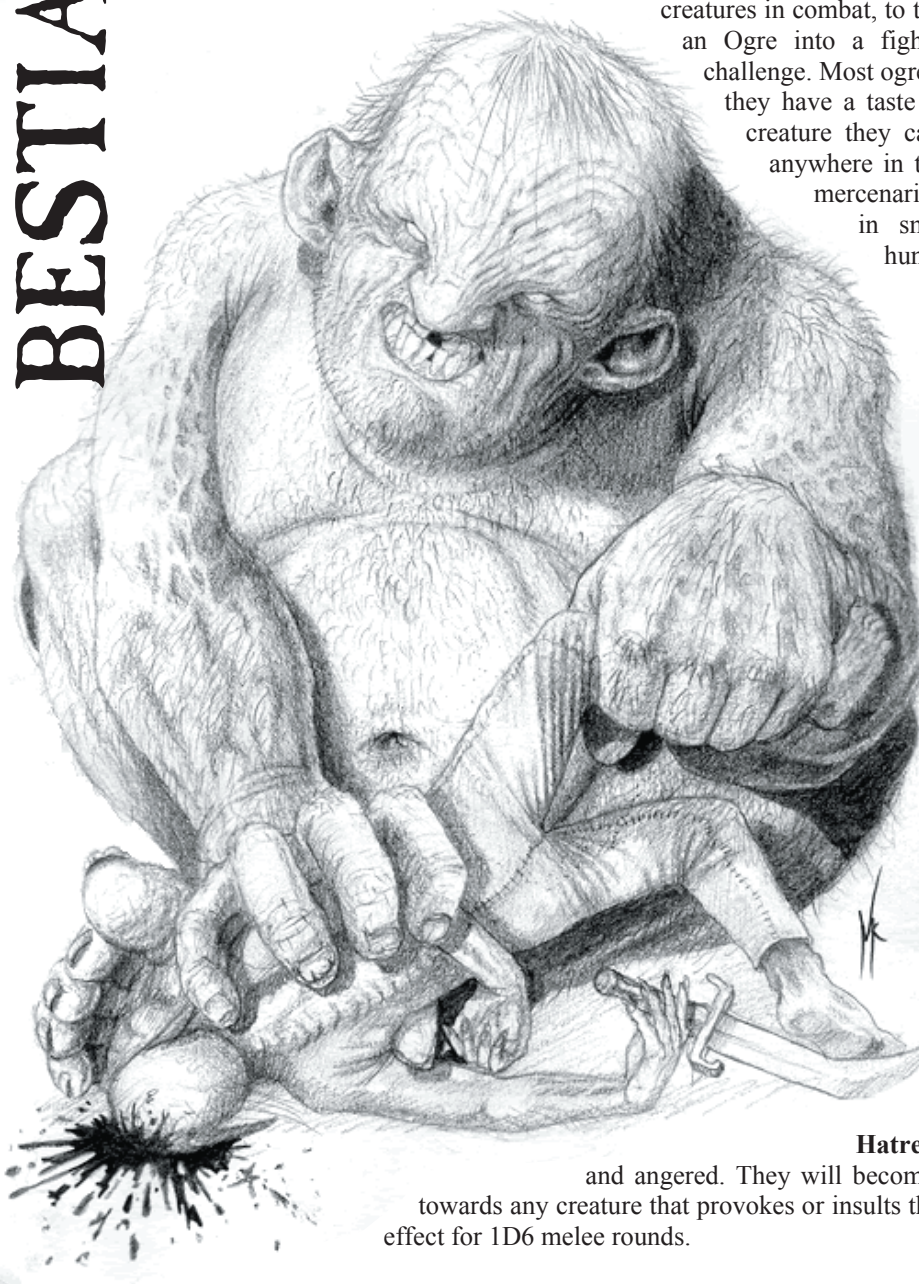
Natural Skills: Fish, Swim.

BESTIARY

Ogres

Ogres

These massive creatures are somewhat human in appearance, but are powerfully built and very strong. All Ogres, even the females to a certain degree, are extremely masculine and hairy. They are very temperamental, being silent and calm for one moment then angry and hostile the next. Ogres are very egotistical and often attempt to prove their superiority to others by challenging fearsome creatures in combat, to the death. It is very easy to provoke an Ogre into a fight, as they will rarely decline a challenge. Most ogres devour opponents they defeat for they have a taste for flesh and will eat almost any creature they can bite into. Ogres can be found anywhere in the system, most being barbarians, mercenaries or gladiators, though some live in small tribes of no more than a hundred occupants.



