



IRONCLAW

ANTHROPOMORPHIC FANTASY ROLE-PLAYING



IRONCLAW

Being an Introduction to the Adventure that Awaits the Bold upon the Isle of Calabria, Crossroads of the Known World

Revised Edition: March 2001

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No animals, anthropomorphic or otherwise, were injured during the making of this game.

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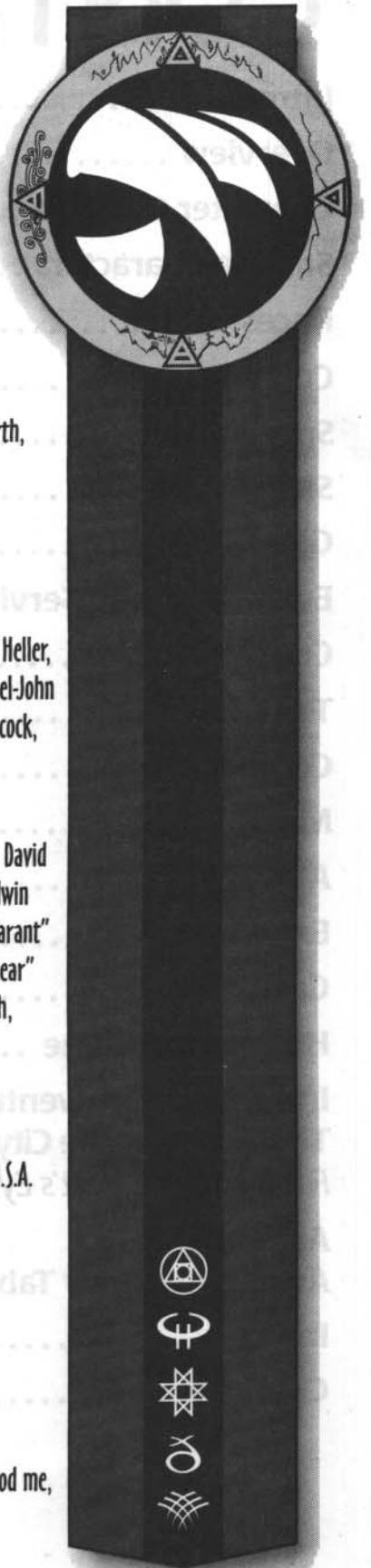
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Dedication

This book is for Carl and Karen Holmgren, for even though my parents may not have always understood me, they've always stood by me. Thanks.

In Memoriam: Karen Ann Holmgren 1942-1999






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"We are raised to honor all the wrong explorers and discoverers — thieves planting flags, murderers carrying crosses. Let us at last praise the colonizers of dreams."

— PETER S. BEAGLE

IN HIS INTRODUCTION TO *THE RETURN OF THE KING*

(BALLANTINE: NEW YORK 1973)

INTRODUCTION

Welcome to *Ironclaw*, the role-playing game of anthropomorphic characters in a rich fantasy environment. With this book, some of your friends and your imagination, you're about to embark on larger-than-life adventures rife with political intrigue, mortal danger, and magical powers.

How to Read a Role-playing Game

Whether this is your first role-playing game or your twelfth, we feel you'll get more out of *Ironclaw* in less time if you follow these steps before actually starting to play.

- First, flip through the book, reading only the **bold** chapter headings.
- Then, read through the book carefully and casually, preferably someplace quiet where you don't get distracted too much.
- After that, we recommend reading the *Conflict* chapter (p.117), paying close attention to the "rule mechanics" of dice rolling and such. Most of the workings of the *Ironclaw* game happen there, so you'll want to be very familiar with them.

Whew! It may sound like a lot of work, and you may be eager to begin, but trust us — a few extra minutes spent familiarizing yourself with the layout of the book and the themes in it will make your game-playing much more enjoyable.

What You Need To Play This Game

- This book.
- Some paper and pencils.
- "Polyhedral" dice. You'll need at least a "set" of dice for each player, and probably two or three. A "set" consists of a four-sided die, a six-sided die, an eight-sided die, a ten-sided die, and a twelve-sided die.

Maps and miniatures are nice to have, too, to give people a visual representation of what's going on. *Ironclaw* includes detailed rules for using miniatures.

If you do choose to use miniatures, we recommend that you also obtain small *markers* in a number of different colors as well. These are used as "status indicators" when resolving combat. The colored glass "life counter" stones, sold for use with many collectible card games, work well for this purpose.

What is a Role-playing Game?

If you're not familiar with the concept, a *role-playing game* or "RPG" is a game where the players assume different "roles" of characters in a shared fictional environment. One player is the *Game Host* or



"Host", who plays as a "referee" or "game master" of sorts, working with the players and moderating the game to make sure everything goes smoothly.

Role-playing is similar to a movie or a novel because there is a story line that's being followed, often with larger-than-life drama and gruesome danger. However, unlike a movie or a book, the script to this game is infinitely variable — with the outcomes and endings not only subject to the whims of fate, but also subject to what your character does. And unlike a video game, no programming or electronics are involved — your game setting and experience is as rich as your imagination.

Why have Rules?

Role-playing is a "let's pretend" experience, where you assume different roles such as brave knights, clever scoundrels, devil-may-care explorers, and powerful wizards. In the course of your adventures, you'll fight ferocious monsters, strike deals with nefarious antagonists, and perhaps even engage in mortal combat with rueful foes.

Who is the better swordsman? Can you scale that sheer cliff? Just how much money do you need for a letter of marque to go on a crusade against the bandits? Can you distract the countess long enough for your agents to slip past her undetected? Situations like these (and ones even more convoluted) will happen during the game.

That's where these rules come in. The purpose of these game rules is to moderate that conflict. We, the designers, have seen many of these situations pop up, and we found that certain ways of dealing with them worked better than others. So we wrote these rules to help you find ways of resolving these situations to keep your game running as smoothly as possible.

Each group of role-players is different, and that includes yours. In fact, groups are so different in the ways they role-play that no single set of rules could possibly cater to them all. We've done our best to make these rules as "general" as possible, yet we understand that each role-playing game will vary.

In designing these rules, we've kept certain goals in mind:

The rules should provide a common understanding of the "game world". Who's better, a carpenter with Skill 4 or a carpenter with Skill 3? The one with the 4, naturally. In this way, we "quantify" levels of ability. We also provide exacting rules for such things as combat and magic — so that when conflicts occur, you and your players will be speaking a common language, and have common ground when deciding how tricky altercations will be resolved. In this way, the rules are like a "social contract" between all the players and the Host — an agreement upon standard rules of engagement.

The rules are consistent. The rules are written down on paper so you can peruse them at your leisure, and so you can refresh your memory by re-reading them, even during play. The rules have been play-tested to make sure that they give results that are consistent and clear. In this way, the rules aid your common understanding of the game. If you and your group of players think changes to the rules are in order, you should be consistent in what changes you make and how you apply them, or the value of using rules as an aid to role-playing will break down.

The rules should be transparent. After a few play sessions, you should be able to "think" in game terms. You should be able to say to yourself things like, "I think I can pick that lock, because I've got Lock-picking at Level 6", or "Gee, I'm a good swordsman, I'll Strike Hard and cleave that smiling head right off his smug shoulders." Players should feel empowered to try common tasks or to take certain risks because they have a clear idea of what their characters can do within the context of the rules.



Rules endorse behavior. This is a game of romantic drama, where only the mightiest warriors can stand against one another, where those with the right knowledge can command supernatural forces, where Fortune favors the bold and events happen with broad strokes and grave import. To this end, we've designed the rules to encourage players to take bizarre chances or even to attempt acts of questionable sanity. Whether this is "realistic" or not is not the issue — the rules are designed to encourage both Players and Host to role-play idealized, dramatic characters in a larger-than-life context. The rules should encourage larger-than-life behavior.

The Game Host is the final arbiter on what goes and what doesn't. Maybe some of these rules don't make sense in a particular context. Maybe our rules go into copious detail where all parties would rather just get on with the game. Or maybe there's something else that makes for a duller game. The Game Host is the person with the authority to bypass our "rules of engagement" and make his or her own judgment calls.

The play's the thing. Have fun! Don't let the rules get in the way of that. The purpose of these rules is to make your role-playing more fun by giving everyone a way to resolve conflicts smoothly, cleanly, and dramatically. While we'd like to think these rules are the best we could make them, we understand that "your mileage may vary" and you may not agree with everything. If you do decide changes are in order, discuss them with the other Players and the Host, and make sure you're consistent.

What's New in this Revision?

Since 1999, we've been working hard to improve this game. Where possible, the layout in this edition is the same as the previous edition, so that both may be used together as reference. If the two editions contradict one another, you can assume that this new edition supercedes the old one.

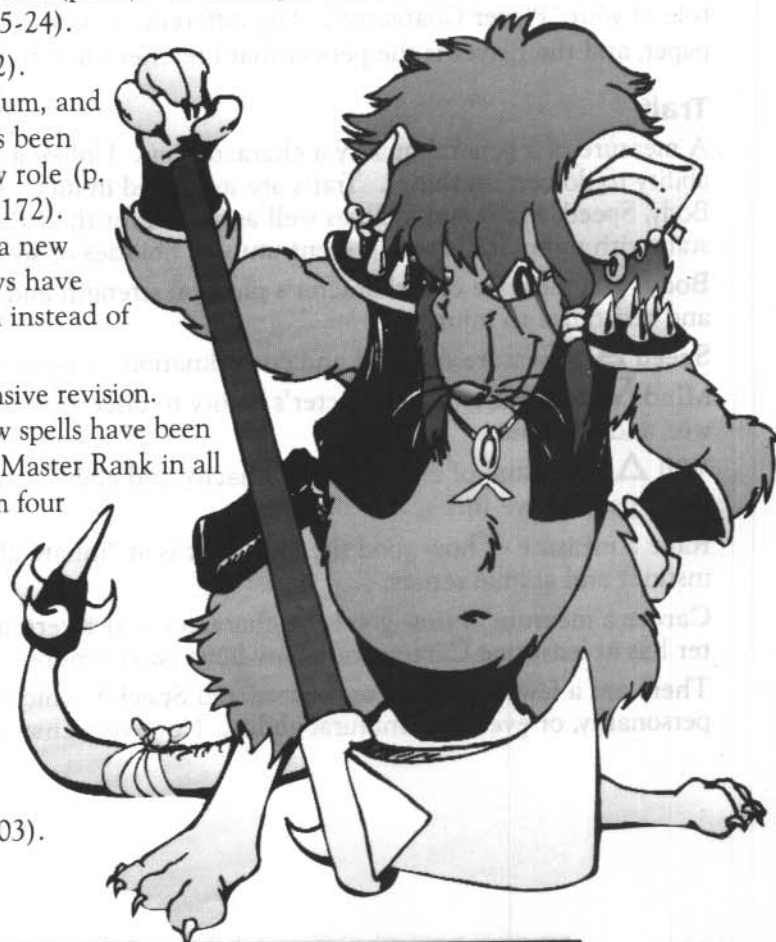
Character Creation is explained in greater detail (p. 14). The Sample Characters are presented much more comprehensively (p. 15-24).

"Cover Up" is now called "Guarding" (p. 162).

Weapons are now categorized as Light, Medium, and Heavy ("Handedness," p. 162). Initiative has been expanded; Leadership and Tactics play a new role (p. 167). Range Dice are now d10, not d12 (p. 172). "Focus for Damage" has been replaced with a new Maneuver: "Focussed Attack" (p. 179). Bows have changed and are now rated by draw strength instead of by weight (p. 315).

The Magic chapter has gone through an extensive revision. Privilege Spells work differently (p. 197). New spells have been added to a few lists, and the requirements for Master Rank in all Lists except Elementalism have increased from four Adept Spells to five. The Stry Test has been added (p. 147). Elementals are treated in greater detail, and Bound Elementals are more powerful (p. 202-204, 213-216).

One Atavism was deleted and replaced with "The Unfettered Tativity" (p. 247). The chapter on Calabria has been expanded. There is a new chapter on Hosting a Game (p. 289-294) and a new adventure (p. 295-303).





OVERVIEW

Definition of Terms

There's a lot of jargon specific to role-playing games. Some of the terms below will be well known to the more seasoned role-players out there. Some terms are specific to the *Ironclaw* game.

Character

A *character* is a "playing piece" in the game of *Ironclaw*. It represents the personality you will assume within the context of the game. Your character has a lot of numbers and qualities that define how well it stacks up to other characters. The characters that you and your fellow players use are called Player Characters, abbreviated as PC's, while the characters under the Host's control are called Non-Player Characters or NPCs.

Game Host

Abbreviated as *Host*, the Game Host is the "referee" of sorts. Their role is to moderate the behavior of the Player Characters between one other and the Non-Player Characters. A gaming group consists of one Host and one or more Players.

Player

Anyone who is playing the *Ironclaw* game who is not the Host is a *Player*. That means that usually you are a Player. Sometimes the pronoun "you" is used to refer to both you as the "Player" and you in the role of your "Player Character". The difference is that the Character is a bunch of ideas on a piece of paper, and the Player is the person that breathes life into that idea.

Trait

A measure of a general quality a character has. Unlike a Skill (see below), a Trait is a "generalized" ability to do certain things. Traits are measured in dice. Every *Ironclaw* character has the Traits of Body, Speed, Mind and Will, as well as a Trait for their Race and one for their Career. Characters can start with more Traits to represent unusual abilities or second careers.

Body ▽ a measure of a character's physical strength and toughness, as well as size, personal endurance and resistance to injury.

Speed ▲ a measure of speed and co-ordination — especially at the art of physical combat.

Mind ▽ a measure of a character's ability to discern what is going on, as well as a measure of their wits and cleverness.

Will ▲ a measure of a character's tenacity and ability to endure trials and travails that would make lesser people give in.

Race a measure of how good the character is at "innate abilities" related to one's race, including primal instinct and animal senses.

Career a measure of how good the character is at a certain occupation or calling in life. Each character has at least one Career, and many have two or more.

There are a few Traits that are considered **Special**, which represent great physical prowess, unusual personality, or even supernatural ability. Not every character has Special Traits.

Gift

A quality that is usually good to have, such as flying wings or noble birth. Unlike Traits, not everyone has every particular Gift. There are *Racial Gifts*, which represent qualities unique to a particular race. There are *Personal Gifts*, abilities that are particular to that one character, that makes them stand out in a crowd. *Social Gifts* represent unusual wealth, status, or privileges a character has in context with others. *Esoteric Gifts* are either special powers that are often mysterious and grant one fantastic capabilities, or are very rare and unusual.

Flaw

A quality that is usually bad to have, such as a crippled limb or some sort of personal defect. Unlike Traits, not everyone has every particular Flaw. *External Flaws* entail specific mechanics or effects mentioned in the rules. *Internal Flaws* represent aspects of your character's personality or beliefs that may hinder their courses of action.

Skills

A character's particular trades, habits, and abilities. While Traits represent "general" ability at a lot of things, Skills are far more particular. Skills include the ability to use weapons in combat, social and persuasive capability, and mastery in the magical arts.

Experience

As you go through adventures, you earn *Experience*, a reflection of how your character improves over time. Experience can increase Traits, add new Gifts and Skills, and remove Flaws.

Levels

Skills and Traits are measured in *Levels*. The Level determines the number and type of dice you're allowed to roll, and what sort. The higher your Level, the better the dice you get to roll.

Points

In *Ironclaw*, you design your own character using "Points". These Points are explained in greater detail in the *Character Creation* chapter.

Dice

Various dice are used in this system, often called "polyhedral" dice because of their unusual shapes. In *Ironclaw*, there are 4-sided dice, 6-sided dice, 8-sided dice, 10-sided dice, and 12-sided dice. The shorthand abbreviation for dice is the letter "d" followed by the number of sides. For example, "d12" means "roll a 12 sided die". "d10 & d8" means "roll a 10-sided die and an 8-sided die. Multiples of the same die are indicated by putting a number in front of the "d" — for example, "2d6" means "roll two 6-sided dice".

In most role-playing games, dice are added together. In *Ironclaw*, dice rarely are. This is all explained in the *Conflict* chapter.



CHARACTER CREATION

As you create your character, try to visualize him or her. Remember that by giving more life to your character you will add greatly to your and the other players' enjoyment of the game. The character creation process is filled with lots of different choices and "opportunity costs." Your starting character will be an impressive individual, but you will probably find there are one or two things still missing. That's okay — a beginning character has room to grow.

As an example, let's write up "Domhnall". We decide Domhnall will be a Wolf Mercenary.

Choose a Race for your Character. Write the name of your Race in the blank on the Character sheet. Do the same with your Career.

On Domhnall's character sheet, under Race we write "Wolf" and under Career we write "Mercenary."



Races (and some Careers) have Gifts and Flaws that go with them. Write these down in the "Gifts and Flaws" section.

As a Wolf, Domhnall has the gifts of "Claws (1 point)", "Teeth (1 point)" and "Howl (1 point)". There are no Gifts & Flaws associated with being a "Mercenary".

You start with 20 "Character Development Points", simply called "Points". Subtract the number of points you spent on Gifts; add the number of points you got from your Flaws

Each race has the "net cost" included with it — the positive points of Gifts minus the points of Flaws.

Domhnall starts with 20 points. His Claws, Teeth, and Howl cost a total of 3 points. (He has no Flaws). We're down to 17 points.

You can now take more Gifts — up to 10 Points worth. (The Gifts you started with due to your Race do not count against your maximum of 10.)

We decide to add more Gifts to Domhnall: Ambidexterity (2 points), Belongings (2 points worth), Keen Ears (1 point), and Luck (3 points). This costs an additional 8 points, so we're down to only 9 points for more skills.

(This gives us a total of 11 points in Gifts, but only 8 of those were ones we added of our own personal choice and not "bundled" with our Race or Career choices, so we're cool.)

CHARACTER CREATION



You can also take Internal & External Flaws – up to -10 Points worth. (The Flaws you started with due to your Race or Career do not count against your maximum of -10.)

Wolves and Mercenaries don't start with any Flaws of their own. We want some more Points, and we want to round Domhnull out as a character, so we'll add some. Since we've already decided he's the type who likes to fight but doesn't get along well with others, we give him Flaws to match that, such as Overconfident (Uncommon, Strong; -3 points) and Wrathful (Uncommon, Strong; -3 points). "Uncommon" and "Strong" refer to the Frequency and Severity of the flaw. This is explained later in the Flaws section (p. 91-104).

We also decide that Domhnull has an arch-nemesis, another swords-wolf who is determined to hunt him down and take his life. We add the Flaw "Foe: Weylyn the swords-wolf (Common, Strong; -4)" as well.

These Flaws give us back 10 points. We add these to the 9 points we were left with earlier, so we're now up to 19 points.

Each character starts with six Traits, and six Trait Dice: d12, d10, d8, d8, d6 and d4. Distribute these among all your Traits, one die to each. Larger dice are better, so you should assign your biggest dice to Traits that are most important to your character.

Note: The Gift of "Extra Trait" can add extra dice to your starting six Traits, giving you seven or more to start with. At Character Creation, you may mix and match these new dice with your starting Traits.