Common Language: Earthen

Life span: up to 80 years

Height: average 2.5 metres

Weight: 450 - 850 EV

Diet: Carnivore

Nightvision: none

Rate of Recovery: normal

Encumbrance: normal

Attitude: Temperamental

Immortality: 0

Enchanted: 0

Natural Weapons: none

Equipment: An Ogre loves to brawl and it is rare that one would be encountered without a variety of weapons, usually favouring the biggest and heaviest. All Ogres are armed with at least two single-handed weapons and a double-handed weapon, each causing a minimum of 5D6 damage.

Fearless: Ogres are unaffected by Fear and Panic.

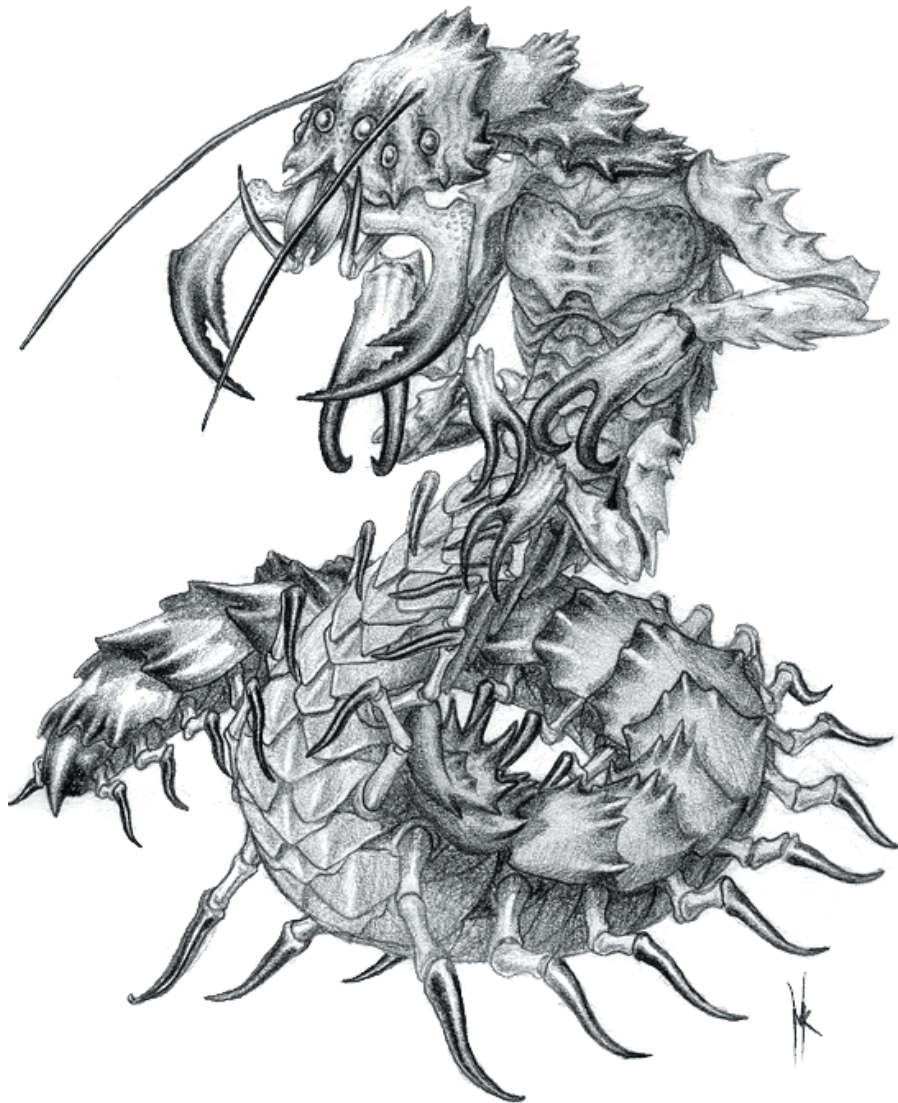
Hatred: Ogres are very easily annoyed and angered. They will become subjected to the rules of Hatred towards any creature that provokes or insults them. However, this hatred only has effect for 1D6 melee rounds.

Natural Skills: Ambidextrous, Hunt, Trapper and Wilderness Survival.

Ogre Psychosis: The more opponents an Ogre is confronted with, the more furious they will fight. For each opponent beyond the first, in the same melee round, an Ogre will receive a bonus of +2 to Att, up to a maximum value of +10. This bonus lasts for the entire melee, even if an opponent leaves combat before the Ogre has their turn.

Sand Crawler

As their name suggests, the Sand Crawler is found in the dry arid deserts of Gae-Mora. They are large centipede-like creatures with dozens of legs and a large pair of pincers capable of tearing a creature in two. They are nocturnal creatures and only venture out of their underground tunnels at night to hunt, but are silent and swift in their movements.



BESTIARY

Sand Crawler

Common Language: none
Life span: up to 70 years
Length: average 8.0 metres
Weight: average 2,600 EV
Diet: Carnivore
Nightvision: 200 metres

Rate of Recovery: normal
Encumbrance: $\times 2$
Attitude: Unfriendly
Immortality: 0
Enchanted: 0
Natural Weapons: Pincers, 6D6 Snap Attack

Natural Skills: Stealth

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
7	11	14	18	12	12	16	-	10	7	9	150	105

BESTIARY

Shucklar

Shucklar

The Shucklar have had a long and complicated history, from the time of Kanesh-Nar, through the War of Songs and to the Great Thaw of recent years. Shucklar are large bird-like humanoids that are featherless and wingless, but possess both beak and talons. Their arms and legs are elongated and their body is thin and small framed, usually hidden beneath thick robes. The females are not as strong as the males, but are often more intelligent. However, only one in ten Shucklar is born female, posing a threat to the survival of their race.

The Shucklar live in the cold arctic conditions of Shuckarn and are able to withstand such conditions without any natural insulation or protection. Their cities are made from stone, ice and crystal, and contain many large towers that stand several hundred metres in height. An elected council of elders, representing the warriors, san-ro-sharn and workers, governs each city. The grand emperor, Redroch-Nar, and his bonded mate, who are both well versed in magic, govern the Shucklar capital city of Natch-Nar.

Shucklar are believers in symmetry and that both good and evil must be in harmony for the universe to be in a state of equilibrium. Their entire society is based around this single ideal and though others may find it somewhat confusing the Shucklar have established a mighty kingdom with this knowledge.

The Shucklar have alone developed the crystal technology that is now widespread throughout the system. The crystals of their kingdom display an uncanny symmetry with precise angles and dimension, each perfect in size and shape for their purpose. The crystals grow in the rock of the land, usually embedded deep within a mountain. The main use of such crystals is for travel, light, heat and weapons, but they can also be used to store magic energy, giving them limitless possibilities.

The San-ro-Sharn are the Shucklar elders who practice the art of magic, or maklak as it is known in Avian, and only they know how to encase magic energy into the crystals. They work alone and in secret, becoming so involved with pure magic energy that it takes its toll on their body, greying their flesh and making them appear much older than they actually are. However, the magic prolongs their life considerably and San-ro-Sharn have been known to live for more than 500 years. They dress in thick robes or various colours, often laden with crystal shards and other precious gems. They are very wise and take it upon themselves to know everything that happens in their city and the surrounding kingdom.

Shucklar warriors are exceptionally skilled and powerful. They are renowned for their crystal tools such as the dreaded crystaff with its ability to launch explosive crystal missiles and their crystalline cloak that offers excellent protect against injury.

Along with their crystal technology, the Shucklar are also known for their wordless songs. Each has a different meaning and can last for hours, though none as beautiful as the Song of Remembrance, which honours the Shucklar dead.



Common Language: Avian (Avian-Krs)
Life span: up to 370 years
Height: average 2.0 metres
Weight: 300 - 700 EV
Diet: Carnivore
Nightvision: 120 metres

Rate of Recovery: normal
Encumbrance: ×2 (males only)
Attitude: Neutral
Immortality: 0
Enchanted: 0
Natural Weapons: none

BESTIARY

Shucklar

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
Shucklar												
11	10	8	12	10	12	10	-	10	10	12	50	10
Elder												
16	15	10	13	10	15	10	-	11	11	15	120	30
San-ro-Sharn												
15	15	8	12	10	17	10	-	10	10	20	110	60
Warrior												
12	11	9	13	11	13	10	-	12	11	13	65	70
Champion Warrior												
13	12	11	14	12	14	11	-	14	13	14	100	140

Cold Resistance: Shucklar are impervious to sub-zero conditions of up to -60°C. If a Shucklar is subjected to temperatures below this for longer than their EN will allow they will suffer damage as normal. (please refer to the GM section of the Daemornia core book)

Natural Skills: Arctic Survival and Stone Masonry.