What sort of character is Domhnull? We decide he's very much a product of training rather than instinct, so we put his highest die (the d12) in his main Career of "Mercenary". We also decide that he relies on his size and skill more than his wits.

Our setup looks like this:

Body	Speed	Mind	Will	Race: Wolf	Career: Mercenary
d10	d8	d4	d8	d6	d12

Each character can have additional Skills. Each Level in a skill costs 1 Point. The maximum number of Points a starting character can have in a skill is 5, for Level 5.

Example: Domhnull needs a few combat skills to be an effective mercenary. He's also a bit of a bounty-hunter, so we'll add skills useful in finding people who don't want to be found. Finally, a good Mercenary knows how to size people up.

Domhnull's opening setup looks like this:

Brawling	d6 (2 points)
Psychology	d4 (1 point)
Resolve	d8 (3 points)
Shadowing	d6 (2 points)
Sixth Sense	d8 (3 points)
Stealth	d6 (2 points)
Sword	d12 (5 points)
Tracking	d4 (1 point)

Domhnull makes the entries on his character sheet, listing the Skill Dice he paid points for in the right-most column, and other Dice he got from his Race and Career in the left-most columns.

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Race: Wolf **Habitat:** Forest **Senses:** Listen, Smell **Name:**

Career: Mercenary

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skills they are always included with.

Skills (Favored Use)	Experience
Brawling	0000
Haggling	0000
Hiking	0000
Psychology	0000
Resolve	0000
Shadowing	0000
Shield	0000
Sixth Sense	0000
Stealth	0000
Sword	0000
Tactics	0000
Tracking	0000

If you find there were one or two things you wanted to buy with Points but you had run out, you may want to note them. Write any Gifts or Traits you want under your Improvement List; write any Skills you want in your Skill List.



Evaluating your Skills and Traits

Skills and Traits are rated in *Levels*, which are numbers that correspond to the dice that the player is allowed to roll — the higher the Level, the larger both the quantity and the size of the dice become.

The Level Table

Level	Dice	Notes
1	d4	Basic
2	d6	Basic
3	d8	Basic
4	d10	Basic
5	d12	Basic; Maximum starting level at Character Creation
6	d12 & d4	Expert
7	d12 & d6	Expert
8	d12 & d8	Expert
9	d12 & d10	Expert
10	2d12	Expert
11	2d12 & d4	Heroic
12	2d12 & d6	Heroic
13	2d12 & d8	Heroic
14	2d12 & d10	Heroic
15	3d12	Legendary
16	3d12 & d4	Legendary
17	3d12 & d6	Legendary
18	3d12 & d8	Legendary
19	3d12 & d10	Legendary
20	4d12	Legendary
21	4d12 & d4	Mythic



Level is the quality of the skill. Higher Level skills are better than lower Level ones. A *Player Character* may not start the game with a skill Level above 5 (d12). The only exception to this rule is if the character is a Prodigy (p. 81) with one and only one Skill.

Dice are the dice you're permitted to roll at that Level.

Example: Domnhull has a Stealth skill Level of 2. His Stealth Skill Die is d6.

Basic, Expert, Heroic, Legendary, and Mythic refers to the quality of the skill. This quality gives an advantage where normally a contest of Skills would result in a draw. See p. 118 for more information.

Getting a little something for nothing: Favored Use

When putting at least one Point into a Skill, you may specify a *Favored Use*. Think of a Favored Use as what you like to do most in a broad skill, and therefore you have become quite good at it.

At the time you buy your skill, choose your Favored Use of the skill. You may have only one Favored Use per skill. You can also leave the Favored Use blank, and (with the Game Host's permission) fill this in during play — even in the middle of a game session! To change a Favored Use, you must use *Experience*, which is explained in a later chapter.

CHARACTER CREATION



A Favored Use does not cost any extra points. Players are encouraged to come up with Favored Uses for all their skills! The Host may disallow Favored Uses that are too broad. For example, "Sword (Fv: when fighting)." shouldn't be allowed — that's not very "particular". A better Favored Use might be, "Sword (Fv: when fighting my lifelong Foes)".

Example: Anton buys Dancing skill at level 3. He chooses "ballroom dancing" as his favorite. His player writes "Dancing (Fv: ballroom dancing)" on his character sheet.

The advantage of having a Favored Use is that you are much less likely to Botch. **When using your Skill for its Favored Use, you may re-roll one die that comes up "1".** This can be any of the dice rolled with the Skill: Trait Dice, secondary dice from Cover or Retreating, etc. It must be the Dice rolled with the skill, however. For example, when you roll To-Hit someone, that uses your Skill, and thus claims Favored Use; when you roll to Damage someone, that does not, and thus you do not get Favored Use. Favored Use is explained in greater detail in the *Combat* chapter, p. 117-125.

You can change your Favored Uses later on using Experience (see pages 250-253).

Favorite Weapon

Of any weapon skill, such as Sword, Axe, etc., you can declare one particular weapon to be your *Favorite Weapon* as a special type of "Favored Use." When using that weapon, you can claim the advantage of re-rolling one "1". You can only have one Favorite Weapon per combat skill, and that "Favorite Weapon" is your Favored Use for that Skill.

Example: Dagonard declares her long-sword to be her Favorite Weapon. Her player writes "Sword (Fv: Favorite Weapon)" on her character sheet. When striking, parrying, disarming, etc. using a Sword, Dagonard gets re-roll any single die that shows a "1" if she uses her Favorite Sword.

The disadvantage is that if you lose your Favorite Weapon, you don't get the advantage of Favored Use any more. (You can find a new Favorite Weapon by spending Experience Points — see page 250-253.) Players are encouraged to role-play the use of their Favorite Weapons by giving them names such as "Scalpel" or "Zerling", by describing the special fittings, hilts, and filigree work on the weapon.

Gifts and Flaws

A Gift will cost your character a variable amount of starting Points, from 1 on upwards. Flaws give your character more points to spend. Your character's Race determines what Racial Gifts and Flaws you start the game with — the Point Value of these is included in the Racial Cost. In addition to these, you may spend up to 10 Points on three other kinds of Gifts: *Personal Gifts* (abilities that set your character apart from others), *Social Gifts* (wealth, status, and reputation), and *Esoteric Gifts* (which require special permission from the Game Host). You may also choose up to -10 points worth of *Internal and External Flaws*, which will give your character some points back. See the Chapter on "Gifts and Flaws," page 79-104.

Magic Points: ... 8 ... (Will Trait + all Wizard Traits)		Use 7 for Fatigue Only Wounds force each hit or die -
Gifts and Flaws		
Racial Gifts & Flaws		
Claws (1 pt.); Howl (1 pt.);		
Teeth (1 pt.)		
.....		
Personal, Social, & Esoteric Gifts		
(For starting characters, not to exceed 10 Points)		
Ambidexterity (1 pt.);		
Belongings		
(Armor, Sword; 2 pts.);		
Keen Ears (1 pt.);		
Luck (3 pts.)		
.....		
External & Internal Flaws		
(For starting characters, not to exceed -10 Points)		
Foe: Weylyn (Common, Strong, -4 pts.);		
Overconfident		
(Uncommon, Strong, -3 pts.);		
Wrathful (Uncommon, Strong, -3 pts.)		
.....		
Self-Improvement		



Abilities

The following numbers are determined from a combination of Traits, Gifts, and Flaws.

Physical Characteristics

How big is your character? How heavy? How much can he or she carry? You'll find those answers in the table below. Most of these characteristics are determined by the character's Body, but certain Gifts and Flaws can modify that.

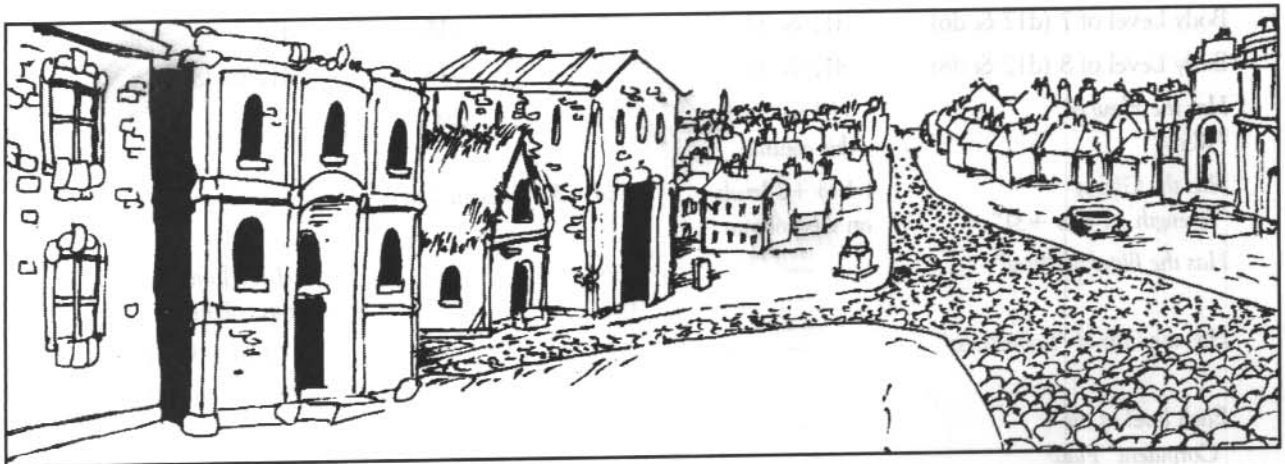
△ Mind		Will ▽	
Height: 14 hands	Size & Weight: 10 stone	for Fatigue, "X" for Wounds. Inds force Death Tests.	
Dash: 8 paces	Stride: 2 paces		
Lift Bonus: +4	Strength Dice: d10		
Magic Points: 8 (Will Trait + all Wizard Traits)			
Gifts and Flaws			

Size is the character's weight, measured in stone, the standard unit of Encumbrance in *Ironclaw*. (One stone is 6.25 kilograms or 14 pounds.) Size determines not only how much the character weighs, but also the weight of the armor they wear.

Weight is a character's weight in kilograms, rounded to the nearest half kilogram. (One kilogram is 2.2 pounds.)

Average Height is the character's average height, in hands. One hand is about 10 centimeters, or about 4 inches. A character may be one or two hands shorter or taller than this number.

Aspect	Size	Weight	Average Height
Body Level of 1 (d4)	4 stone	25 kg	10 hands (1.0 meters)
Body Level of 2 (d6)	6 stone	38 kg	12 hands (1.2 meters)
Body Level of 3 (d8)	8 stone	50 kg	14 hands (1.4 meters)
Body Level of 4 (d10)	10 stone	63 kg	16 hands (1.6 meters)
Body Level of 5 (d12)	12 stone	76 kg	18 hands (1.8 meters)
Body Level of 6 (d12 & d4)	14 stone	89 kg	19 hands (1.9 meters)
Body Level of 7 (d12 & d6)	16 stone	102 kg	20 hands (2.0 meters)
Body Level of 8 (d12 & d8)	18 stone	115 kg	20 hands (2.0 meters)
Has the Flaw of "Weakness"	-1 stone	-6 kg	-1 hand (-0.1 meter)
Has the Gift of "Strength"	+1 stone	+6 kg	+1 hand (+0.1 meter)
Has the Gift of "Great Strength"	+2 stone	+13 kg	+1 hand (+0.1 meter)
Has the Gift of "Incredible Strength"	+3 stone	+19 kg	+1 hand (+0.1 meter)
Has the "Robust" Gift (any level)	+1 stone	+6 kg	no effect
Has the "Frail" Flaw	-1 stone	-6 kg	no effect
Each level of the "Corpulent" Flaw	+1 stone	+6 kg	no effect





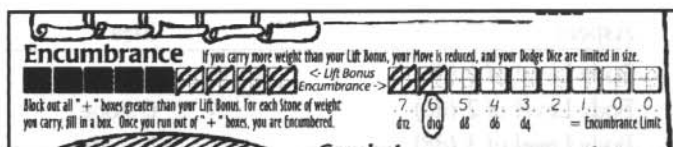
Movement

Your Move is how fast your character gets around. **Dash**, **Sprint**, and **Full Move** are the character's three different speeds of movement. These are explained in greater detail in the "Combat" chapter (page 159).

Aspect	Dash	Stride	Full Move
Speed Level of 1 (d4)	4 paces	1 pace	12 paces/round (7 kph)
Speed Level of 2 (d6)	6 paces	1 ½ paces	18 paces/round (11 kph)
Speed Level of 3 (d8)	8 paces	2 paces	24 paces/round (14 kph)
Speed Level of 4 (d10)	10 paces	2 ½ paces	30 paces/round (18 kph)
Speed Level of 5 (d12)	12 paces	3 paces	36 paces/round (22 kph)
Speed Level of 6 (d12 & d4)	14 paces	3 ½ paces	42 paces/round (25 kph)
Speed Level of 7 (d12 & d6)	16 paces	4 paces	48 paces/round (29 kph)
Speed Level of 8 (d12 & d8)	18 paces	4 ½ paces	54 paces/round (32 kph)
Each Level of Encumbrance	-1 pace	-¼ pace	-3 paces/round (-1.8 kph)
Each Level of Extra Move	+1 pace	+¼ pace	+3 paces/round (+1.8 kph)
Has the "Lame" flaw	half normal	1 pace max	half normal

Strength, Lift, and Encumbrance

Your **Strength Dice** measure your character's sheer muscle power and are a key factor in how much damage you dish out when using hand-to-hand and thrown weapons. Your **Lift Bonus** is a measure of how much weight your character can lift before he or she suffers Encumbrance, as detailed below. **Maximum Encumbrance** (Max Enc.) is the maximum Encumbrance your character can bear. Your **Soak** is your ability to resist damage and injury. Soak is detailed further in the *Combat* chapter (p. 159-191).



Aspect	Strength Dice	Lift Bonus	Max Enc.	Soak
Body Level of 1 (d4)	d4	1	-4	d4
Body Level of 2 (d6)	d6	2	-6	d6
Body Level of 3 (d8)	d8	3	-8	d8
Body Level of 4 (d10)	d10	4	-10	d10
Body Level of 5 (d12)	d12	5	-12	d12
Body Level of 6 (d12 & d4)	d12 & d4	6	-14	d12 & d4
Body Level of 7 (d12 & d6)	d12 & d6	7	-16	d12 & d6
Body Level of 8 (d12 & d8)	d12 & d8	8	-18	d12 & d8
Has the Flaw of "Weak"	-1 level on this column	-1	less 2	—
Has the Gift of "Strength (+1 to +3)"	+1 to +3 levels on this column	+1 to +3	extra 2 to 6	—
Has the Flaw of "Frail"	—	—	—	-1 level on this column†
Has the Gift of "Robustness"	—	—	—	+1 to +3 levels on this column
Each level of the "Corpulent" Flaw	—	*	*	—



* While the "Corpulent" flaw does not actually reduce the Lift Bonus or Maximum Encumbrance, each level penalizes the character as one stone worth of Encumbrance that the character cannot get rid of.

† Characters with a Body of d4 and the Flaw of "Frail" have no Soak Dice to roll at all.

Example 1: Gervin has a Body of 4, which would normally give him a Strength Die of d10 and a Lift Bonus of 4. However, he has the Gift of "Great Strength," which increases his Strength and Lift by two levels, to d12 & d4 and to +6 respectively. His Soak remains d10.

Example 2: Malsippus has a Body of 3, which would normally give him a Soak of d8. However, he has the Flaw of "Frail", which decreases his Soak by one level, to d6. His other aspects are unaffected.

Defense

Characters use Defenses to guard themselves against incoming attacks. Your character can use weapons to **Parry** and can use shields and cloaks to **Block**. Your character can also try to get out of harm's way by simply trying to **Dodge**.

Your Dodge Defense is the combination of your character's Speed dice and Dodge skill. (This is explained in greater detail later on, in the "Combat" chapter.) You can try to Dodge almost any attack.

Characters who are carrying too much stuff don't Dodge as well. The chart below shows the maximum size of Dodge dice based on a character's Encumbrance.

Level of Encumbrance

(Lift Bonus minus Stones Carried)	Maximum Dodge Dice Size
-1	d12 (no effective limit)
-2	no larger than d10
-3	no larger than d8
-4	no larger than d6
-5 or worse	no larger than d4

Example: Weigraf has a Speed of d10, and a Dodge Skill of Level 7 (d12 & d6). Normally, he'd have a Dodge of d12, d10 & d6. However, he also has -3 Encumbrance, which limits his Dodge Dice to d8's or smaller. Weigraf lists his Dodge as d8, d8, & d6.

Your **Parry** is dependent on the weapon you use. **Your Parry Defense is the combination of your Speed Dice and your Weapon Skill Dice.** Parries can be used to defend against melee attacks (e.g., hand-to-hand combat).

If you use a shield, your character may Block. **Your Block Defense is the combination of your Speed Dice and your Shield Skill Dice.** Blocking can be used to defend against melee attacks, missile attacks, and some kinds of magical attacks. You may not Block bullets, but your shield will still provide cover — you may include your Shield's Cover Dice against all attacks that you are aware of, with any of your Defenses (Parry, Block, or Dodge).

Name	Banded Mail	Overconfident
Dice	2d8	(Uncommon, Str)
& Soak	d10	Wrathful (Uncomm)
Defense		Self-Improv	
Parry (A)	2d12, d8	1)
Speed & Weapon Skill, but may vary		2)
Parry (B)	d10, 2d6	3)
Speed & Weapon Skill, but may vary		4)
Parry (C)	(none)		
Speed & Weapon Skill, but may vary			
Block	d12, d8		
Speed & Shield Skill			
Dodge	d10		
Speed & Dodge Skill, limited by Enc.			
Shield Dice	d10		
Included with Parry, Block, & Dodge			

CHARACTER CREATION



Step 1:

Choose a name for your character.

Step 3:

Assign your six Traits of d12, d10, d8, d6, and d4 to your Body, Speed, Mind, Will, Race, and Career.

Step 2:

Choose a Race and Career. Write the Racial Habitat and Senses in these blanks.

Step 4:

Write in the names of Skills included with your Race and Career. Copy the Race & Career Trait Dice next to the Skills they are included with.

Twelve Steps to Character Creation

Here is a step-by-step breakdown of how to make an Ironclaw character.

Step 5:

You start with 20 Points. Write in your Racial Gifts and Flaws, and deduct their cost from your Points.

Step 6:

Write in your character's abilities. You can find this information on pages 71-72.

Step 7:

You may spend up to 10 Points on Personal, Social, and Esoteric Gifts. Spend your Points.

Step 8:

You may take up to -10 Points in External and Internal Flaws. Adjust your Points.

Step 9:

Spend your remaining Points on Skills. (1 = d4; 2 = d6; 3 = d8; 4 = d10; 5 = d12). Skills you spend Points on can have Favored Uses — see p. 9. Skills do not "stack" on Traits; rather, you will gain multiple dice in each Skill.