Trading: Shucklar deal and trade in many commodities. However, only gems and precious stones have any monetary value in a Shucklar city. A single opal is worth two silver shilling, a ruby is worth five silver shilling, a sapphire is worth 10 silver shilling, a diamond is worth 20 silver shilling and a flawless rock crystal is worth in excess of 30 silver shilling. Larger stones will be worth more. In a human society, a single crystal containing magic energy can fetch up to 20 gold crowns depending on its type and purpose.

SHUCKLAR WARRIORS

The role of the warriors is to provide protection for their city, its inhabitants and their emperor and empress. Although few in number the warriors are highly skilled and are a match for much larger and more powerful opponents.

Equipment: Shucklar warriors wear a Crystalline Cloak (AV11, DP400) and are armed with a Crystaff (Two-Handed, 4D6, KO19+, AP-2, Crush+2D6) with at least three crystals (Thousand Shards)

SAN-RO-SHARN

The San-ro-Sharn are the Shucklar elders who practice the art of magic. They work alone and in secret, with even the ruling council not fully aware of their activities. The San-ro-Sharn know the greatest secrets of symmetry and its connection to the universe.

Balance of Magic: A San-ro-Sharn is able to induce a balance of magic over an area of 10 metres radius from their self at any time for a period of 1D6 melees. This does not require the Shucklar's action in combat situations but only one Balance of Magic can be in effect on an area at any time. Balance of Magic can be dispelled, but cannot be destroyed, and has an equivalent magic level equal to that of the Shucklar.

If a character is injured or healed by magic, the effect is divided between all creatures in this area, including the character. For example, if a character loses 25 points from their HP in a magic attack, and there are four other creatures nearby, including their attacker, then all creatures would suffer five points of damage. If the character were healed for 25 HP, each creature, including the character would heal five points. Armour, TS or Immortality cannot prevent this effect, and Saves against Trauma are required for any injury. Enchanted creatures are unaffected.

Spells: San-ro-Sharn are able to cast the following spells: Ball Of Ice, Destroy Magic, Dispel Magic, Freeze Body, Freeze Water, Shards Of Crystal, Summon Crystal Guardian, Summon Ice Elemental and Wall Of Ice. A typical San-ro-Sharn has 76 Magic Points and is a level-8 spell caster.

BESTIARY

Trolls

Trolls

Trolls are monstrous creatures, both incredibly strong and ferocious to match. Almost humanoid, they are often thought to be related to man, if not for their tough grey flesh and oversized cranium.

Trolls have little intelligence, but are cunning hunters and often wander in packs of up to five. Civilized races fear their carnivorous nature for it is well known that a Troll will attempt to devour any creature that trespasses into their territory. However, the borders of this territory regularly alter to suit the troll's needs. Trolls never use conventional weapons, preferring to use their great strength or anything lying around at the time, such as a tree trunk or crudely fashioned club, although some are employed into armies, being both armoured and dangerously armed.

Trolls fear sunlight as well as fire and can only be found in dark and damp locations, such as within abandoned buildings, in caves nearby streams and other similar locations. Trolls sometimes, although rarely, live in tribes of less than thirty and these are led by a self-appointed king, usually the biggest and strongest male.

IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
6	14	18	18	8	16	11	-	12	9	8	100	75



Common Language: Unknown
(primitive form of Gaeon)

Life span: up to 50 years

Height: average 2.8 metres

Weight: average 800 EV

Diet: Carnivore

Nightvision: 70 metres

Rate of Recovery: Regeneration $\times 5$

Encumbrance: $\times 2$

Attitude: Hostile

Immortality: 0

Enchanted: 0

Natural Weapons: none

Equipment: Most trolls are armed with crude clubs of various shapes and sizes (Class:Mace, One-Handed, 5D6, EV160, DP50, KO19+, AP-4)

Fear: Trolls are subjected to the rules of Fear towards sunlight and fire.

Natural Skills: Climbing, Fish, Hide, Recognise Odour, Shadow, Stealth and Track Scent.