Step 12:

Block out all boxes larger than your Lift Bonus. For each Stone carried, mark out a box on the Encumbrance track. (Note the lines that let you block out quarter-Stones.) If you have to use a negative-number box, you suffer Encumbrance (p. 13).

Step 10:

Choose your Equipment, including arms and armor. See p. 105-115 and p. 313-316.

Step 11:

Your To-Hit Rolls are usually your Speed & Weapon Skill Dice. Damage and Specials vary with the weapon. Your Initiative is your Speed & Mind Dice. Your Resolve is your Will Dice and Resolve Skill Dice (if any). Your Parries are usually the same as your To-Hit Rolls. Your Block is your Speed Dice & Shield Skill Dice (if any). Your Dodge is your Speed Dice and Dodge Skill Dice (if any). If you have a cloak or shield, you will get Cover Dice with all Defenses.

IRONCLAW

Race: Wolf Career: Mercenary

Name: Dom Bull

Body: d10 Speed: d8 Mind: d4

Skills (Favored Use):

- Brawling (d12)
- Haggling (d12)
- Hiking (d12)
- Psychology (d12)
- Resolve (d12)
- Shadowing (d12)
- Shield (d12)
- Sixth Sense (d12)
- Stealth (d12)
- Sword (d12)
- Tactics (d12)
- Tracking (d12)

Gifts and Flaws:

Racial Gifts & Flaws:

- Claws (1 pt.)
- Howl (1 pt.)
- Teeth (1 pt.)

Personal, Social, & Esoteric Gifts:

- Armstrong's (1 pt.)
- Belongings (Armor, Sword, 2 pts.)
- Keen Ears (1 pt.)
- Luck (3 pts.)

Encumbrance:

Equipment:

- Good Hand: 1/4-Stone Sword
- Off Hand: Shield (1)
- Head: Banded Mail (4-1/2)
- Body: 4-Stone Draw Bow (1/8)
- Backpack: Quiver of 24 Arrows
- Pack: Medicine

Combat:

Weapon (A): 1/4-Stone Sword

To-Hit Roll: d12, d8

Damage: d12, d10

Special: Slash or Impale

Weapon (B): Claws

To-Hit Roll: d10, d6

Damage: d10, d6

Special: Scratch

Weapon (C): 4-Stone Draw Bow

To-Hit Roll: d10

Damage: d10, d8, d4

Special: Impale



SAMPLE CHARACTERS

Vesper

Most people your age have the sense to settle down. Still, you can't resist the promise of adventure. You tell yourself it's so you can spread the Holy Word and give comfort and succor to those who need it. But, deep inside your heart of hearts, you know that it's because going out on your "foolish crusades" makes you feel young again. Occasionally, though, you do forget yourself and find yourself cautioning folks like some old man. Tell yourself it's not that you're slowing down; it's that you have "common sense." And try to control your temper— you sometimes let it get away from you.

Gifts: *Racial:* Claws (1 point); Night Vision (1 point); Teeth (1 point)

Personal: Increased Trait: Cleric to d12 & d4 (6 points)

Social: Belongings: Spectacles; Spell-book (2 points)

Flaws: *External:* Corpulent -2 (-2 points); Poor Vision (-4 points)

Internal: Pacifist: cannot take a life (-1 point);

Wrathful (-3 points)

Initiative: d8 & d6 (*Preferred Maneuver:* Focus, 3rd Rank)

Defenses: Dodge d4; Parry d6, d4

Move: Dash 2 paces, Stride ½ pace

Armor: Chain Mail (d12 & Soak d8; 3 ½ Stone)

Weapons: "Malleus," ½-Stone Mace (To-Hit d6 & d4; Damage d10, d8, d4);

Natural Claws & Teeth (To-Hit d6 & d4; Damage d8, d6)

Equipment: Spectacles; Book: *Testaments of Helloise* (for White Magic)

Body d8, Speed d6, Mind d8, Will d10

Raccoon d4 **Weapons:** Claws, Teeth

Habitat: Forest

Sense Tests: Listen, Smell

Cleric d12 & d4

Skills (with Favored Use)

d4		Climbing
	d6	Diplomacy (with commoners and lay-folk)
d4		Fishing
	d12 & d4	Literacy
	d4	Mace (with my favorite Mace)
	d12 & d4	Meditation
	d6	Psychology (with the distraught and desperate)
d4		Stealth
	d12 & d4	Theology

Magic Points: 26 **Spell Lists:** White Magic—Apprentice; White Magic—Journeyman

Spell-Casting Skills: Circle of Protection (2; Adept)

Flesh Ward I (4; Adept)

Healing I (3; Adept)

Lazarus Heart (2; Adept)

Life's Whisper (2; Adept)

Scry Spirit (1; Adept)





Anton d'Avoirdupois

You have the misfortune of being the seventh son in line for your father's holdings. However, you are still nobility, and (most importantly) you are Avoirdupois! It's your duty to show the world what chivalry is all about. You should be on the lookout to right wrongs, protect the down-trodden, and do the things that would make your father and your father's fathers proud.

Gifts. *Racial:* Extra Move +3 (3 points); Hooves (1 point)

Personal: Increased Trait: Speed to d10 (4 points);

Strong +1 (2 points)

Social: Belongings: Destrier, Armor, and Sword (3 points);

Nobility: Noble Blood of House Avoirdupois (1 point)

Flaws. *Internal:* Heroic (-3 points); Honorable (-4 points);

Overconfident (-3 points)

Initiative. d10 & d4 (*Preferred Maneuver:* Charge, 1st Rank)

Defenses. Dodge 2d10, 2d4; Parry d12, 3d10; Block 4d10

Move. Dash 3 paces, Stride ¾ paces

Armor. Proved Plate (2d12, d6 & Soak d12; 12 Stone)

Weapons. "Zerling," Full Stone Sword (To-Hit d12, 2d10; Damage 3d12, d4);

Natural Hooves (To-Hit d10, d6; Damage d12, d6, d4)

Equipment. Heater Shield (2d10 Cover Dice for all Defenses, 2 Stone);

"Le Monstre" the Destrier

Body d12, Speed d10, Mind d4, Will d8

Horse d6

Weapons: Hooves

Habitat: Plains

Sense Tests: Spot

Cavalier d10

Skills (*with Favored Use*)

		d4	Carousing (with other warriors)
		d4	Dancing (Ballroom Dancing)
		d8	Dodge (versus Magic)
		d4	First Aid (for Horses)
d6			Hiking
	d10		Lore: Heraldry
		d12	Resolve (when standing my ground)
	d10		Riding
	d10		Shield
	d10	d12	Sword (with my Favorite Sword)
d6			Tactics

Mei Ling

The world that we live in is imperfect. All too often, folk elude the justice they deserve. Debts go unpaid, items are stolen, and lives are lost at the hands of these miscreants. It is a sad fact of life ... but long ago, you discovered that you could make a living by selling your skills with your swords to those who have need for vengeance. Many are intimidated by your unusual and flamboyant fighting style—with a sword in each hand, you are a whirling dervish of swift justice. Your life is one of peril, but never of ennui. Think of how boring life would be, were it perfect.

Gifts: *Racial:* Claws (1 point); Night Vision (1 point); Teeth (1 point)

Personal: Ambidextrous (2 points); Luck (3 points);

Strong +1 (2 points); Sure-Footed (1 point)

Social: Belongings: two Swords (2 points)

Flaws: *Internal:* Drunkard (-3 points); Envious (-3 points);

Greedy (-3 points); Gregarious (-1 point)

Initiative: d12 & d4 (*Favorite Maneuver:* Strike Tandem, 2nd Rank)

Defenses: Dodge d12, d4; Parry d12

Move: Dash 12 paces, Stride 3 paces

Armor: Reinforced Leather (d8, d4 & Soak d8; 2¼ Stone)

Weapons: "Ta Bau Ming," ¼-Stone Sword and "Ta Bau Mei," ¼-Stone Sword (To-Hit 2d12, d10; Damage d12, d10)

Equipment: Medicine and poultices for First Aid (¼ Stone); Posters of Wanted Criminals



Body d8, Speed d12, Mind d4, Will d6

Cat d8

Weapons: Claws, Teeth

Habitat: Mountains (by choice)

Sense Tests: Listen

Bounty Hunter d10

Skills (with Favored Use)

d8		Acrobatics
	d4	Carousing (in a crowd of 5 or more)
d8		Climbing
	d4	Dodge (against arrows & bolts)
	d4	First Aid (damage caused by magic)
	d8	Haggling (over bounties)
	d12	Resolve (when fighting a hunted target)
	d10	Shadowing
d8		Stealth
	d10	d4 Streetwise (finding a hunted target)
	d10	d12 Sword (when fighting with two swords)
	d10	Tracking

Hendrick

There's a price on your head. There must be a score of folks who'd like to see you hanging from a noose or on the end of their sword. It's a good thing you're the expert burglar that you are. For every thing in this world, from trinket to bauble to crown, there's someone who wants it, by any means necessary. It's just a matter of how much they're willing to pay to get it. And that's where you come in – Hendrick, master of "acquisition". Make sure you collect as much as you can, up front – after all, you're no fool.

Gifts. *Racial:* Claws (1 point); Teeth (1 point)

Personal: Increased Traits: Speed to d12, Weasel to d10 (8 points)

Social: Belongings: Gun (1 point)

Flaws. *Internal:* Greedy (-3 points); Scofflaw (-3 points);

Showoff (-2 points); Single-Minded (-2 points)

Initiative. d12 & d4 (*Preferred Maneuver:* Strike First, 1st Rank)

Defenses. Dodge d12, d10; Parry d12

Move. Dash 11 paces, Stride 2¾ paces

Armor. Reinforced Leather (d8, d4 & Soak d8; 2 Stone)

Weapons. "Entzerrer," Pistol (To-Hit d12, d4; Damage 2d8);

"Morgenstern," ¼-Stone Flail (To-Hit d12, Damage d10, d8);

"Scherblock,, Schneidmaschine, Dolch, & Messer," Throwing

Daggers (To-Hit d12, d6; Damage d8, d6, ½ Stone);

Natural Claws & Teeth (To-Hit d12, d10; Damage d8, d6)

Equipment. Powder Horn (¼ Stone), Nice Hat

Body d8, Speed d12, Mind d4, Will d6

Weasel d10

Weapons: Claws, Teeth

Habitat: Forest (by choice)

Sense Tests: Smell

Burglar d12

Skills (with Favored Use)

		d8	Bribery (guards and officials)
	d12		Climbing
d10			Contortionist
d10			Dodge
		d8	Fast Talk (getting out of trouble)
		d12	Fencing (from ambush)
		d4	Gun (with my favorite gun)
		d8	Lock-picking (with my favorite lock-pick)
d10	d12	d4	Stealth (when fleeing the scene)
	d12		Streetwise
		d8	Thrown Sword (from ambush)
d10			Tracking
	d12		Traps

Mansur

Since an early age, you have known that you could see things beyond those of normal ken. Fate had decided that you should pursue the mystical arts. At an early age, you sought out the foreign masters who knew how to pull the threads of thought that drive the secret hearts of men. When you returned home, you found your people slaughtered by the mysterious "Hooded One". That was when you first felt the rage that fires your soul. It was in your quest for revenge that you have discovered that the Hooded One seeks to destroy you – but to what end? Who can fathom the machinations of the universe?

Gifts: *Racial:* Claws (1 point); Howl (1 point); Teeth (1 point)

Personal: Extra Traits: d4 × 2 (6 points)

Social: Belongings: Gun, Spell Book, Sword (3 points)

Flaws: *External:* Eerie (-2 points); *Foe:* the Hooded One (Rare, Extreme, -3 points); Scofflaw (-3 points)

Internal: Morose (-1 point); Taciturn (-1 point)

Initiative: d8 & d4 (*Preferred Maneuver:* Fast-Cast, 1st Rank)

Defenses: Dodge 2d4; Parry d8, d4

Move: Dash 4 paces, Stride 1 pace

Armor: Reinforced Heavy Leather (d8, d4 & Soak d8; 2 Stone)

Weapons: "Hamal Haza," Pistol (To-Hit d4; Damage 2d8, 1/8 Stone); "Hul Khalast," 1/4-Stone Sword (To-Hit d8, d4; Damage d12, d8); Natural Claws & Teeth (To-Hit d8, d4; Damage d8, d6)

Equipment: Spell Book (1/4 Stone); Strange Diadem



Body d8, Speed d4, Mind d8, Will d10

Dhole (Wild Dog) d4 *Weapons:* Claws, Teeth *Habitat:* Plains (by choice) *Sense Tests:* Listen, Smell

Green & Purple Magic d12

Passion: Choler d6 (include whenever avenging a personal wrong)

Second Sight d4 (may attempt to Scry for Magic)

Skills (with Favored Use)

		d4	Augury
d4			Hiking
	d12		Literacy
	d12		Lore: Green & Purple Magic
	d12		Meditation
		d4	Observation (at night)
		d4	Sixth Sense
		d8	Sword (with my favorite sword)
d4			Tactics
d4			Tracking

Magic Points: 22 **Spell Lists:** Green & Purple Magic—Apprentice; Green & Purple Magic—Journeyman

Spell-Casting Skills: Blind I (3; Adept) Ivory Tower (2; Adept) Paralyze I (5; Adept) Scry Mind I (1; Adept) Rage I (2; Adept)

Beagen

You were born in the wild, and to the wild you shall return. You have no shame – as a Phelan, you are one with yourself and the world, and you will never forget that. Occasionally, these feckless “city-slickers” need to be reminded of the strength their ancestors had, without these crutches of swords and armor, and you’re just the person to take them to school.

Gifts. *Racial:* Claws (1 point); Howl (1 point); Teeth (1 point)

Personal: Increased Trait: Body to d12 (4 points)

Esoteric: Atavist (3 points)

Flaws. *External:* Poor Vision (-3 points); Poverty (-4 points)

Internal: Coarse (-2 points); Superstitious (-1 point)

Initiative. d8 & d4 (*Preferred Maneuver:* Atavism, 3rd Rank)

Defenses. Dodge d12, d8; Parry d8

Move. Dash 8 paces, Stride 2 paces

Armor. None (Soak d12)

Weapons. Natural Claws & Teeth (To-Hit d12, d10; Damage d8, d6)

Equipment. None



Body d12, Speed d8, Mind d4, Will d6

Wolf d12 *Weapons:* Claws, Teeth *Habitat:* Mountains (by choice) *Sense Tests:* Listen, Smell

Scout d8

Skills (with Favored Use)

d12		d8	Atavism: Cry of a Hundred Souls (under a full moon)
d12		d8	Atavism: Reserves of Strength (when sky-clad)
d12		d8	Atavism: Tearing (under a full moon)
d12		d8	Atavism: The Rage Unleashed (under a full moon)
		d8	Brawling (Claws)
	d8		Cartography
		d12	Dodge (when sky-clad)
d12	d8		Hiking
	d8		Navigation
	d8		Observation
d12			Tactics
d12			Tracking

Annushka

You have left home to seek adventure in the big city. Maybe you'll become a sorcerer's apprentice and study magic! Until then, you're forced to ply the trades you know ... and the one you're best at is transcribing and copying. You're sure that if you stick at it, opportunity will come along. You can't wait for your first adventure.

Gifts: *Racial:* Echolocation (3 points); *Flight* (5 points); *Prehensile Feet* (1 point)

Personal: Increased Trait: Speed to Level 6 (6 points), Luck (3 points)

Social: Guild Membership: Scrivener's Guild, Apprentice (1 point)

Flaws: *Racial:* Frail (-2 points)

Internal: Dread of Enclosed Spaces (-3 points); Naïve (-1 points);

Skittish (-2 points); Soft-Hearted (-4 points)

Initiative: d12, d8, d4 (*Preferred Maneuver:* Fire an Easy Sling, 1st Rank)

Defenses: Dodge d12, d4

Move: Walking Dash 14 paces, Stride 3 ½ paces;

Flying Dash 26 paces, Stride 6 ½ paces

Armor: Padded Clothes (d4 & Soak d4; ¼ Stone)

Weapons: ¼-Stone Sling (To-Hit d12, d6, d4; Damage 2d6)

Equipment: Charcoal and Palimpsest (¼ Stone)



Body d6, Speed d12 & d4, Mind d8, Will d4

Bat d10

Weapons: None

Habitat: Forest

Sense Tests: Listen, Echolocate

Scribe d8

Skills (with Favored Use)

	d8	d6	Ciphering (when copying)
	d8		Craft: Calligraphy
d10		d12	Flight (at night)
	d8		Literacy
	d8		Lore: Heraldry
d10			Night Speech
		d8	Observation (with Echolocation)
		d4	Resolve (when flying)
		d6	Sling (when flying)



Mavra

Look out, world! Here comes Mavra, the Ineluctable Sorceress! Watch as she controls the physical world without effort or strain! Observe the way she vanquishes all her foes with a sweep of her hand and the hammer of the elements! Be careful – don't fall in love with her, despite her beauty and her charm, for her first love is for adventure! Actually, it's for money first, and then adventure, but ... that's not important right now. Remember, you can command such exorbitant prices when you're as mighty as Mavra!

Gifts: *Racial:* Claws (1 point); Keen Ears (1 point); Teeth (1 point)

Personal: Extra Trait: d4 (3 points)

Social: Belongings: Spell Book, Sword (2 points)

Flaws: *Internal:* Curious (-3 points); Garrulous (-1 points); Greedy (-3 points); Heroic (-3 points)

Initiative: d10 & d8 (*Preferred Maneuver:* Cast, 2nd Rank)

Defenses: *Dodge* d10, d8; *Parry* d10, d4

Move: Dash 10 paces, Stride 2 ½ paces

Armor: Reinforced Leather (d8, d4 & Soak d6; 1 ¾ Stone)

Weapons: "Tueur," ½-Stone Sword (To-Hit d10, d4; Damage d12, d6, d4); Natural Claws & Teeth (To-Hit d10, d4; Damage 2d6)

Equipment: Spell Book: *Kyndranigar's Thaumaturgy* (¼ Stone)

Body d6, Speed d10, Mind d8, Will d8

Fox d4

Weapons: Claws, Teeth

Habitat: Forest (by choice)

Sense Tests: Listen, Smell

Elementalist d12

Thaumaturge d4

Skills (with Favored Use)

d4			Climbing
		d4	Dodge (versus magic)
		d4	First Aid (damage caused by magic)
	d12	d4	Literacy
	d12		Lore: Elementalism
		d4	Lore: Magic
	d12	d4	Meditation
d4			Sixth Sense
d4			Stealth
		d4	Sword (with my favorite sword)
d4			Tracking

Magic Points: 24 **Spell Lists:** Elementalism – Apprentice; Air Magic – Journeyman; Fire Magic – Journeyman; Thaumaturgy – Apprentice

Spell-Casting Skills:

Air Magic Journeyman's
Privilege (1; Adept)
Avert Air (1; Adept)
Avert Fire (1; Adept)

Create Air (1; Adept)
Create Fire (1; Adept)
Destroy Air (1; Adept)
Destroy Fire (1; Adept)

Fire Magic Journeyman's
Privilege (1; Adept)
Mold Air (1; Adept)
Mold Fire (1; Adept)

Pilum of Flame (3; Adept)
Scry Air (1; Adept)
Scry Fire (1; Adept)
Thunder Clap (4; Adept)

Tycho

You've spent your whole life unlocking the secrets of the universe – so much so that you've failed to sometimes notice what's going on in your own neighborhood. You get lost in thought and tend to trail off, muttering under your breath about calculations and syllabaries that make sense only to you. Magic is a tool, not a toy – remember the mistakes of the Autarchs! Only use your mystic power for the greater good. Life is too short to not spend it well.