Undead

BESTIARY

Undead

Relentless and often cruel they can devastate the land and willingly murder the innocent without mercy or remorse. These are the Undead, the animated corpses and skeletons of long dead warriors fallen in battle. They are difficult to kill for they are nothing more than bones held together with a little magic. Undead are bound obediently to their master and will end their existence if ordered. They will remain under their master's control indefinitely, but can think for themselves and do not entirely depend upon commands. They are formidable foes, able to withstand environmental conditions and injuries living creatures simply could not.

Skeletal warriors are the favoured servants of those who delve into the magic of darkness and evil, especially necromancers. They have very little intelligence but can be given commands of up to twenty words long.

Zombies are newly dead corpses that have been partially animated by magic, removing their soul and turning them into mindless slaves. Zombies do not survive long, as the intervention of magic causes rapid decomposition.

An Undead Champion is a long dead powerful hero summoned by the great power of necromancy. They are identical to warriors, being only a skeletal form, though their bones are as black as night and as tough as steel. They are bestowed with intelligence so that they can lead other Undead.

The only sure way to completely destroy an Undead force is to kill the necromancer and burn the body until it is ash. At which point all Undead creatures summoned by the necromancer instantly crumble and fall apart.

The Undead pose the greatest threat to the peaceful races of the system and have even taken land from the Daemons and Druge.

Cause Fear: All Undead cause fear as described in the Psychology section of Daemornia.

Damage & Injuries: Undead only suffer half damage from physical injuries. This is applied after TS absorbs as normal, however, blunt weapons (those with a KO value) cause double damage.

Trauma: Undead are completely unaffected by Trauma, regardless how it is caused.

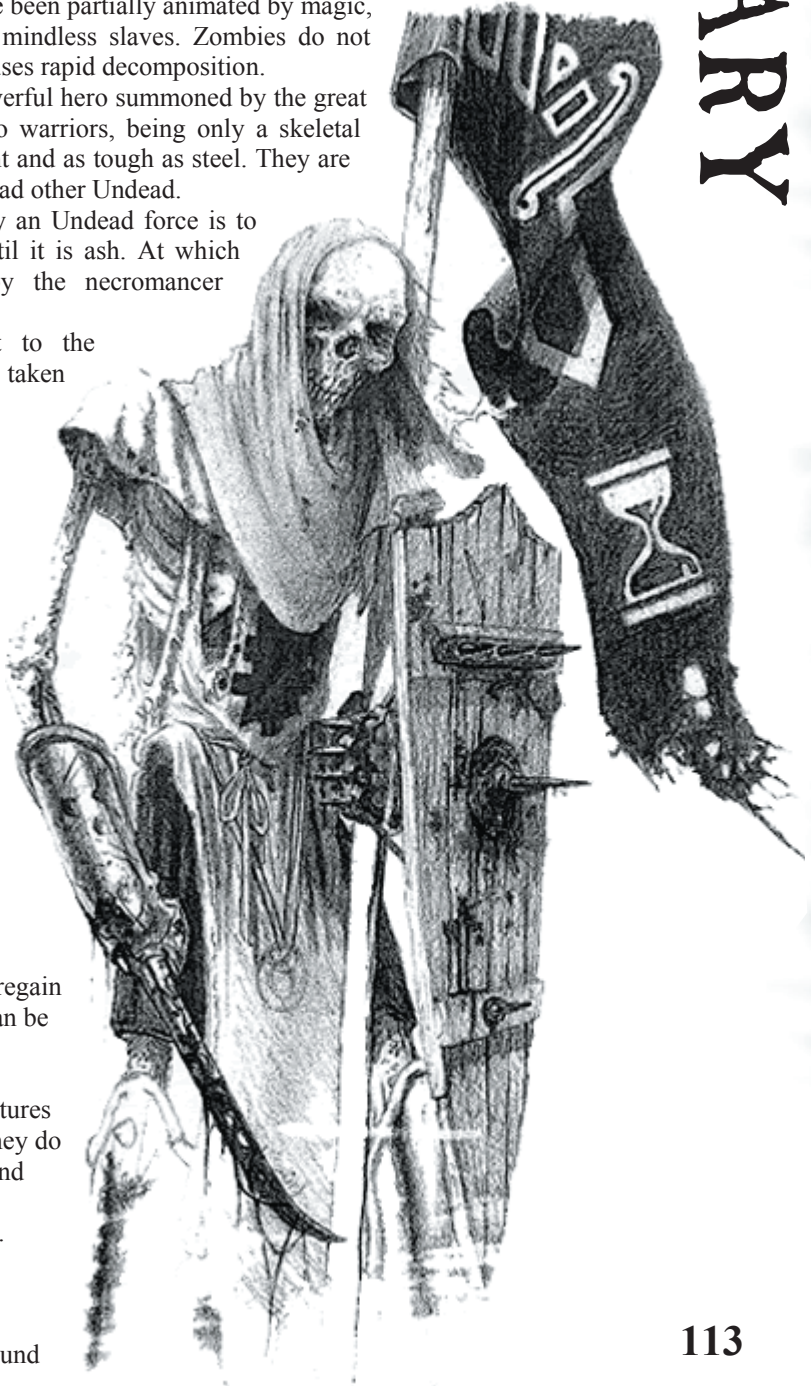
Psychology: Undead are unaffected by all psychology, including Will Power Tests induced by psionic powers and magic spells.

Rate of Recovery: Undead creatures cannot regain lost HP through rest and recovery, but they can be healed by magic spells or psionic powers.

Stamina and Endurance: Unlike living creatures the Undead do not suffer from exhaustion. They do not sleep and can survive without rest, food and water. They are completely unaffected by Attribute Damage regardless how it is caused.

UNDEAD WARRIORS, ZOMBIES AND CHAMPIONS

The profile for these creatures can be found in the Daemornia core book.

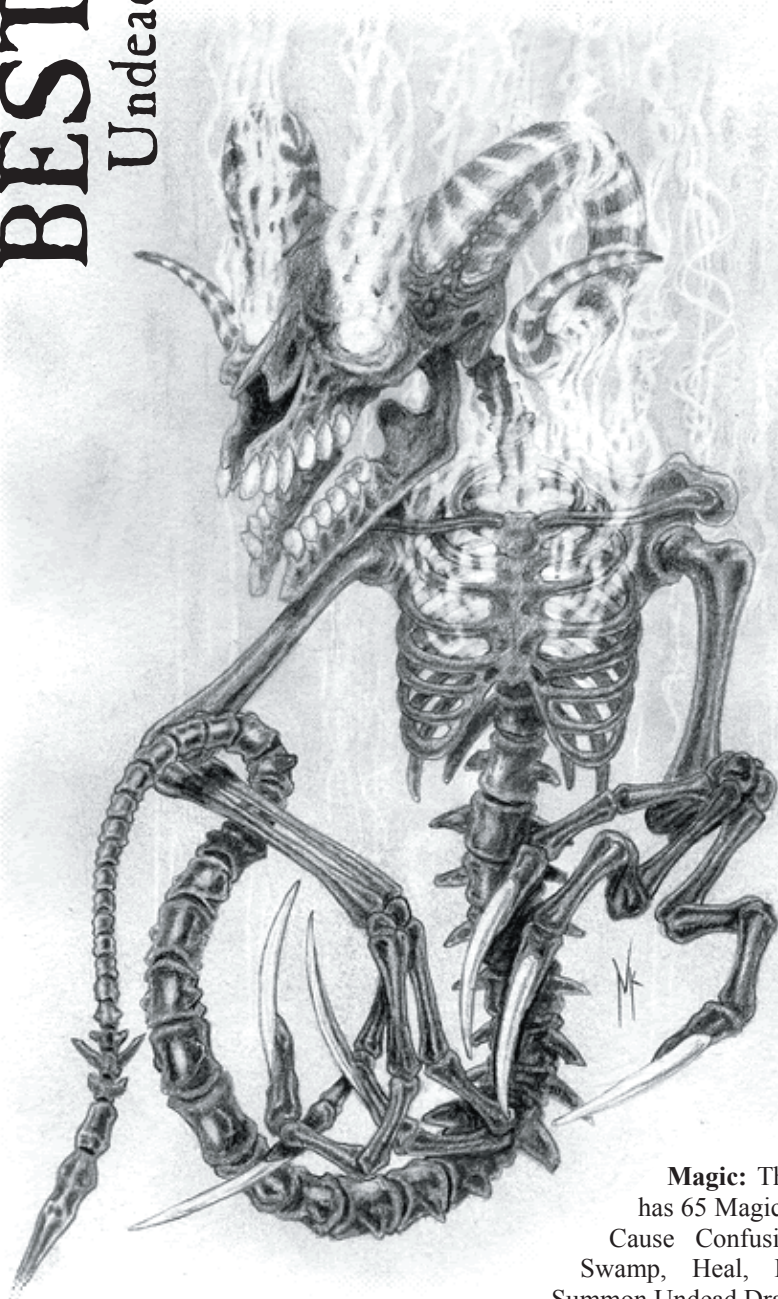


BESTIARY

Undead, The Great

Undead, The Great

Even in the ranks of the Undead, there is a creature so evil, vicious, wicked and cruel that only the most desperate and corrupted necromancer would dare summon. Its huge skeletal body is magically toughened and is the deepest black in colour. Its skull is similar to that of a goat and is crowned with a pair of large horns. The Great Undead is completely hostile and will kill and murder living creatures without reason or remorse. The power of magic in a Great Undead is so great that it is unaffected by their necromancers death and will continue to act for itself, often leading other Undead.



Common Language: Runic

Life span: Indefinite

Height: average 3.5 metres

Weight: average 2,300 EV

Diet: none

Nightvision: 500 metres

Rate of Recovery:

special, see description

Encumbrance: normal

Attitude: Hostile

Immortality: 0

Enchanted: 0

Natural Weapons:

Claws, 7D6 (2 attacks)