Gifts: *Racial:* Claws (1 point); Keen Ears (1 point); Teeth (1 point)

Personal: Extra Trait d4 × 2 (6 points); Luck (3 points)

Social: Belongings: Spell Book (1 point)

Flaws: *External:* Failing Health (-4 points); Lame (-3 points); Poor Vision (-3 points)

Initiative: d12 & d6 (*Preferred Maneuver:* Focus, 3rd Rank)

Defenses: Dodge d6; Parry d8

Move: Dash 8 paces, Stride 2 paces

Armor: Padded Robes (d4 & Soak d4)

Weapons: ¼-Stone Staff (To-Hit d6; Damage d6, d4); Natural Claws & Teeth (To-Hit d8, d6; Damage d6, d4)

Equipment: Spell Book: *Primer on Elementalism*



Body d4, Speed d6, Mind d12, Will d10

Rat d8

Weapons: Claws, Teeth

Habitat: Plains (by choice)

Sense Tests: Listen

Thaumaturge d8

Elementalist d4

Cleric d4

Skills (with Favored Use)

d8				Contortionist
	d8	d4	d4	Literacy
		d4		Lore: Elementalism
	d8			Lore: Magic
	d8	d4	d4	Meditation
d8				Stealth
d8				Swimming
			d4	Theology

Magic Points: 26

Spell Lists: Elementalism – Apprentice; Thaumaturgy – Apprentice; Thaumaturgy – Journeyman; White Magic – Apprentice

Spell-Casting Skills: Dispel Magic I (3; Adept)
Lesser Counter Spell (3; Adept)
Light (1; Adept)

Locate (3; Adept)
Scry Magic (1; Adept)

Silence II (4; Adept)
Protection from Rain (2; Adept)



Dierdre

You take everything seriously – especially your job as a Ranger. There's to be no poaching on your watch. People seem impressed by your ability as an archer – to you, it comes so naturally that you don't give it a second thought. You're more concerned about the lackadaisical nature of your comrades. Don't they know they have a job to do? Get cracking! You'll sleep when you're dead!

Gifts. *Racial:* Claws (1 point)

Personal: Prodigy: Bow (8 points)

Social: Belongings: Armor (1 point); Local Investiture: Woods of Granvelt (1 point)

Flaws. *Internal:* Capricious (-3 points), *Duty:* To protect the Granvelt Woods (-3 points); Proud (-3 points); Stubborn (-1 point)

Initiative. d10 & d8 (*Preferred Maneuver:* Load & Fire Easy Bow, 2nd Rank)

Defenses. Dodge 2d10

Move. Dash 8 paces, Stride 2 paces

Armor. Banded Mail (2d8 & Soak d8; 4 Stone)

Weapons. 3-Stone Draw Bow (To-Hit 2d12, d10, d8; Damage 2d8, d4; 1/8 Stone)

Equipment. Certificate of Investiture in Metal Case (1/4 Stone); Quiver of 24 Arrows (1/8 Stone)

Body d8, Speed d10, Mind d8, Will d4

Squirrel d6

Weapons: Claws

Habitat: Forest

Sense Tests: Listen

Ranger d12

Skills (with Favored Use)

d6		d10	Acrobatics (when falling)
		d8	Area Knowledge: Granvelt Woods (where poachers and scofflaws can be found)
	d12	d12 & d8	Bow (when in the trees)
d6			Climbing
		d10	Dodge (when in the trees)
	d12		Hiking
d6			Jumping
	d12		Navigation
		d10	Resolve (when in the service of my Duty)
		d10	Stealth (when in the trees)
	d12		Tracking

"As I cast my eyes about, I could not believe the sheer variety of shapes and sizes I beheld. Could Calabria hold so many? Surely it must be filled to bursting. Here a wolf, there an otter, passing by me the imposing form of a rhinoceros. But I am a country lad from a poor manor and my gentle eyes are too accustomed to my home in our tiny sunlit valley. Triskellian was like a mountain top in a flood — all rush to its peak for safety."

— SKAPTI OF THE HORVELD VALLEY CLAN

RACES



Apes

(Total Cost = 3 points)

Gifts: Prehensile Feet (1 point); Strength +1 (2 points)

Flaws: None

Racial Skills: Acrobatics, Brawling, Climbing, and Wrestling

Racial Weapons: None

Racial Habitat: Choose one (Forest or Mountains)

Racial Sense Tests: Spot

Mysterious, solemn dwellers of misted forests and mountains, gorillas, orangutans and others of their kind are large, threatening creatures with unexpectedly gentle inner natures. Barrel chested with long arms, short legs and a highly developed musculature, apes can move by swinging through the trees hand over hand, like their distant cousins in the monkey races. Like the monkeys, apes have feet that can grasp as well as their hands; unlike them, however, apes have no tails. Forms can vary, lowlanders being bulkier and less prone to climbing, and highlanders tending to be slender and light. Colors can vary from reddish to black, coat length from a thin, even covering of fur to matted, shaggy pelts. Their gazes are indecipherable, masking whatever thoughts might hide behind them. Apes tend not to be territorial, except within their own groups. The stigma often attached to them of being slow or stupid is undeserved; they are in fact wise and clever.



Armadillos

(Total Cost = 5 points)

Gifts: Claws (1 point); Armor of d6 (7 points)

Flaws: Poor Sight (-3 points)

Racial Skills: Digging, Resolve, Tracking

Racial Weapons: Claws

Racial Habitat: Plains

Racial Sense Tests: Listen, Smell

Hardy, compact denizens of the plains, armadillos offer perhaps the single best defense of all the races. Their rounded bodies are covered with lamellar plates of a bony hardness. This built-in armor affords them an advantage even when bare-skinned, whether in a defensive or offensive situation. Armadillos have less than perfect eyesight; their highly developed sense of smell compensates for this, however. Some can detect quarry even when it is buried underground. Size can vary considerably; despite their physical advantage in combat, armadillos are smart creatures, and needn't be confined to warrior roles. Those who are, however, are excellent subterranean fighters, capable of bracing their carapace against the walls of the passage to form a living, insurmountable barrier. Similarly, in ground combat, armadillos can withdraw into a ball-position, protecting their limbs from blows by means of their armor plating.



Badgers and Wolverines

(Total Cost = 2 points)

Gifts: Claws (1 point); Teeth (1 point)

Flaws: None

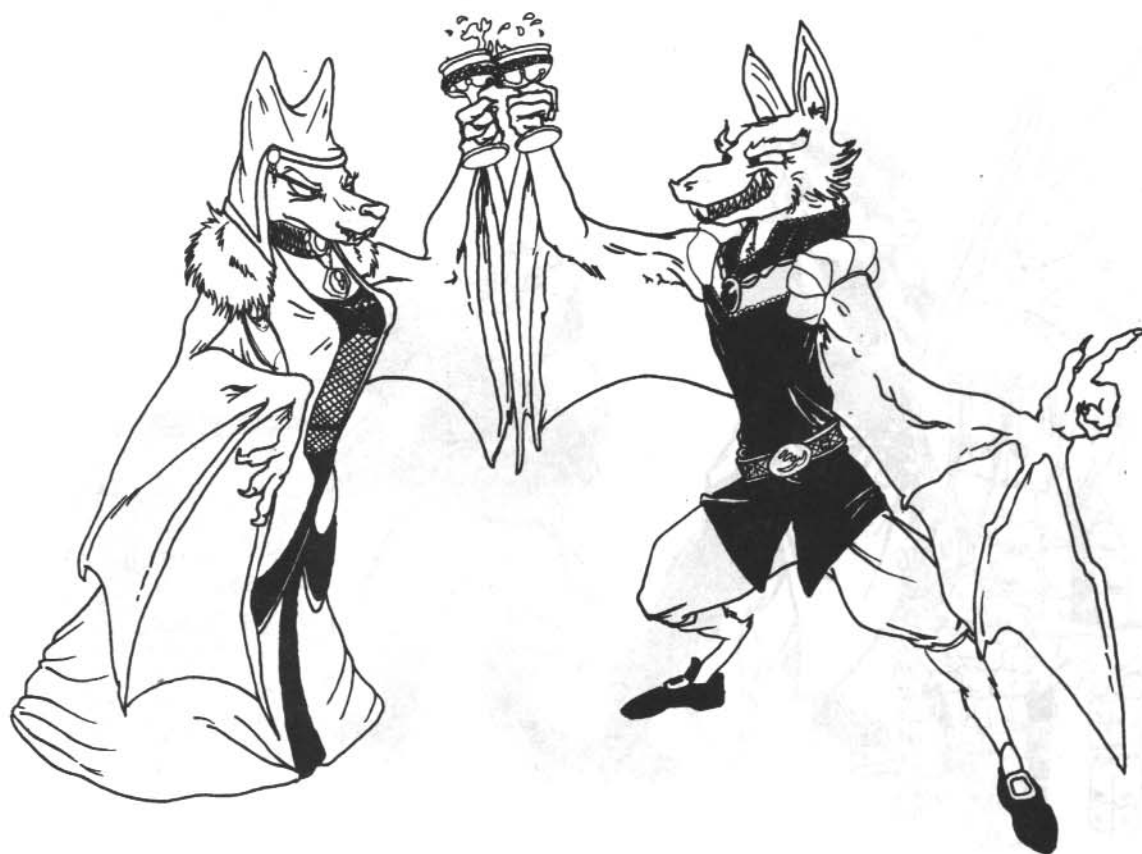
Racial Skills: Digging, Resolve, Stealth, and Tracking

Racial Weapons: Claws, Teeth

Racial Habitat: Forest

Racial Sense Tests: Smell

Foul-tempered and earthy, badgers and wolverines are both unforgiving and unafraid. Heavysset, omnivorous burrowers common to forested areas, badgers have strong neck and forearm musculature, striped black-and-white faces, small white-tipped ears and bodies ranging in color from gray to black. In rare cases, badgers can be white or red. The savage, raging wolverine is a hulking marauder of the mountains with slicing claws and a natural desire to inflict pain. Wolverines are dark-brown in color, with yellow stripes and a white forehead marking. Wolverine fur has the unique ability to shed ice crystals. These brutish cousins to other mustelids have claws and teeth which they use with furious fervor, often in hair-triggered, roaring frenzies. They are very social among their own kind, often hunting and gathering in large, boisterous groups. They don't pull punches and they speak their mind, and it's not wise to argue, unless you have a thick skin.



Bats

(Total Cost = 2 points plus Size)

Gifts: Echolocation (2 points); Flight (number of Points equal to Size); Keen Ears (1 point); Prehensile Feet (1 point)

Flaws: Frail (-2 points)

Racial Skills: Flight, Night Speech

Racial Weapons: None

Racial Habitat: Forest

Racial Sense Tests: Listen

Eerie night fliers who sleep upside-down and speak their own unique tongue of Night Speech, bats are masterful schemers, adept in the fine arts of subversion and backstabbing. They favor the bizarre and the bleak, isolating themselves from others and indulging in their own deadly circles. Strictly nocturnal, the various species of bats can range from emaciated to corpulent in shape, but all have a unifying and unique characteristic: they are the only known race that can fly. Extending from their arms are leathery wings that allow them to catch updrafts and soar like birds. The tendency of bats to be frail is offset by the fact that in battle, they can ultimately take to the skies, beyond the reach of their foes. Other bat abilities include prehensile feet and echolocation, in which they emit a high-pitched squeak that bounces off the walls of their surroundings and allows them to "see", even in pitch-blackness. Horrifying as they are, however, there are many whispered, fearful rumors about bats that are not actually true. Bats do not dislike daylight, and not all bats feed on blood. Bats do not have bad eyesight; they in fact see quite well. Not all have grotesque faces; many are handsome and quite debonair.





Bears

(Total Cost = 7 points)

Gifts: Claws (1 point); Strength +2 (5 points); Teeth (1 point)

Flaws: None

Racial Skills: Choose one (Climbing or Swimming), Choose one (Fishing or Tracking), Wrestling

Racial Weapons: Claws, Teeth

Racial Habitat: Forest

Racial Sense Tests: Smell

Honest, simple folk without affectation or pretense, bears are lumbering giants who live in a wide range of climates, from the frozen north to the sun-bleached tropical forests at the equator. Characterized by large snouts tipped with wet black noses, small rounded ears, blunt, massive teeth and huge, powerful limbs, bears overcome most adversaries through their sheer bulk and strength. Colors can be black, white, brown, pale or beige. Generally solitary, bears require only their own space; left to their own devices, they are always content. Disturbed in their home, however, they will pulverize an intruder. They're accustomed to survival in the wild, and many are good fishermen, mountaineers or swimmers. Wrestling is a sport of choice for many bears, given the way they can throw around their weight. They will endure hardships with patience, up to a degree. Experienced fighters know that bears aren't the contemplative peasants they seem. At least, not in times of war...



Boars

(Total Cost = 1 point)

Gifts: Tusks (1 point)

Flaws: None

Racial Skills: Resolve, Tracking

Racial Weapons: Tusks

Racial Habitat: Forest

Racial Sense Tests: Smell

Stern of resolve, boars are mercilessly stalwart and direct. Boars don't give up the fight for anything; their stubbornness is legendary. Husky and cloven-hoofed, boars have sturdy, squat bodies with coarse fur to hardly any fur at all; bulbous noses sensitive to scents; and tiny, short tails. Their appetites are insatiable and discriminating; they have a fine taste for roots and mushrooms of all kinds. Colors vary from species to species, the most common being a muddy brown. Boars have prominent, curling tusks, which are basically overgrown, toughened teeth. The size and shape of tusks have made them useful tools for digging, or extremely short-range combat. Boars are neither squeamish nor subtle, and are loath to ever show fear to anyone. Boars are social but surly, and will sometimes actively pick fights in the absence of conflict. A chip on one's shoulder is considered a virtue among boars.



Cats

(Total Cost = 3 points)

Gifts: Claws (1 point); Night Vision (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Acrobatics, Climbing, and Stealth

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forests, Mountains, or Plains)

Racial Sense Tests: Listen

Mercurial, tricky and vicious, cats are arguably the strongest and most powerful of the carnivores. Primarily nocturnal, cats have powerful bodies built for lethal speed and strength in the pursuit of prey. The feline eye is particularly well-adapted to the dark, allowing cats to hunt under many conditions at virtually any time. Cats are acrobats by nature; overcoming physical obstacles can be part of the hunt for them. Their primary weapons are jagged, tough claws that are retractable in most species. Second are their long, sharp fangs; driven by powerful jaws, they are good for breaking the necks of prey to disable it. Cats hunt and live mostly in solitude, disliking company. The only exception is the lion, a predator of the grasslands, who hunts in extended families called prides. Many species, such as tigers and lynxes, have striped or spotted coats for camouflage. Cats are unpredictable; they may be at rest or figuring out the best way to disembowel you, and you won't know until the moment they spring.



Coyotes and Wild Dogs

(Total Cost = 3 points)

Gifts: Claws (1 point); Howl (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Choose one (Digging or Hiking), Tactics, and Tracking

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forest or Plains)

Racial Sense Tests: Listen, Smell

Scavengers and mercenaries are the common roles of wild dogs such as the coyote, who take on the warrior role not so much out of loyalty as an urge to fight. Pride isn't always a driving force in their actions, and when it is, it's a shadowy, cautious pride kept mostly to oneself. Lean carnivores with great stamina and sharp wits, wild dogs such as the coyote are used to starvation and poverty, and consider mere day-to-day life a battle in itself. Their appearances may vary, from the ashy, ragged coat of the coyote to the dusty gold of the dingo, but all have sharp, alert ears and the same hungry, searching eyes. Good at strategic planning and pursuit, this race fights just as much with tactics and entrapment as with claw and tooth. Howls, barks and various other primal vocalizations serve as long-distance communication for wild dogs, wordless yet as complex as any language. Wild dogs do not truly rest until they die.



Elk and Deer

(Total Cost = 1 or 2 point)

Gifts: Antlers (if male) (1 point), Hooves (1 point)

Flaws: None

Racial Skills: Camouflage, Herbalism, and Hiking

Racial Weapons: Antlers, if appropriate

Racial Habitat: Chose one (Forest or Plains)

Racial Sense Tests: Smell

Dwellers of plains and forrest, the deer, elk, and their hoofed kin are far more capable than would seem obvious. Often brown or tan in color and varying from lithe and slight to massive and ungainly, these creatures have common traits in their cloven hooves and, in the males, forward-swept antlers that can sometimes grow to be quite elaborate and deadly. In many species, antlers are honed and decorated, a source of pride. Deer, elk and their relatives are nomadic, skilled at foraging, camouflage and negotiating tough terrain. They are acutely aware of unusual scents, and tend to be nervous, occasionally darting out of sight when a threat is not yet visible. They are almost all of noble character however, and are unlikely to betray.



Foxes

(Total Cost = 3 points)

Gifts: Claws (1 point); Keen Ears (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Climbing, Sixth Sense, Stealth, and Tracking

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forest, Mountains, or Plains)

Racial Sense Tests: Listen, Smell

Foxes are fascinating paradoxes. Kin to wolves and other wild dogs but possessing qualities of felines as well, foxes can be stoic yet playful, swift yet cautious, and have a wide range of character depending on the individual. Slight, handsome hunters capable of adapting to almost any environment, the different families of foxes have spread throughout the lands, coexisting with the natives through cunning and quick wits. Foxes come in many colors, including gray, white, black, red or even silver. They will take sustenance from whatever is available, be it game, wild plants, or if necessary, scavenging. Adept at climbing, hiding and tracking, foxes have an almost supernatural sense of when prey or danger might be near. As any noble can attest the Rinaldi are famed through out the land for this very attribute. Though wary of combat, foxes are unafraid; they'll find a weakness in any warrior or stronghold, given time.





Goats and Rams

(Total Cost = 1 or 2 points)

Gifts: Horns (if male) (1 point); Sure-Footed (1 point)

Flaws: None

Racial Skills: Climbing, Herbalism, Resolve

Racial Weapons: Horns, if male

Racial Habitat: Mountains

Racial Sense Tests: Smell

Goats and rams are most commonly found in the high mountain wastes of colder lands, and they have personalities to match. Of all the herbivores, this race is perhaps the most ill tempered and aggressive. Goats and rams have thick, curly coats of wool that keep them warm in the icy climates they inhabit and hooved feet to make jumping from rock to rock easier. They have little trouble negotiating difficult terrain and are knowledgeable about various herbs and plants. While they have hooves like Elk or Horses, their feet are better for finding purchase in rocky slopes, not heavy like Natural Weapons. Ordinarily they watch from their windswept posts, satisfied to be undisturbed and uninvolved, but a challenge to a goat or ram will be met with instant and pernicious rage and little remorse. Their primary attack is in the form of thick, curling horns growing from the heads of the males; in battle, goats or rams will charge at the enemy head down, horns aimed at them. The horns are key in many aspects of their lives; dominance battles involve two males locking horns and wrestling. Goats and rams are wary of outsiders, and tolerate no nonsense; diplomacy or thick armor are the best things to use in dealing with them.