Aura of Necromancy: If the necromancer's body is burned to ash then all Undead creatures summoned by them would normally be destroyed. However, such is the power of the Great Undead that all Undead creatures within one kilometre of it are not destroyed, but remain under its command without effect or limitation. When the Great Undead is destroyed all Undead under its control will crumble and fall apart.

Hatred: The Great Undead is subjected to Hatred towards all living creatures. Although it is bound to the necromancer's will and cannot willingly harm them if they are living. Please note that the Att bonus has not been applied to its attribute and should therefore have a value of 19 against living opponents.

Magic: The Great Undead is a level-7 Necromancer. It has 65 Magic Points and is able to cast the following spells: Cause Confusion, Create Darkness, Create Fog, Create Swamp, Heal, Heartseeker, Summon Undead Champion, Summon Undead Dragon, Summon Undead Warriors and Weaken.

Natural Skills: Ambidextrous, Magic Lore, Read & Write Runic, Speak Runic.

Undead, Dragon

BESTIARY

Undead, Dragon

An Undead Dragon is a fearsome and mighty creature. Its massive and powerful body is covered in flaking scales and its wings are made of rotting leathery flesh, both adding to the putrid odour surrounding the beast. Though not as powerful as the Great Undead, its claws and fangs are quite capable of tearing a large creature clean in two with ease.

Common Language:

none, but do understand Runic

Life span: indefinite

Length:

average 14.2 metres

(head to tail tip)

Wingspan: average 7.8 metres

Weight: average 12,500 EV

Diet: none

Nightvision: 200 metres

Rate of Recovery:

special, see description

Encumbrance: ×5

Attitude: Unfriendly

Immortality: 0

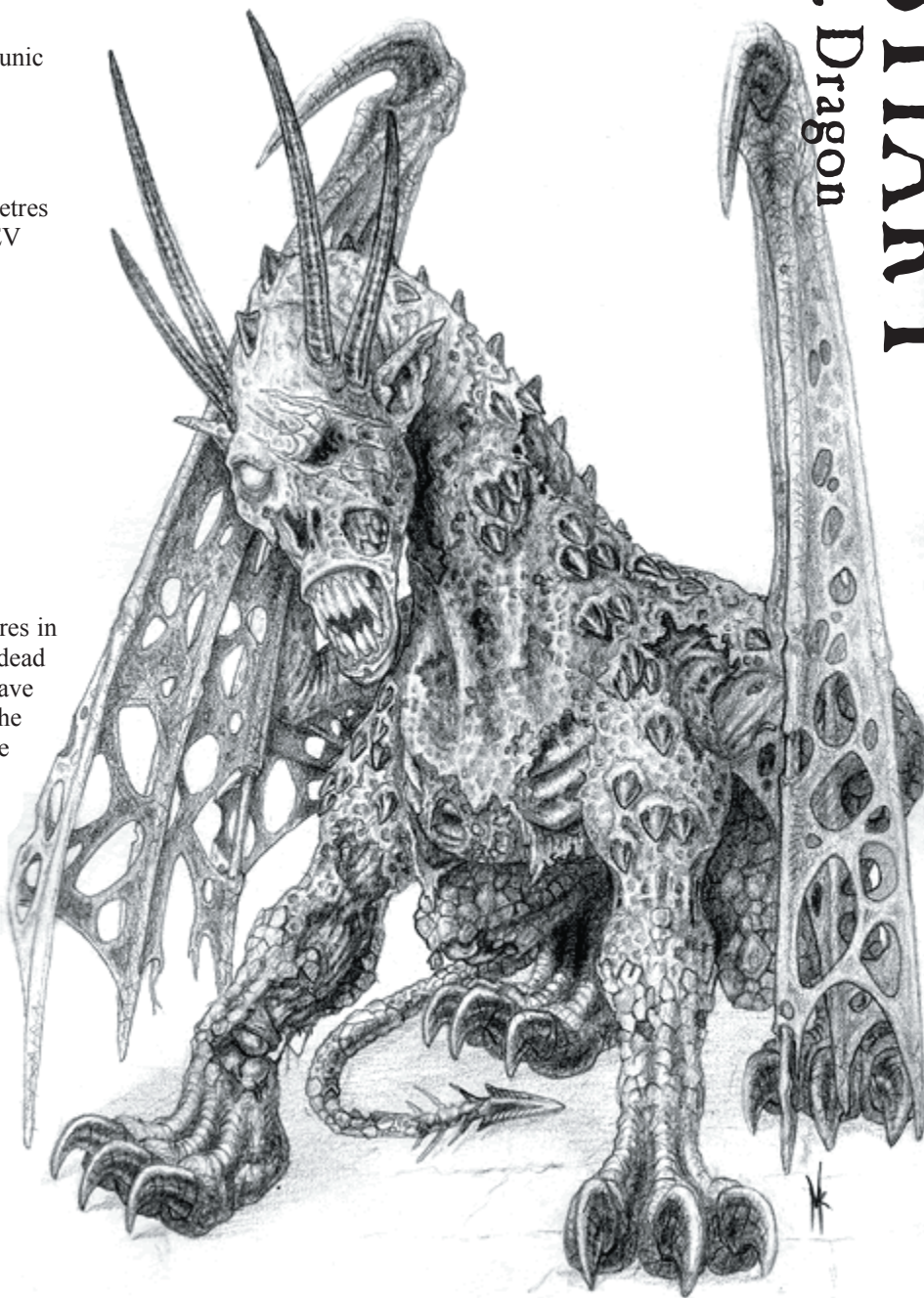
Enchanted: 0

Natural Weapons:

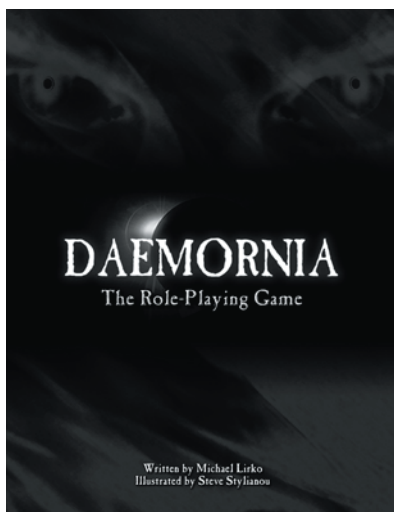
Claws, 3D6

Fangs, 5D6 Snap Attack.

Putrid Odour: All creatures in close combat with an Undead Dragon must undergo a Save against Toxins at the beginning of each melee round. Those with the Recognise Odour skill suffer a penalty of -2 to their EN attribute before the save is undertaken. Any creature failing the test suffers a penalty of -5 to DX and -2 to Def for that melee round, before any Initiative rolls are undertaken.



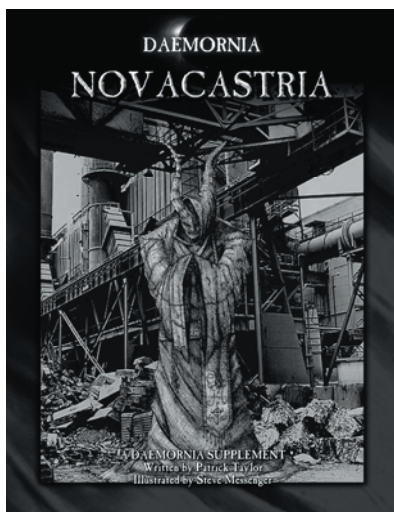
IQ	WP	ST	TS	DX	EN	SP	FS	Att	Def	Aim	HP	EXP
8	18	28	25	10	-	10	10	13	11	2	300	800



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