Horses

(Total Cost = 4 points)

Gifts: Extra Move +3 (3 points); Hooves (1 point)

Flaws: None

Racial Skills: Hiking, Tactics

Racial Weapons: Hooves

Racial Habitat: Plains

Racial Sense Tests: Spot

Robust and savagely beautiful, horses are unbreakable free spirits, forever carrying a piece of the wild with them wherever they roam. Fastest of the hoofed races and irrepressible in manner, horses work in groups and respect the chain of command. Horses have athletic bodies built for maximum speed and endurance as well as strength. Most have thinner coats than other races and long manes of thick hair that trail down their necks. Their galloping gait is best for traversing their most common home, the plains. Horses also have a knack for noting details and thinking carefully, and can be wellsprings of courage in daunting situations. Training and conditioning are very important to a horse, as well as tests of worth. While not all horses are Avoirdupois their unity is still their greatest advantage.





Mice and Rats

(Total Cost = 3 points)

Gifts: Claws (1 point); Keen Ears (1 point); Teeth (1 point)

Flaws: None

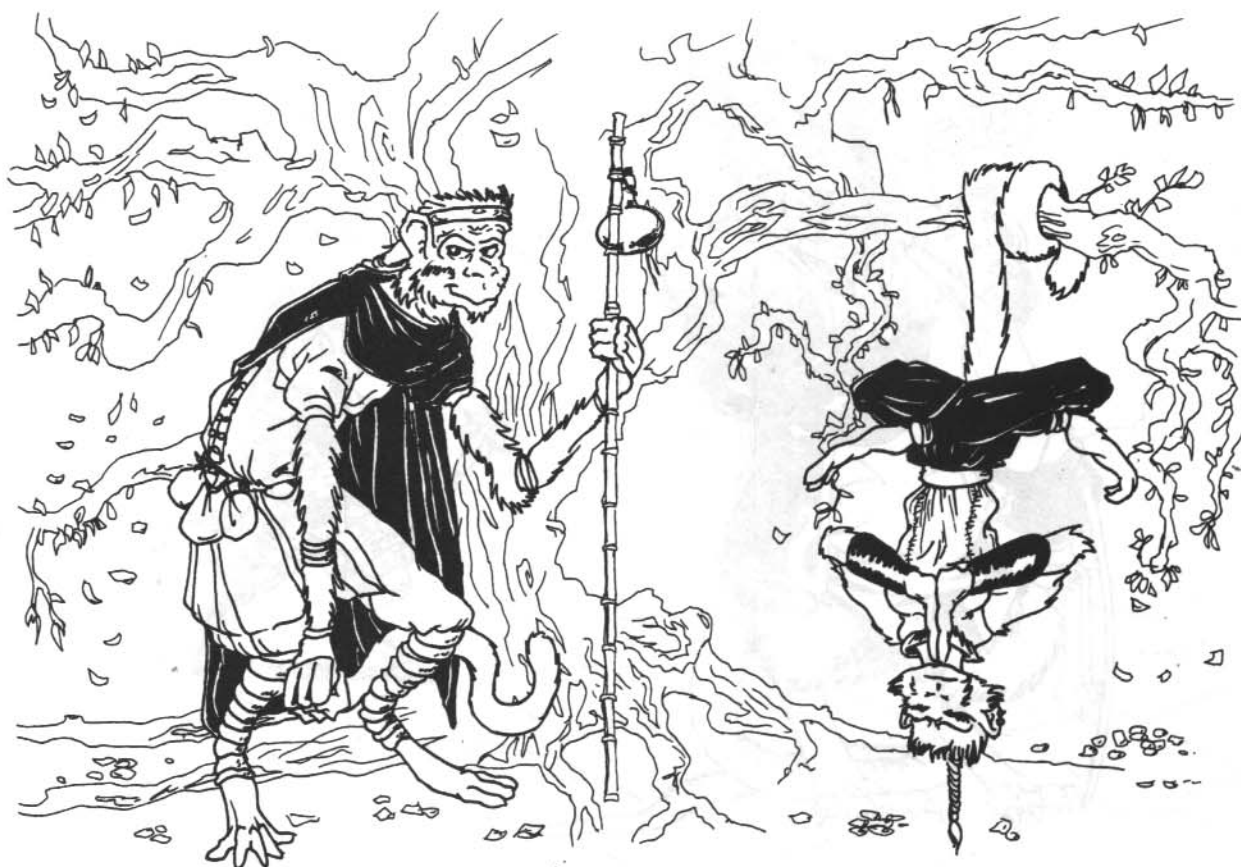
Racial Skills: Choose one (Climbing, Digging, or Swimming), Contortionist, Stealth

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forest or Plains)

Racial Sense Tests: Listen

While close kin, mice and rats have very different natures from one another indeed. Both types of rodent are small, speedy seed-munchers. All rodents have a tendency to explore the darkness and draw trouble like a magnet. Mice tend to be meek and shy (though a few have been known to show valiance and bravery), whereas rats are, by and large, greedy and spiteful. Both races are compact in form, with tiny paws, long tails and huge eyes with good peripheral vision. Both species are rugged travelers, capable of finding refuge almost anywhere. But where mice will captain a ship, rats will be the stowaways; where mice reap and store a harvest, rats will gorge themselves on it; where mice explore in earnest, rats will plot and scheme. They populate the entire world, in all nations and places; if rats ever overcame their corrupt ways and unified, they could be an unstoppable legion.



Monkeys

(Total Cost = 2 points)

Gifts: Prehensile Feet (1 point); Prehensile Tail (1 point)

Flaws: None

Racial Skills: Acrobatics, Climbing, Contortionist, Wrestling

Racial Weapons: None

Racial Habitat: Forest

Racial Sense Tests: Spot

Nimble, often noisy tree-dwellers, monkeys and their ilk survive and live from branch to branch, having feet and tails that can grasp and hold items almost as well as their hands. Often gangly, vociferous and less than graceful, they are nonetheless very sophisticated and wise. Their arms and hands are very strong, and their instincts are quick, allowing for any number of wild maneuvers, whether in combat or simply at play. They have exceptional eyesight and balance, making them good marksmen. Monkeys communicate their intentions loudly and with great emphasis, and are highly possessive of their domains and belongings. Family ties are also important to these races; surprisingly, honor is as well. The idiosyncratic behavior some monkeys might manifest is misleading. But they should never be taken lightly.





Ermines, Ferrets, Minks, and Weasels

(Total Cost = 2 points)

Gifts: Claws (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Contortionist, Dodge, Stealth, Tracking

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forest or Plains)

Racial Sense Tests: Smell

Mustelids are subtle and complex, smaller than other meat-eaters but still quite powerful and sophisticated in their methods of hunting and battle. They tend to move almost fluidly, possessing slender bodies capable of any number of contortions and stretches. They strike fast and fiercely, using subterfuge to strengthen their offense. Beyond these common traits, however, these distantly related cousins vary greatly in character. The dark-brown martens and fishers of the forest are irritable folk, elaborate in their fighting techniques, and sometimes take on enemies greater than they out of sheer bravado. The delicate, winter-white ermines of hills and flatlands are infinitely sly in their ways, aloof yet perhaps just as dangerous as their rougher counterparts. There are the roguish, handsome weasels, their dark-furred 'masks' around their eyes belying a mischievous nature. No matter how beguiling a mustelid may be, they are not to be absolutely trusted.



Otters

(Total Cost = 1 point)

Gifts: Claws (1 point)

Flaws: None

Racial Skills: Breath-Holding, Contortionist, Fishing, Swimming

Racial Weapons: Claws

Racial Habitat: Plains

Racial Sense Tests: Smell

Otters live in two worlds, land and sea. Kin to the mustelids, otters have slender, streamlined bodies and smooth, slick fur that allows them streak through the water. Like fish fins, their fingers and toes are webbed for easy paddling. They are found where their swimming skills can be used, be it by a river, along the shoreline, or sailing the open sea. Some otters possess short, stubby claws and superior manual dexterity. Otters can have any sort of disposition, depending on the individual. Some live difficult lives, and can be antagonistic and fierce; others are laid-back and content to fish and live simply, and can be trusty companions. Unique in their aquatic prowess, otters can use the water as an advantage over land bound adversaries and explore places others cannot.





Porcupines

(Total Cost = 4 points)

Gifts: Barbed Spines (2 points); Claws (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Digging, Stealth, Tracking

Racial Weapons: Barbed Spines, Claws, Teeth

Racial Habitat: Forest

Racial Sense Tests: Smell

Porcupines are short, shuffling herbivores primarily of wooded regions. Shy, docile and not particularly swift, the race would perhaps be easy targets if not for their one, perfect defensive measure: all porcupines have a covering of long, spear like spines growing out of their tail, back and head. When threatened, a porcupine can erect the spines and vibrate them with a menacing rattling sound; if anyone is foolish enough to attack the porcupine, they will surely come away with more than a few spines impaled in their hide. Porcupines come mostly in shades of brown or tan, with extreme colors including yellow to almost black. It is best to respect a porcupine and leave it alone; they won't fight unless there's no other choice, and then they will fight murderously.



Rabbits

(Total Cost = 2 points)

Gifts: Claws (1 point); Keen Ears (1 point)

Flaws: None

Racial Skills: Digging, Herbalism, Jumping, Stealth

Racial Weapons: Claws

Racial Habitat: Choose one (Forest, Mountains, or Plains)

Racial Sense Tests: Listen

Legend may not honor rabbits as brave warriors, but when all others have ended the chase, the rabbits will still be afoot. Some say that rabbits are a lucky race, but others attribute their good fortune to their speed and their common sense to run from dangers where others are too stubborn to give ground. Strictly eaters of plants, rabbits are alert creatures that can go from a standstill to a blur at the slightest hint of danger. They range from arid climates to grasslands and forest to tundra, with colors ranging from black to tawny gray to white. Their enormous ears are sensitive to sounds and changes in the wind, and their long, well-muscled legs and feet allow them to spring into a run quickly. Rabbits have many children, and clans tend to be quite numerous — in fact, the rabbit warrior who runs from battle may quickly return with a dozen or more of their cousins.





Raccoons

(Total Cost = 3 points)

Gifts: Claws (1 point); Night Vision (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Climbing, Fishing, Stealth

Racial Weapons: Claws, Teeth

Racial Habitat: Forest

Racial Sense Tests: Listen, Smell

Solitary, dexterous creatures with a knack for getting into places they don't belong, raccoons are often thought of as duplicitous bandits; this is not always true, as many use their abilities simply to sustain themselves. Generally short and pudgy, raccoons have a thick, grayish-brown coat, a dark 'mask' of fur around the eyes, and dark rings around the tail. Their articulate fingers provide them with superior tactile ability, good for determining the qualities of an unknown item and feeling for traps. Raccoons are inherently curious, and enamored of shiny objects. Their charming, innocent faces and soft bodies can be deceptive; raccoons will fight viciously if cornered.



Rhinoceros

(Total Cost = 8 points)

Gifts: Horn (1 point); Robustness +2 (5 points); Strength +2 (5 points)

Flaws: Poor Sight (-3 points)

Racial Skills: Camouflage, Resolve

Racial Weapons: Horn

Racial Habitat: Plains

Racial Sense Tests: Smell

Imposing and massive with blunt, almost monstrous forms, rhinos are never, ever to be trifled with. Doing so is practically a death warrant. Common to dry grasslands and savanna, rhinos have a bumpy, almost impervious hide that resists conventional weaponry and is nearly hairless. There are only three colors for a rhinoceros: black, white, and gray. While poor-sighted and generally not profound thinkers, rhinos are determined, aggressive and sometimes chaotic, known to charge blindly for no good reason. Rhinos do not speak so much as grunt. Their most deadly weapon is a pair of thick, jagged horns curving upwards from their blunt snouts. Combined with a charge, a rhinoceros' horn can bring a swift, horrible death to the opponent. They are creatures of war.



Shrews

(Total Cost = 5 points)

Gifts: Claws (1 point); Poison (1 points); Robustness +1 (2 points); Teeth (1 point)

Flaws: None

Racial Skills: Digging, Resolve, Stealth

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forest or Plains)

Racial Sense Tests: Listen, Smell

The shrew is a prime example of a race that may perhaps never breed kings, but nonetheless will never entirely be trod upon or extinguished. Often seen scurrying around in wildernesses ranging from desert to forest, shrews are short and rotund, with brownish coats and pointy, tapering snouts. They tend to be determined, pugnacious and stealthy, sometimes setting up a number of escape routes to avoid falling prey to anyone. Their lairs are sheltered and difficult to recognize, and although their eyesight is poor, shrews have developed hearing and smell to compensate. If cornered, a shrew has one last secret weapon: its bite, which delivers a venomous poison to the attacker-turned-victim. Augmented with other forms of defense or weaponry, shrews can be quite formidable.



Skunks

(Total Cost = 5 points)

Gifts: Claws (1 point); Spray (3 points); Teeth (1 point)

Flaws: None

Racial Skills: Digging, Stealth, Tracking

Racial Weapons: Claws; Spray; Teeth

Racial Habitat: Forest

Racial Sense Tests: Smell

Stocky, gregarious omnivores, skunks have strengths and skills that are not always apparent. The skunks are mostly black with white markings that usually take the form of stripes or spots. Skunks are proficient not so much in offensive traits as in defensive ones. Short limbs hide sharp, powerful claws. A highly-developed sense of smell makes skunks good at tracking. Their primary and most infamous defense, however, is the foul-smelling musk capable of being sprayed at their foes. Anyone who stands their ground at the sight of a raised skunk tail is a fool. Their musk incapacitates most creatures by blinding the eyes and burning the nose. Because of this, skunks make excellent rangers or guardsmen. They are quiet ones, speaking only when it is wise or necessary.





Squirrels

(Total Cost = 1 point)

Gifts: Claws (1 point)

Flaws: None

Racial Skills: Acrobatics, Climbing, Digging, Jumping

Racial Weapons: Claws

Racial Habitat: Forest

Racial Sense Tests: Listen

Nimble, acrobatic denizens of a variety of habitats, squirrels have finely honed the art of the quick escape. Diminutive plant-eaters and scavengers, they have stout, quick bodies and articulate paws good for tightly grasping things and fast burrowing. Small, sharp ears and large, bright eyes allow them to be fiercely alert to their surroundings, and any dangers hidden therein. Some possess buckteeth, good for gnawing through tough substances. Most are of a sandy brown color, although some have striped or spotted coats. Their long, bushy tails can serve like flags, silently indicating danger through posture. At home in the forest, squirrels are opportunistic; they will watch for a chance, then seize it and run. What they lack in strength has been more than made up for in the sheer will and intelligence put towards survival. You might capture a squirrel once, but never twice.



Wolves

(Total Cost = 3 points)

Gifts: Claws (1 point); Howl (1 point); Teeth (1 point)

Flaws: None

Racial Skills: Hiking, Tactics, Tracking

Racial Weapons: Claws, Teeth

Racial Habitat: Choose one (Forest, Mountains, or Plains)

Racial Sense Tests: Listen, Smell

Powerful, noble creatures with great strength and endurance, wolves are large carnivores with senses and forms built for the hunt. Coloration varies from pure white in the high north to gray, red or black patterning in warmer, southern parts. They live in packs, tightly knit social groups with exceptionally strong family ties. It is said that even a wolf who is not a Bisclavet is a Bisclavet all the same. There are no orphans amongst the wolves. The hierarchy in a pack is critical to their existence; the leaders are a male and female who have proven their superiority over the others. Weakness is not tolerated; in a race that is driven towards dominance of their environment, those that are sick or lame are cast out of the pack. Beyond words, wolves communicate by bodily gestures such as tail and ear posture; by scent markings to define territories; and by howling, a baleful, wordless song that can convey a myriad of thoughts or emotions. The howl of the wolf is legendary; a reminder of who owns the wilderness in which it is heard.



CAREERS

"Upon his 15th year I should hope that you would be most gracious in considering my son for your highly esteemed theatrical Guild. He is a boy of great agility and wit; fond of entertaining our guests on the many instruments he has mastered. I know that you are besieged daily by requests for entrance to your Guild. However, perhaps the bundles I have included might persuade you to consider more heavily his earnest application."

— LETTER OF INTRODUCTION FROM VICOMTE PISSENLIT DE AVOIRDUPOIS, FOR HIS YOUNGEST SON

Clergy, Worshippers, and the Religious

These Careers are best for characters with high Mind and Will. Characters who are "of the cloth" will be able to convince others of their benevolent intentions, will be able to gain entry to churches and cathedrals, and will be generally well-received by lay-folk.

Ascetic

Requirement: The Flaw of Poverty (-4 points)

Eschewing the cloistered life, the wandering Ascetic travels the world living an exemplary life of humility and self-denial. The devoted Ascetic takes a vow of poverty to own no more than they can carry; they avoid all earthly pleasures and maintain a countenance of spare austerity. Unlike other religious careers, the Ascetic does not exhort others about the virtues of penitence.

Include with: Hiking, Literacy, Resolve, and Theology.

Cleric

This is also a *Wizardly Career* — see page 64.

Friar

Requirement: The Gift of Hospitality (2 points)

Friars are the enthusiastic teachers, missionaries, and social workers. They are bound by vows much like those of Monks (see page 50), but rather than being bound to a particular house to pray, they are sent out (either alone or in small groups) to serve. They are trained to preach and are devoted to charity and hospitality. Meeting a Friar or two while on a quest or a pilgrimage would not be at all unusual.

Include with: Hiking, Literacy, Oratory, and Theology.





Monk

Requirements: The Gift of Hospitality (2 points), The Flaw of Poverty (-4 points)

Monks are contemplative penitents of S'allumer. They take lifelong vows of detachment from worldly things, devoting their lives to prayer and spirituality. Monks remain in abbeys that are supported by tithes and in-house businesses such as bakeries, breweries, or copyists. It is not uncommon for individual monks, while on pilgrimage or in service to their house, to encounter adventure outside the tranquil boundaries of their abbeys.

Include with: (one craft skill), First Aid, Literacy, and Theology

Paladin

The Paladin is a penitent knight, a warrior in service of S'allumer. A relatively new development in the land of Calabria, Paladins make the nobility nervous, as they are neither Mercenaries (loyal to their employer) or Knights (loyal to their liege), but loyal only to the service of their faith. A select few Paladins are also studied Clerics (p. 64) and are thus fearsome warrior-wizards in their own right.

Include with: (weapon of choice), Literacy, Resolve, and Theology.

Ne'er-do-wells, Rogues, Scoundrels, and Thieves

These Careers are best for characters with a high Speed (for being swift and sneaky) and a high Mind (for being crafty). Characters with these unsavory occupations will be in the know of the secret happenings behind closed doors and will have valuable skills necessary to "get things done."



Bandit

Unlike the solitary Robber (p. 52), Bandits are groups of warriors who assault their targets in groups, sometimes with uncanny precision. Bandits plague the unsafe, crumbling buildings of Triskellian's older inner city and the less patrolled roads. Unlike some thieves, who are forced into a life of crime out of desperation, some "career Bandits" have formidable arms and armor, and are fearsome fighters.

Include with: Intimidation, Stealth, Streetwise, and Tactics

Bawd

Where the Fence (p. 51) specializes in knowing the buying and selling of ill-gotten goods, the Bawd is one who knows where to find criminal services. Bawds are professional guides to the seedier parts of a city, well aware of the locations of brothels, drinking houses, drug dens, and other places of iniquity. They often seek out out-of-town thrill-seekers and, for a fee, show them the "attractions" the city has to offer. Untrustworthy Bawds lead people into ambushes, for a share of the loot.

Include with: Bribery, Carousing, Fast-Talk, and Streetwise



Beggar

Trying to look as pitiable as possible, Beggars plead for alms in public places, playing on people's sympathy. Some try to appear maimed or crippled or even diseased. Others carry (forged) papers of discharge from military service, claiming to be war veterans "down on their luck."

Include with: Fast-Talk, Observation, Stealth, and Streetwise

Burglar

Unlike a coarse Robber or Bandit, the Burglar is much happier not encountering anyone at all. Burglars specialize in breaking-and-entry, "second story jobs", where they enter a building at night and find the most valuable items, then leave before anyone is aware. The boldest of Burglars seek new thrills by stealing items that are well guarded and largely thought as impossible to steal.

Include with: Climbing, Streetwise, Stealth, and Traps.

Charlatan

Also known as a faker, mountebank, or imposter, a Charlatan pretends to be something they are not. Common ruses include that of doctor (robbing someone while faking treatment or selling useless medicines), peddler (vending worthless goods at inflated prices), and fortune-hunter (complete with bogus maps and fake "degree" from some university).

Include with: Fast-Talk, Forgery, Psychology, and Streetwise

Fence

It is rare that a thief manages to steal only money. Jewelry, weapons, rare books and the like can command heavy prices if one knows where to find a buyer. A Fence is a criminal who specializes in finding the right buyers. Some are simple pawn-brokers who trade in goods of minor value. The most aggressive Fences find out what sort of things a buyer might want, and then hire someone to steal it.

Include with: Ciphering, Forgery, Haggling, and Streetwise

Gambler

Thrilled by games of chance, or perhaps by fooling other people in a contest of wits, Gamblers attempt to make a living by winning large "pots" or sums of money. Gamblers will know how to evaluate the "odds" in many situations. The better Gamblers may become "Bookmakers", accepting and paying off bets for others. The poorer Gamblers are often forced to turn to begging or even to crime.

Include with: Ciphering, Fast-Talk, Gambling, and Psychology





Highwayman

Sometimes a noble turned scofflaw out of desperation or even for thrills, but rarely a common outlaw with aspirations of grandeur, the Highwayman is one of the more curious personalities one can encounter. Highwaymen dress in finer clothes and affect an swashbuckling air as they order their victims to stand and deliver.

Include with: Fencing, Gun, Etiquette, and Riding.

Pickpocket

With nimble fingers, sharp eyes, and a stone face, the Pickpocket moves among crowds of people, looking for easy marks and small valuables. Their methods of pilfering are varied: some use a knife to cut purses free; others have confederates such as Entertainers (p. 56) who distract folk while they "work the crowd."

Include with: Fast-Talk, Holdout, Pickpocket, and Stealth

Racketeer

With the rise of independent businesses within large cities such as Triskellian, a new type of scofflaw has come into being: the Racketeer, a thug who extorts money from local businesses. Racketeers threaten store-owners and locals with vandalism and violence if they do not meet their demands of money or favors.

Include with: Brawling, Intimidation, Streetwise, and Torture

Resurrectionist

Academics and doctors, seeking to know what goes inside living bodies, have created a small demand for corpses for study. The acquisition of dead bodies for study is illegal everywhere — so an enterprising criminal with few qualms and a shovel can try to earn some quick, illicit money. Such a person is known as a "Resurrectionist." Of course, Resurrectionists are not above robbing graves and tombs for other treasures they might contain, either.

Include with: Bribery, Stealth, Streetwise, and Traps

Robber

It is not wise to wander through city streets alone, especially after dark. Muggers, footpads, and other armed criminals prey upon easy targets. Some take their victim's valuables and flee — others would sooner kill and thus remove any witnesses to the crime. A lone Robber is often a desperate sort, one who operates alone, and rarely as dangerous as the Bandits (p. 50) who attack in groups.

Include with: (Weapon of choice), Intimidation, Streetwise, and Stealth



Rustler

Herd animals are expensive, and destriers even more so. The Rustler is a thief who specializes in stealing livestock. In addition to their skills listed below, a Rustler will also know how to change brands and disguise markings that identify the animals' rightful owner.

Include with: Animal Handling, Intimidation, Riding, and Trade: Teamster

Slaver

There is always a demand for cheap labor, especially in the remote corners of the world. The Slaver is one who collects slaves, sometimes through legitimate, legal channels, but sometimes through force and conquest. There are ambitious would-be "bandit-kings" who seek to raise a holding by capturing slaves to build their forts and to maintain their land — the noble houses frown on this, if just for the ironic comparison it implies as to their own system of feudalism and serfdom.

Include with: Hagglng, Intimidation, Psychology, and Torture

Smuggler

Moving stolen goods is not a light undertaking. The Smuggler is a criminal who specializes in avoiding Excisemen (p. 57) and the authorities while finding buyers and sellers of contraband goods. Successful Smugglers can command heavy prices for their ill-gotten goods, and a few can blackmail more moneys out of their customers by threatening to inform the law ... although such a move is risky and invites violent reprisal. Smugglers are usually known for their brazen, confident nature and their disrespect for authority.

Include with: Camouflage, Fast-Talk, Hagglng, and Streetwise

Spy

It is expensive and time-consuming to create accurate maps, to design strong fortifications, and to forge alliances against one's foes. To protect their investments, those in power try to keep their secrets, and to keep their enemies in the dark ... and to discover what secrets their enemies have, one employs a Spy. The best Spies have a "cover" or second Career such as Steward or Scribe, usually lowly enough to not attract undue attention yet with enough freedom of movement to allow access to sensitive places.

Include with: Cryptography, Disguise, Fast-Talk, and Streetwise

Vagabond

Some feel the wanderlust within their heart and simply cannot stay in one place for too long. Others tend to wear out their welcome rather quickly with their weak morals. Still others just happen to be carried by the winds of fate from place to place. Whatever the reason, a Vagabond is someone who has no franchise, no noble house, no relatives to speak for them, and has been a great many places and seen a great many things.

Include with: Fast-Talk, Geography, Hiking, and Streetwise





Nobles and Blooded Persons

While most Characters would be born into these Careers, it doesn't hurt to back them up with a high Mind Trait, to reflect a superior education and refinement. Nobles will be able to speak with authority to lesser folks and will be granted special privileges. A noble brings a certain legitimacy to any party.

Cavalier

Requirement: the Gift of Nobility (1 point or more)

A Cavalier is a noble schooled in the traditions of mounted combat. Most Cavaliers have an estate to moderate and a lord to whom they swear fealty and obeisance. A few are "knights-errant" or "free-lances", mercenaries who sell their services as a warrior — and are the type more suited for Player Characters.

Include with: Lore: Heraldry, Riding, Shield, and Sword



Dilettante

Requirement: the Gift of Nobility (1 point or more)

A Dilettante is a Noble who prefers to see the world rather than languish at the manor. Dilettantes are often third- or fourth-born relatives, and thus unlikely to inherit their estates, yet still able to claim the status of noble birth. Some are roustabouts in search of adventure; others are spoiled and pretentious and enjoy flaunting their status over the common ruck.

Include with: Etiquette, Fencing, Literacy, and Lore: Heraldry.

Diplomat

Requirement: the Gift of Nobility (1 point or more)

While the relations between the great Noble Houses remain uneasy at best, the Diplomats of Calabria have their work cut out for them. The Minor Houses may not be strong players in this great game, but they still possess some wealth and status, which they use as leverage when negotiating with the other great powers for their own advantage. Diplomats depend upon their Nobility for exemption from laws and policies that hinder the common folk — see page 90.

Include with: Bribery, Diplomacy, Fast-Talk, and Psychology

Academics, Scholars, and Learned Folk

Naturally, a high Mind works well with any of these Careers. Characters with these Careers will have specialized knowledge to deal with the numerous mysteries of the world; also, for matters inside their areas of expertise, they will know who to talk to and how to talk to them. Since a Scholar lacks weapon skills or Resolve, a Character who expects danger is encouraged to buy those Skills separately.

Apothecary

A source of comfort, healing, and medical knowledge, the Apothecary is usually found in cities or other places of "learned men". An Apothecary prepares and sells drugs and compounds for medicinal purposes ... although a few can grudgingly prepare poisons, for the right price.

Include with: First Aid, Hagglng, Literacy, and Medicine



Archeologist

It is a shared conceit that, thousands of years ago in a forgotten age, powerful wizard-kings known as "Autarchs" ruled the land with magicks that could raise mountains, sink islands, and lay entire armies low. Whether such legends are true or not, old tombs and burial-mounds can contain wondrous treasures and forgotten objects d'art. Archeologists seek to discern fact from fancy, and also to be the first to discover long forgotten riches.

Include with: Cartography, (Lore of choice), Navigation, and Traps

Engineer

To build castles, walls, bulwarks, and bridges, one needs to find at least one skilled Engineer, and maybe even a whole crew. With the gradual change from arbalest to blunderbuss, from impure iron to proven steel, and from eyeball and guesswork to surveyor's plumb and precise measurement, the science of Engineering is undergoing a rapid change, and those skilled in the new methods are in high demand.

Include with: CIPHERING, Literacy, Trade: Carpentry, and Trade: Stonemasonry

Functionary

As the population of Calabria grows, so does the size of the government. Counting houses, barracks, palace grounds, fortresses, army payrolls — these things do not maintain themselves. In the past, all Functionaries were nobility, as only the wealthier classes were schooled in mathematics and law. Today, almost all of the Constabulary of Triskellian is run and maintained by educated commoners. A "Quartermaster" is a Functionary who works in the army, maintaining inventory, payrolls, and the like. A "Majordomo" is a Functionary who administers a large palace or other building.

Include with: Administration, Bribery, CIPHERING, and Literacy

Homeopath

Similar to an Apothecary, a Homeopath creates poultices and salves to treat injuries. However, the Homeopaths' methods are not writ in medical books — their methods are time-honored, oral tradition. The best Homeopaths can make their medicines out of stuff they find in the wilderness.

Include with: First Aid, Herbalism, Medicine, and Survival

Navigator

Early navigators assisted in the building of roads and canals as well as steering ships. Navigators determine location by following the stars, the path of the sun, landmarks and land formations, and other methods. Navigators are necessary for sailors to avoid getting lost across the large expanses of open sea.

Include with: Astronomy, CIPHERING, Literacy, and Navigation

Scholar

Also known as the "academic", a Scholar is someone who studies some sort of esoteric or half-forgotten lore. If not employed as a librarian at a church, a guild-hall, or a noble manor, a Scholar must find some method of earning income.

Include with: (Language of choice), (Lore of choice), CIPHERING, and Literacy.

Scribe

In the absence of regular schooling and inexpensive printing, literacy is largely unknown. The Scribe is a special type of Artisan (p. 56) who specializes in taking dictation and copying other documents. Scribes are necessary for holding any sort of court, legal or noble.

Include with: Craft: Calligraphy, CIPHERING, Literacy, and Lore: Heraldry



Seer

It is a common belief in the lands of Calabria that omens for foretelling the future are everywhere and can be interpreted by those who can read the signs. A Seer is one who has studied these mystical methods and can interpret them to good effect. (A "seer" who uses trickery to fool others is a Charlatan, p. 51) Wealthier nobles will typically employ a house Seer.

Include with: Astronomy, Augury, Psychology, and Sixth Sense

Craftsmen, Tradesmen, and the Working Class

Characters with these Careers will benefit from having a high Mind ... but these duties involve physical labor, so a high Body is not unreasonable, too. Of all the Careers, these folk are the most "ordinary" and thus will be able to blend into almost any social situation.

Artisan

An Artisan is a craftsman who has a specialized skill. Unlike a Laborer (p. 57), who can be replaced with little difficulty, the folk who can fill an Artisan's trades are less common, and thus they may demand greater wages, shorter hours, and more benefits. In the city of Triskellian, many Artisans' trades are regulated by Guilds, who school apprentices in their specialized skills and who form organizations of considerable social standing.

Include with: (Craft or Trade skill of choice), Hagglng, Literacy, and Psychology

Boatman

River travel is faster and smoother than road travel. Similar to Coachmen, Boatmen take passengers and their cargo up and down stream. Since town gates are policed, and bridges are watched, criminals and other surreptitious types often seek travel by water, and a wise Boatman chooses passengers carefully.

Include with: Boating, Observation, Streetwise, and Swimming

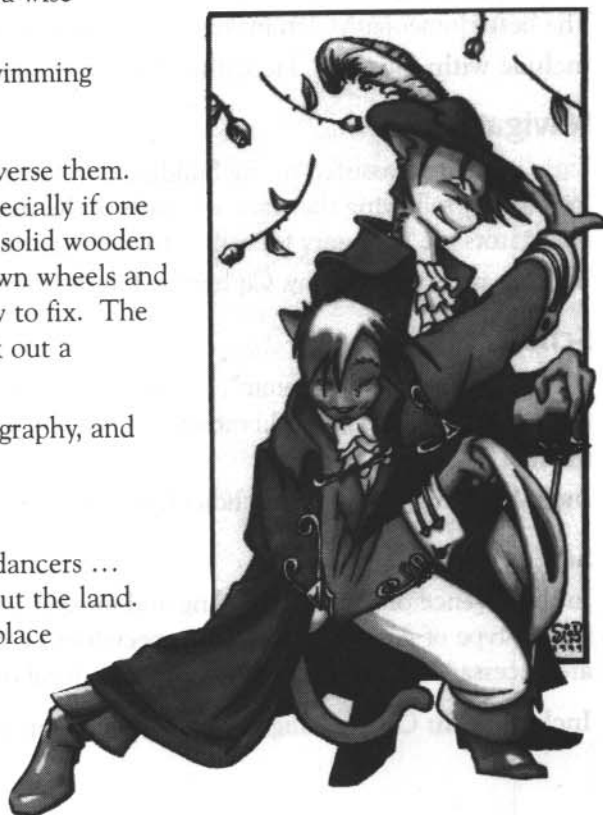
Coachman

The better-traveled roads have regular coaches that traverse them. Coach travel is less fatiguing than riding or walking, especially if one has a lot of baggage. With their lack of suspension and solid wooden wheels, the ride is often bumpy and interrupted by thrown wheels and broken axles, which a better Coachman must know how to fix. The richest folk own their own private coaches and will seek out a steady driver.

Include with: Animal Handling, Trade: Carpentry, Geography, and Observation

Entertainer

Acrobats, clowns, jugglers, raconteurs, prestidigitators, dancers ... there are a variety of Entertainers to be found throughout the land. Some Entertainers are itinerant wanderers, going from place to place and "passing the hat"; often such Entertainers are distracting a crowd while a confederate picks the



pockets of distracted audience members. A few fortunate ones become the personal Entertainers of rich patrons and become known as “jesters” or “fools”.

Include with: (Choose one: Acrobatics, Acting, Contortionist or Oratory), Fast-Talk, Psychology, and Performance

Exciseman

In the fiefs of the noble houses of Calabria, the serfs must pay for the privilege of tilling their land. The Exciseman's duty is to assess what the subjects should pay as taxes or “excise” in return for their land. This calculation isn't always very easy — one can't take 1/10 of a herd animal, but rather must take one herd animal every ten years. Excisemen are never popular and often travel under armed escort. They must also be quick-witted to see through tricks by people who don't want to pay their taxes.

Include with: Ciphery, Fast-Talk, Literacy, and Psychology

Farmer

On the large estates of the noble houses, Farmers raise the crops that feed the people of Calabria. There are innumerable folk tales of the young Farmer who leaves teary-eyed parents behind to go forth into the world to seek out a destiny of fame, fortune and glory.

Include with: Animal Handling, Hiking, Trade: Farming, and Weather Sense

Herdsmen

Livestock on the isle of Calabria are often difficult to manage. One has to range over large amounts of territory as the meadows become fully grazed. Stray animals have to be round up. Predators and poachers may try to steal choice animals. A Herdsman leads a solitary, somewhat dull life.

Include with: Animal Handling, Observation, Tracking, and Weather Sense

Laborer

Towers, buildings, and fortifications do not spring out of nothing — they are the product of long hours of toil and drudgery. Laborers often work 14-hour days with few breaks in inhospitable conditions for low wages and fewer thanks. Many are coarse and ill-mannered; after the work-day is done, most are eager to “whoop it up” and get drunk and otherwise carry on.

Include with: (Trade skill of choice), Brawling, Carousing, and Hiking

Merchant

As trade has increased and the middle-class have risen, the Merchant has become a powerful force in economics. Unlike a Trader (p. 59), Merchants themselves do not often travel — instead, they own warehouses or stakes in shipping companies, playing a more administrative role. Many Merchants were once Traders or Peddlers who have risen to prominence through diligence and a little luck.

Include with: Administration, Bribery, Ciphery, and Literacy





Messenger

In the absence of regular mail service, private Messengers are necessary for carrying mail and important documents from one place to another. The poorest Messengers work only within the city or between small towns. More important ones may even have their own bodyguards.

Include with: Geography, Hiking, Lore: Heraldry, and Observation

Ostler

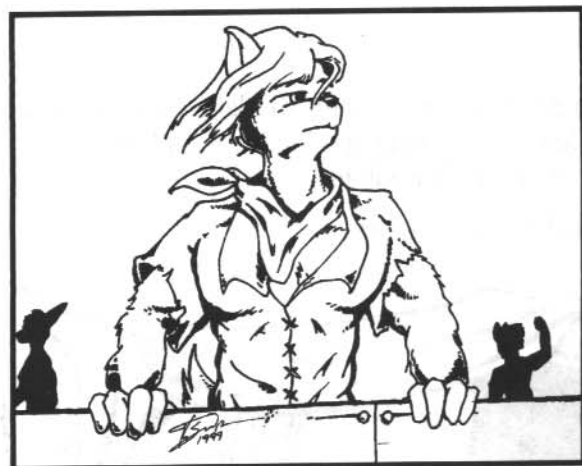
Often found at roadside inns, Ostlers are skilled at handling destriers and draft animals. An accomplished Ostler can clean out foot-claws, diagnose and treat infections, and stable animals for the night. Since they must handle expensive animals with costly needs, seasoned Ostlers know how to pinch pennies.

Include with: Animal Handling, Hagglng, Lore: Heraldry, and Riding

Peddler

The Peddler is a humble craftsman, one who makes clothes, foodstuffs, or other goods and then brings them into town or the city to sell. Most Peddlers own nothing more than their cart and their tools and struggle to make a living.

Include with: (Trade skill of choice), Animal Handling, Hagglng, and Streetwise



Sailor

Shipping trade is abundant in the ports of Triskellian and Epinian, and it can only increase as ships and navigation equipment continue to improve. Sailors spend a lot of time at sea and are often eager to cram three months' worth of revelry into the three short days they spend in a port. Most Sailors are hard workers, not warriors — see the Marine (p. 61) for a different maritime career.

Include with: Boating, Carousing, Navigation, and Swimming

Servant

Found wherever there are rich people, Servants do a lot of menial tasks around the household. They overhear a lot of gossip among the nobility. Servants differ in their official job titles — maids, butlers, stewards, kitchen staff, attendants — and will often have one or two other Skills as a specialized trade.

Include with: Etiquette, Fast-Talk, Lore: Heraldry, and Psychology

Solicitor

In the city of Triskellian, all commoners are bound by the same laws and are entitled to a trial by a magistrate. A Solicitor, also known as a "lawyer", is a learned person of letters who not only understands the law but is permitted to plead a case in court on someone else's behalf. Winning a court case often has more to do with influencing the judge (and sometimes jury) to rule in one's favor, rather than an advanced understanding of "loopholes" and other fine details.

Include with: Bribery, Etiquette, Lore: Law, and Literacy



Stevedore

The ports of Triskellian, Epinian, and other points of call in Calabria are in constant need of strong backs to load and unload the ships. Being no strangers to long hours and hardship, Stevedores sometimes work as hired muscle in gangs or for other unsavory activities.

Include with: Brawling, Carousing, Resolve, and Swimming

Torturer

In the somewhat brutish world of *Ironclaw*, torture is an accepted method of extracting information and confessions from criminals. A noble house, guild, or armed company may employ a full-time Torturer for the rare occasions when someone must be made to talk or to confess. Accomplished Torturers will know not only how to compel their subjects but also how to avoid leaving any tell-tale marks.

Include with: First Aid, Intimidation, Psychology, and Torture

Trader

With the rise of the middle class and the popularity of coinage, the free Trader has become a common occupation. A Trader can be a one-man operation or the owner of a complex caravan complete with bodyguards, scouts, and outriders. Successful Traders know how to assess the value of goods and how to persuade people to buy.

Include with: Bribery, Fast-Talk, Hagglng, Trade: Teamster

Trapper

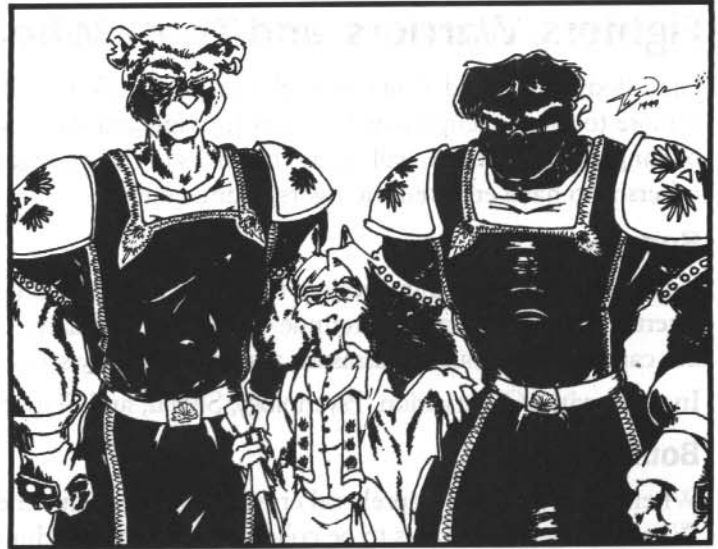
Numerous snakes and lizards can be found in the countryside, and their hides are in demand for armor, for clothing, and for other sundries. A Trapper works by setting different kinds of traps over a large area and checking them on a regular basis, often staying away from civilization for months at a time. Only Trappers who work in the most desolate, lonely regions of the land need not worry about encountering bandits or other hostility — but any Trapper Player Character is advised to learn a Weapon Skill.

Include with: Hagglng, Hiking, Survival, and Traps

Vermin Catcher

In any place where the folks of Calabria live, household pests are not far behind. There are all sorts of nasty little lizards and bugs that infest granaries and personal residences. In large cities such as Triskellian, the Vermin Catcher can make a good living by collecting a small bounty on each pest's carcass. A good Vermin Catcher works quickly and is not squeamish about crawling into dark places or slimy holes.

Include with: Resolve, Spear, Tracking, and Traps





Fighters, Warriors, and Those Who Bear Arms

High Body and Speed Traits are highly recommended for those who want to pursue these Careers. There is more to these occupations than just hacking and slashing, however — professional warriors will be wary of dangerous situations, will know the tricks of their dangerous trades, and will know how to get along with others who have endured the rigors of dire combat.

Bodyguard

Persons of wealth and influence are targets for robbery, kidnapping, and other sorts of mischief — and there is a certain prestige in having a retinue of personal guardians. A good Bodyguard is not only a skilled protector but can also spot would-be assassins and ambushers by seeing through disguises and through other ruses.

Include with: Observation, Psychology, Shield, and Sixth Sense

Bounty Hunter

When the law fails to apprehend criminals and bandits, they post rewards for their capture or their demise. Where there are bounties to be collected, the Bounty Hunter is not far away. Skilled Bounty Hunters will know not only how to find their quarry in wild places and secret hide-aways but will also be able to get others to gossip about their whereabouts.

Include with: (Weapon of choice), Shadowing, Streetwise, and Tracking

Dragoon

A rare sight in the land of Calabria is the Dragoon, a warrior who specializes in combat with the newest weapon, the black-powder gun. Due to the expense of guns, Dragoons are rarely mercenaries and are often employed as bodyguards by the richest merchants and nobles.

Include with: Gun, Resolve, Sword, and Trade: Gunsmith

Hunter

With little more than their own wits and skill, Hunters try to carve a living off the land, taking down game and foraging when they can. Hunters differ from Rangers (p. 62) in that the latter are agents of the law or other higher power, whereas the Hunter is looking for subsistence. A Hunter who hunts game in places proscribed by law is a "Poacher".

Include with: Bow, Stealth, Survival, and Tracking

Jailer

The concept of incarcerating people for long periods of time at the expense of the state is unknown to the people of *Ironclaw*. If people are held in cells and dark dungeons, it is either to await trial or ransom. Jailers see a variety of people and rarely see them for long. As part of their Career Trait, they can also recognize official documents such as mandates and pardons, but their knowledge of Law is seldom very advanced.

Include with: Intimidation, Observation, Psychology, and Wrestling



Judicial Champion

In a few corners of Calabria (especially in Bisclavret lands), there is still the custom of trial-by-combat, where a defendant must prove their innocence by defeating a court-appointed fighter. And many noble houses train someone specifically for fighting for them as a proxy in duels. The Judicial Champion trains in all types of melee weapons to be able to fight all sorts of opponents. While the Judicial Champion Career is included with an unusual number of skills, it lacks Resolve, social interaction, and other staples of the standard fighter; many Judicial Champions pursue a second Career.

Include with: Axe, Fencing, Flail, Lore: Law, Mace, Spear, Staff, and Sword

Marine

Warriors who specialize in combat from ships, Marines are emerging as a new fighting force as warship technology improves. They are expected to be able to fight in ship-to-ship boarding actions, as well as maritime landings. Some Marines are in the service of a noble house, and are called "privateers"; others are brigands who loot and pillage, and are thus known as "pirates".

Include with: (weapon of choice), Carousing, Resolve, and Swimming.

Mercenary

Also known as a "free-sword", "white-shield", or "sword for hire", the Mercenary finds employment among the merchant class and wherever nobles find a shortage of good fighting men. Mercenaries peddle their superior fighting skills and equipment to those who need them.

Include with: (weapon of choice), Hagglng, Resolve, and Shield

Outrider

In a large land-bound caravan or organized fighting force, one or more Outriders travel ahead, spotting for ambushes and reporting what lies ahead. Outriders are usually nobility or well-to-do, as they are expected to furnish their own riding mounts. The better Outriders can identify coats-of-arms and other identifying markings of noble houses and organizations.

Include with: Lore: Heraldry, Navigation, Observation, and Riding

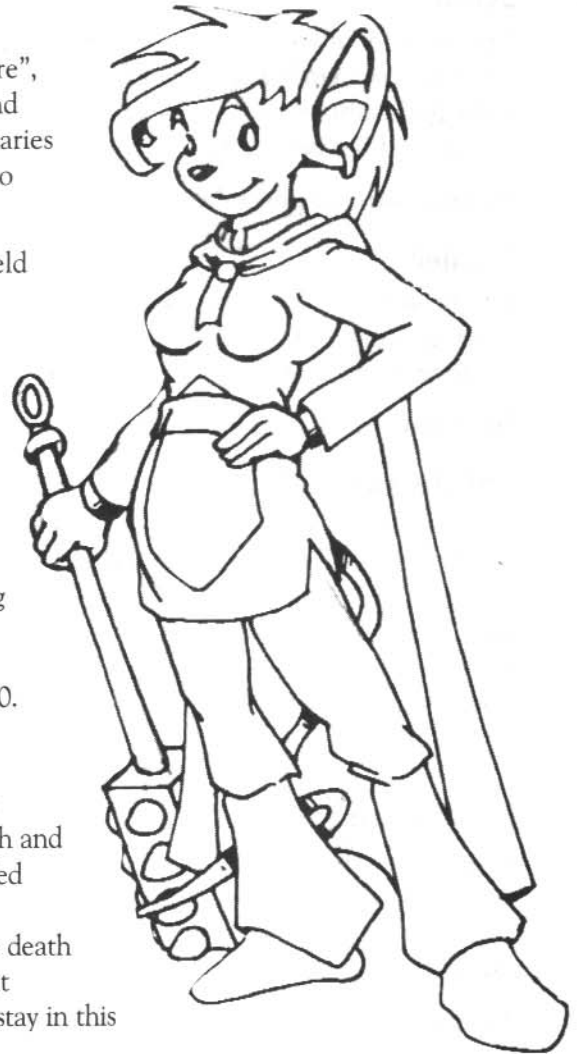
Paladin

While skilled at fighting, this is a religious Career — see page p. 50.

Pit Fighter

In the world of *Ironclaw*, the savage activity of "pit fighting" is not uncommon. Two fighters are lowered into a pit as onlookers watch and take bets on who will prevail. Usually contests involve bare-handed fighters, punching or clawing one another in a brutal contest of endurance until one person falls. Battles with weapons and to the death are illegal (but not unknown) in the civilized lands of Calabria. Pit Fighters are marked by numerous scars and re-set bones, and few stay in this Career long.

Include with: Brawling, Carousing, First Aid, and Resolve





Ranger

Also known as “foresters” or “game wardens”, Rangers wander over the unruly countryside, often away from roads and civilized areas, to arrest poachers and to rout bandits. Typical Rangers are solitary folk who spend long periods of time alone, although it is not unusual for a band of Rangers to travel together to guard against ambushes. Most Rangers will have the Gift of “Local Investiture” (see page 91).

Include with: Bow, Hiking, Navigation, and Tracking

Road Warden

To keep the roads secure from highwaymen and brigands, Road Wardens sweep through in regular patrols. In days of yore, all Wardens were of high birth and could administer “low justice” to the ruffians they encountered. However, in modern times the Wardens are often commoners — the law obliges them to take offenders to trial. Since transporting live prisoners to court is not only tedious but dangerous, many Road Wardens are only too willing to lash out in “self-defense” to dissuade criminals.

Include with: Observation, Riding, Tactics, and Tracking

Scout

Necessary for armed forces and for traveling caravans, the Scout travels ahead on foot, and often alone, into unknown lands and unknown danger. Lightly armed and lightly armored to avoid fatigue, and often alone and without allies or backup, the good Scout sallies forth, surveys the land, and returns with haste to report what lies beyond the horizon before anyone hostile even takes notice.

Include with: Cartography, Hiking, Navigation, and Observation.

Soldier

For the ambitious, a career in the army can be a quick ticket to fame, fortune, and glory ... or to an ignominious demise on some forgotten battlefield. In the lands of Calabria, Soldiers are an omnipresent force, a reminder to all that any peace is only transitory before some new and dreadful skirmish.

Include with: Hiking, Resolve, Spear, and Shield

Toll Keeper

As a fee or “levy” for building and maintaining the roads, and keeping them free of vandals and bandits, the road’s owner often sets up toll-booths at key intervals. Often a long pole-arm or “pike” is affixed to a turnstile, so that the pike can be lowered or turned to block the road, hence forming a “turn-pike.” Toll schedules are often very complex, with extra fees for wagons, goods carried, persons of note, etc. — a Toll Keeper is expected to be able to assess the value of goods being transported and to know the appropriate tolls to levy. Many Toll Keepers are not above “shaking down” the richer travellers for a few extra coins to keep for themselves.

Include with: Bribery, Hagglng, Lore: Law, and Observation

Watchman

Keepers of a thankless but demanding job, Watchmen police the city in the dark of night and in all sorts of weather, good or bad, keeping the peace and laying down the law of the land. Watchmen are trained to fight together, as militiamen, should there be a siege or attack by an organized band of pirates or other such criminals.

Include with: Brawling, Intimidation, Observation, and Tactics



Witch Hunter

Hunting scofflaws, criminals, and other scoundrels is no trivial task — but pursuing wizards commands a danger far and beyond what any petty scofflaw has to offer. Despite the risk (or perhaps because of it), there are bounty-hunters who specialize in hunting wizards, who are colloquially known as “witch hunters”. A Witch Hunter may not personally bear all wizards animosity; they are just people who are trained to deal with rogue spell-casters. In fact, a few of the most successful Witch Hunters have a secondary career as some kind of Wizard!

Include with: Lore: Magic, Observation, Resolve, and Sixth Sense

Yeoman

The stereotypical view of warriors is that they think of nothing beyond the moment, that they thirst for nothing but violence and the shedding of blood. The Yeoman is very different — one who is no stranger to the arts of war, but also one capable of running a household, armory, or other position of power. Yeomen make a point of knowing who wields what sort of power and are constantly looking for how to improve their own social advantage.

Include with: Administration, Bribery, Literacy, and Resolve



Making a New Career

With the permission of the Game Host, you may decide to make your own Career. All non-wizard Careers include four skills — simply choose four appropriate ones to include the Career Trait with.

When making up a new Career, remember that the Career represents something that the Character does a lot, usually to earn their living. What function does the Career have in society? How does a professional of this Career interact with others?

Example: A Player wants to make a new Career called the “Assassin,” which would be included with the skills of Dodge, Resolve, Stealth, and Sword. The Game Host feels that the Career isn’t very well-rounded — from the list of Skills, it sounds more like some sort of brute-force warrior who fights brazenly and without quarter, not a crafty denizen who uses skill and guile.

The Game Host and the Player discuss the Career, asking one another what an Assassin would be like. They agree that Assassins should be good at sneaking past sentries, at fooling people about their true intentions, and at concealing deadly weapons upon their person. They finally decide that the Assassin Career should include Disguise, Fast-Talk, Holdout, and Stealth.

The best Careers are the ones that have an interesting mix of skills that give the Game Host a good sense of what the character is capable of and the role they fit in the campaign.



Mages, Mystics, Spell-Casters and Wizards

Those who would study magic should have a high Mind (to pass Casting Tests) and a high Will (to increase their Magic Points.) All of these Careers are *Wizardly Careers* and thus increase your starting Magic Point Total (see "Magic", p. 193-243.) Wizards who expect to get into trouble should buy the Resolve Skill and (if an Elementalist) the Spell-Throwing Skill. Wizardry Careers are more difficult to improve than other Careers — see p. 252.

Cleric

The Penitents of S'allumer discipline their minds through prayer and study. A select few advance to the rank of Cleric, earthly vessels for the power of creation. Although the truly devout only seek to further the purpose of the divine, there are a few who know the secrets of White Magic and use them for personal gain.

Include with: Literacy, Meditation, and Theology.

This Wizardly Career grants you the *White Magic Apprentice Magic List* (p. 217).

Elementalist

Argued by some to be the easiest or most base of magic, Elementalism is the manipulation of the four basic elements of matter: air, earth, fire, and water. Elementalists start as "general" Apprentices and then move on to become Journeyman in one or more of the four elements. Since they proceed quickly through the ranks and are capable of loud and flashy effects, Elementalism is a calling for those who want to gain great magic power in a short amount of time.

Include with: Literacy, Lore: Elementalism, and Meditation

This Wizardly Career grants you the *Elementalist Apprentice Magic List* (p. 205).

Green and Purple Mage

The origins of the Green and Purple College are known only to the Masters. Why they choose to style themselves in such colors, or what their ultimate purpose may be, is unknown. What is known is that the Green and Purple Mages are not to be trifled with — their magicks can stop one dead in their tracks, thrill their foes with unreasoning fear, or even compel one's mind to do the mage's bidding.

Include with: Literacy, Lore: Green and Purple Magic, and Meditation

This Wizardly Career grants you the *Green and Purple Apprentice Magic List* (p. 224).

Thaumaturge

The most esoteric of magical careers, Thaumaturges study the basic forces of magic itself and how to manipulate them. Of the few folk who have the capacity for magic, Thaumaturges are the rarest and least understood type of wizard.

Include with: Literacy, Lore: Magic, and Meditation

This Wizardly Career grants you the *Thaumaturgy Apprentice Magic List* (p. 234).





SPECIAL TRAITS

"We are eternally grateful to one of such passion and faith. Surely the greatest of her gifts was her compassion and earnest belief in the truth that she spoke. Without her this city would be a memory. A haunted place to be scorned and avoided by the wary traveler."

— FROM: A TESTAMENT ON HELLOISE

These traits are that which set your character uniquely apart. They are those intangible things that dictate the mood and presence your character projects. Use them as a guide to role-play.

To get one of these Special Traits, your character must have the Gift of "Extra Trait" (see page 79). You may have more than one Special Trait — the only limit is no more than one Passion (see page 66).

Charisma

You are more charming and pleasant than the average person. Roll your Charisma Dice when trying to convince others to do something on Influence Tests (p. 139) and Leadership Tests (p. 143).

Dexterity

You can manipulate things with your hands more easily than others. Include your Dexterity Trait Dice when using a bow, crossbow, or gun. (Do not include Dexterity when using thrown weapons or melee weapons.) You may include your Dexterity Dice with Lock-picking Tests, Pick-pocket Tests, and other Tests where your ability to work with small, precise things comes into question, such as on many Build Tests and Repair Tests.

Faith

You have a sense of religious Faith stronger than most folks have. You can use your Faith Dice when testing against your Resolve or to resist Spells, but only when in the service of your Faith. Game Hosts should use their discretion.

Magic Resistance

You are unusually resistant to magic. Unfortunately, your innate resistance to magic also makes it difficult for you to use magic.

- When you are the subject of a *Regular Spell*, include your Magic Resistance Trait Dice with your other dice when resisting its effects.
- When you are the subject of a *Targeted Spell*, include your Magic Resistance Trait Dice with your Defense Dice when Blocking or Dodging the To-Hit Roll, and include your Magic Resistance Trait Dice with your Soak Dice when resisting the damage. (In this way, you get "twice" as much protection.)



- When you are the subject of a *Homing* or *Exploding Spell*, include your Magic Resistance Trait Dice with your Defense and Soak Dice. (Unlike a Targeted Spell, you only get protection “once”.)
- Subtract your Magic Resistance Dice from your Magic Points. For example, if you have a Will Trait of d12 and an Elementalist Trait of d4, you would normally have 16 Magic Points — but if you have a Magic Resistance Trait of d8, then you only have 8 Magic Points. If your Magic Points drop to zero or below, you cannot cast spells.
- When you must make a Casting Roll, include your Magic Resistance Trait Dice with the Difficulty Dice. (Magic Resistance makes it harder to cast spells.) If you are *Adept* at the spell (and thus need no Casting Roll), there is no effect.

Passions

A Passion is an emotion or feeling that your character has that is expressed so strongly, it has its own Trait! You can roll your Passion Trait Dice with any roll that is appropriate to expressing your passion. As usual, the Game Host is the final arbiter of whether a Passion applies to a given roll or not.

Remember — a Passion is an expression of personality so extreme, it gives you an extra die to roll. As a general rule, you can use your Passion Trait Dice to resist a Mind-affecting spell if the spell prohibits you from acting along the lines of your passion.

Example: *Darda has the Passion Trait of “Boldness.” During a combat, she must resist the effects of a Paralysis spell. Since the Paralysis spell would prevent her from being heroic and brave, the Game Host rules that Darda’s player may roll the Boldness Trait Dice to resist the spell.*

Choose one of the Passions below. No character can have more than one Passion. If a character acquires a new Passion for any reason, the older one loses all effect and is removed from the Character.

Other characters *will* notice your character’s Passion, as it is your character’s strongest personality trait.

Boldness

You truly know no fear. Any time that you must resist Fear for any reason (p. 134), include your Boldness Trait Dice. Your bravery is infectious — include your Boldness Trait Dice when you must pass a Leadership Test (p. 143). This Trait goes well with the Flaw of “Overconfident” (p. 101).

Choler

Also known as “righteous anger,” Choler is the drive for revenge when someone has personally wronged you. You can include your Choler Trait Dice when doing something *in opposition to someone who has personally wronged you*. You may use your Choler Trait Dice for Resolve Rolls, To-Hit Rolls, Defense Rolls, and Magic Tests when fighting a target of revenge. The Game Host should determine which characters have “wronged you” grievously enough to stir your Passion.

You do *not* have to have the Flaw of “Wrathful” (p. 104); you could be very calm and collected most of the time — it’s only when someone crosses you that your Choler takes the reins of your soul.

Desire

When you want something, you really want it. Include your Desire Trait Dice whenever you must Appraise (p. 128) or Haggle (p. 137) over an item you want to buy. This Trait goes well with the Flaw of “Greedy” (p. 100).



Eschewing

You are truly a self-less individual. You avoid materialism, and you put the needs of others before your own. You can roll your Eschewing Trait Dice with any Resolve Test (p. 148) when you stand to defend others. You may also use your Eschewing Trait Dice to resist most Influence Rolls, as you put others' concerns before your own. This Trait goes well with the Flaw of "Soft-Hearted" (p. 103).

Fear

The opposite of the passion of Boldness, your knees are weak and your heart is craven. You can use your Fear Trait Dice when resisting Influence Rolls that would convince you to do something rash or that might get you hurt. If you are fleeing from a Chase Test (p. 133), include your Fear Dice. (There is no bonus for pursuit.) You can also include your Fear Trait Dice to resist magic or other types of rolls that would prohibit you from fleeing.

Hope

Your spirit is strong and your determination is pure. Include your Hope Trait Dice when resisting Influence Rolls or magic that would cause you to lose hope or to despair.

Joy

You are a happy sort. You are almost always smiling, and sometimes your happiness is often infectious. Include your Joy Passion Dice when resisting anything that causes despair or that may crush your spirit. You may also be able to include your Joy Dice during Influence Rolls, especially when trying to make others happy.

Love (Requirement: Flaw of "Romance")

They say that one in a thousand people have the type of devotion that you have. You may roll your Love Trait Dice for any roll that involves something you're doing to bring you closer to your true love; you can include your Love Trait Dice with combat dice if you're fighting to defend your beloved. *You must take the flaw of "Romance"* (p. 102).

Phlegmatic

It is very difficult for you to show emotion. Use your Phlegmatic Dice to resist any spell or roll that would get you to do something or show strong emotion, such as *Fear*, *Rage*, or *Terror*. Include your Phlegmatic Dice in the difficulty of any Atavist Powers you attempt to invoke, as such extroverted displays are unlike you. This Trait goes well with the Flaw of "Slothful" (p. 103).

Sorrow

The opposite of the Passion of Joy, you are a gloomy and despairing sort. Perhaps something happened to you in your past that has destroyed your spirit. Include your Sorrow Passion Dice when resisting most Influence Rolls, as you are too sad to be strongly moved. This Trait goes well with the Flaw of "Morose" (p. 101).

Quickness

Your wits are sharp and you have a swiftness that is uncanny. You may include your Quickness Trait Dice when rolling Initiative, with all uses of the Dodge skill, when trying to win a Chase Test (p. 133), and on other tests where your quickness comes into question.



Second Sight

You are gifted with powers of perception. Your Second Sight Dice are rolled with Augury, Sixth Sense, and when resisting any spell that uses Mind Dice to resist.

You may also perform the *Second Sight Test* — you may roll your Second Sight Trait Dice and Observation Skill Dice (if any) to “see magic.” (Despite the metaphor of sight, other dice that apply to Spot do not apply.) To see a current magical spell (such as a Delayed, Bound Elemental or someone with a Lazarus Heart), roll vs. 2d6. To see the after-effects of magic (such as a place where magic was used), roll against 2d8 if they were used in the last five minutes, 2d12 if used in the last hour, and impossible for anything longer than that. You may only make one attempt to use Second Sight per magic.

This Trait only lets you see the magic. To interpret what the magic is, you must pass a separate Scry Test vs. 2d10 — see page 148. (Note that Second Sight does not help you *interpret* what the spells mean at all, it just lets you see it in the first place.)

Second Sight is not easily explainable — you cannot put into words how you can “see” the things that you can, and you are often baffled that others can’t “see” what you do.

Toughness

Your spirit is willing, and your flesh is made of stronger stuff. You may roll your Toughness Trait with Resolve and all Tests for Unconsciousness and Death. Soak Dice are unaffected. Note that the Toughness Trait is one of the few things that helps a Death Test.



SKILLS

"He danced, his cape flying behind him like a cloud. His opponents scarcely saw him before they next saw the final light. Truly his was the deadliest dance of all. His steely partner cut a swath through them with its keen edge flashing. Then suddenly he was gone. The sun descended upon a field painted with the bodies of his foes, the only witness to his artistry the wind and stars."

- FROM THE TALE OF THE RESTLESS SWORDSMAN

Acrobatics

Want to jump onto tables? Swing from chandeliers? Roll to your feet with style and panache? Learn this skill. The Acrobatics skill will allow a character to resist damage from falling and to get up quickly.

Possible Favored Use: Getting up; Falling.

Acting

This is the art of lying, pretending and imitating. A good actor can make you believe almost anything. Actor who have learned stories or humor may entertain crowds for money, food or lodging. Acting assists in passing Bluff Tests (p. 131)

Possible Favored Use: Deception; Exposition; Playing a crowd

Administration

Administration is the skill to run a household, a shop or a kingdom. An administrator makes sure all the staff is fed and paid, and all the stores are stocked.

Possible Favored Use: Delegation; Store goods

Animal Handling

Need to make your wagon move? Having trouble getting your dray to cross the ford? Need to know how to care for your mount? Animal Handling can be used as an Influence Test (p. 139) on any animal (i.e., non-sentient creatures who have no Mind Dice).

Possible Favored Use: Destrier; Dray; Herds

Area Knowledge: (place)

With area knowledge you can know where to run, know where to hide and who has the best ale. This skill covers knowledge of a town, city, or local spot, such as "the Lyore Reigon," "Triskellian," "the River Granvert," "the



Paludestris Swamps", etc. Knowledge of larger regions is covered by the Geography skill (p. 72).

Many tests give the "home turf advantage" to someone who has Area Knowledge, such as the Ambush Test (p. 127) and the Chase Test (p. 133).

Possible Favored Use: Bars; Hiding Places; Ambush sites.

Astronomy

The science of watching the stars, recording their movements and using equipment to look at them.

Possible Favored Use: Constellations; Astrology

Augury

When a crow cries at dawn on the morning of your departure, what does it mean? Augury would let you know. This is the skill of interpreting omens using the mystical methods of a seer.

In a world of superstition, where unseen forces have a hand in everything, Augury skill can be used to read the omens. Such uses are always very difficult, rolling vs. 2d10 or more.

Possible Favored Use: Flight paths of birds; Movements of Trees; Watching the direction of smoke



Axe

This is the skill of using unbalanced hafted bladed weapons, such as axes and long pole-arms.

Possible Favored Use: *With my favorite axe; When striking from ambush.*

Boating

So you've taken the bandits boat, now what? Can you steer a current or trim a sail? To do so you will need boating skill.

Possible Favored Use: *Sailed; Poled; Paddled; Pulled*

Bow

This is the skill to use any sort of bow, be it short, long, or composite.

Possible Favored Use: *With my favorite bow; Striking from ambush; when Focused.*

Brawling

Fists, feet, claws, teeth, horns — get in there and get dirty! This skill gives you an edge in unarmed combat.

Possible Favored Use: *Fists; Feet; Claws; Teeth; Horns; Antlers; When striking from ambush.*

Breath-Holding

This is a great skill if you don't want to drown. Like an Otter, someone with this skill can hold his or her breath longer — see page 188.

Possible Favored Use: *While swimming; while fighting*

Bribery

This is the skill of "greasing palms" and buying people off, to either look the other way, or permit you safe passage or do some other minor favor. This is the skill for the Bribery Test (p. 132)

Possible Favored Use: *Guards and officials; racketeers and criminals; nobles and aristocrats.*

Camouflage

Camouflage is the skill of hiding big things. You can hide from a rat patrol, or you can hide the wagon you stole (or both). Camouflage gives you an edge in a Hide Test (p. 138). To conceal things on your person, use the Holdout skill (p. 73).

Possible Favored Use: *In the forest; In a crowd*

Carousing

Want to drink someone under the table? Or perhaps just be the life of any party serving spirits? Then you need this skill. You can learn much by being a friendly drinker; see the Gossip Test, p. 137.

Possible Favored Use: *With my favorite brew.*

Cartography

This skill covers both the making of maps and the reading of maps. Most maps are inaccurate, hastily-scrawled affairs — separating the good from the bad can require some tough tests, or even the use of Research Tests (p. 147).

Possible Favored Use: *Mountains; Forest; Buried Treasure*

Ciphering (Mathematics)

Imagine doing math without the benefit of decimal places, the number zero, or even "Arabic numerals." Even basic addition and subtraction can be a baffling ordeal in Calabria, and those folks without even a d4 in Ciphering will be hard-pressed to do any division simpler than "one for you, one for me."

Possible Favored Use: *Converting Money; Determining Shares*

Climbing

This is the skill of moving vertically. It covers scaling walls, clambering up trees, clinging to sideways surfaces.

Possible Favored Use: *Trees; Cliffs.*

Cloak

This is the skill of using a Cloak to Block attacks. See page 160 in the "Combat" chapter.

Possible Favored Use: *With my favorite cloak; while sword fighting.*

Contortionist

This skill is the art of twisting and turning in strange ways, often used by traveling performers and clowns to entertain gawkers. It can also be used to free oneself from bonds or escape a Grapple (see page 190)

Possible Favored Use: *Showing off for a crowd; Escaping from bonds; Escaping from Holds.*





Craft: (specialty)

Crafts include specialty skills developed through apprenticeships. Examples of these skills are given in the Equipment and Services section (p. 105). Each craft must be developed separately, i.e. Craft: Calligraphy. See page 112.

Possible Favorite: will vary depending on craft or trade.

Crossbow

This is the skill to use crossbows in combat.

Possible Favored Use: With my favorite crossbow; Striking from ambush; when Focused.

Cryptography

Secret societies, mysterious wizards, and craft spies all make use of complicated codes and innuendo. The art of solving these requires Cryptography. Solving a code where you know the key is a routine task, but cracking another's code can be maddeningly difficult. In addition, this skill can help you spot codes hidden in seemingly-innocent letters, pictures, etc.

Possible Favored Use: Names; Places; Military movements

Dancing

This skill allows oneself to perform controlled body motions in time with music. You should specialize in a specific kind of dance, such as the galliard, the pavane, and the chacone.

Possible Favored Use: With my favorite dance.

Diplomacy

The art of letting someone else have it your way. Diplomacy is used to peacefully resolve differences through discussion and negotiation. Diplomacy takes a minimum of five minutes, and usually much longer — to negotiate more quickly, see the Fast-Talk skill, p. 72.

Possible Favored Use: Trade deals; In writing

Digging

This is the skill of digging holes, making tunnels, and creating subterranean excavations. If an exact distance is necessary, roll your dice — your Score is the distance (in Paces) that you can dig a tunnel wide enough to admit someone of your own Size. When combined with Camouflage, Digging can be used to hide things underground.

Possible Favored Use: In my Racial Habitat; Making underground homes; hiding things.

Disguise

Sometimes, you want to pass yourself off as someone of a different Career, or even Race. The art of Disguise is difficult, but many a clever scheme has succeeded and a sly person eluded others by its use.

Disguise can help you pass a Bluff Test to convince others that you're someone you're not. This skill is complemented nicely by Acting (p. 69).

Possible Favored Use: As Nobility; as the opposite gender; for a crowd

Dodge

A very valuable skill, representing the ability to get out of the way of attacks. Dodge is modified by Encumbrance (p. 13).

Possible Favored Use: When flying; Against bullets; Against arrows & bolts; Against thrown weapons.

Etiquette

They say the nobility are not like the common folk. At social functions, there are certain rules of speaking, decorum, and gentility. Besides allowing you to



show off your superior upbringing, Etiquette will let you Gossip with the upper crust (see p. 137).

Possible Favored Use: At dinner parties; amongst a particular clan.

Fast-Talk

The mainstay of liars, cheats, and con men, the Fast Talk skill is the quickest skill to use in an Influence Test (p. 139) to get someone to do something against their better judgement.

Possible Favored Use: Bluffing; Begging; on people affected by the Mesmerism spells.

Fencing

This is the skill of using light, balanced swords known as foils in a rigidly stylized form of combat, popular with the urban nobility in their duels of honor.

Possible Favored Use: With my favorite fencing sword; when fighting a duel; showing off in front of a crowd

First Aid

When some one is hurt, you know what to do. You can use First Aid to patch up folks after combat (see page 185). For long-term treatment or for serious injuries, use the Medicine skill (p. 74)

Possible Favored Use: With my own Race.

Fishing

Many folks find sustenance from rivers, lakes, or the ocean. Fishing is used instead of Survival skill for Forage Tests when there are appropriate fishing grounds nearby. To properly fish, one needs special gear, such as nets, poles, bait, etc.

Possible Favored Use: Pole; Net; Spear.

Flail

This is the skill of using ball-and-chain type weapons, such as morning-stars and flails.

Possible Favored Use: With my favorite flail.

Flight

This is the skill of flying with speed and skill. See page 84 for more details.

Possible Favored Use: Stunt flying.

Forgery

The skill of falsifying documents or signatures. This skill is particularly useful for creating passes for entering a city or writing false letters of recommendation.

Possible Favored Use: Passes; Signatures; Deeds

Gambling

"Want to make a wager?" There are numerous games of chance where wagers are made and money is passed. To win you will need the Gambling skill. Many gamblers are a talkative lot — you may be able to sneak in a Gossip Test (p. 137) while gaming.

Possible Favored Use: Dice; Cards

Geography

Geography is the knowledge of the lay of the land, the location of the towns, forests rivers and streams.

Possible Favored Use: Roads; Towns, Territories

Gun

This is the skill to use black-powder weapons such as blunderbusses.

Possible Favored Use: With my favorite gun; Striking from ambush.

Haggling

Just how much is that thing you found worth? Use this skill to determine how much an item is worth relative to a specific situation, location, and time, and to argue with others about how much an item is worth. A must-have skill for merchants.

Possible Favored Use: Arms and Armor; Rare books; Precious metals and stones; Foreign goods; bartering

Herbalism

Herbalism is the knowledge of plants and their uses. This skill includes how to find and prepare herbs and other plant products.

Possible Favored Use: Medicines; Poisons; River plants

Hiking

When travelling cross-country, you can use this skill to increase the distance you can cover per day of travel. Most useful if the entire party has it.

Possible Favored Use: Over roads; Over plains; Over hills and mountains; Over deserts.

Holdout

How do you get that gun into the Doloreaux feast? Under your cloak of course, and this is the skill. Holdout allows you to hide something on your person. (See the Search Test, p. 149.)

Possible Favored Use: My Gun; Stolen Items



Intimidation

This is the skill of influencing people without winning friends — bullying, snarling, spitting, growling, yelling, and all that nasty stuff your mom told you not to do. You can also use this skill to bully folks into divulging information — see page 140.

Possible Favored Use: *In combat; When outnumbered*

Jumping

The skill of jumping great distances or heights. See the Jump Test, page 141.

Possible Favored Use: *High Jump; from roof to roof.*

Language: (name)

In *Ironclaw*, it is assumed that everyone speaks the common language of Calabrese. Each Language is bought as a separate skill. Other languages include:

- *Bérta Féini*: the ancient language of the Phelan, still used today in their courts of law.
- *Magniloquentia*: the older language of the Rinaldi, still used in many S'allumer functions.
- *Xenophonia*: reputed to be the ancient language of the Autarchs.

As a rule, the Game Host may choose to limit the use of social skills and the like by your highest Language die. For example, when doing Research on a manuscript written in Xenophonia, if your Language: Xenophonia is only d8, then none of your Research dice can be higher than d8.

A special kind of language is the Night Speech (p. 74).

Possible Favored Use: *Formal Events; Local Dialect*

Leadership

Getting a group to follow your orders, especially when their lives are at risk, is no trivial matter. Heroes may be born, but leaders are made. Among other things, the Leadership skill will keep your followers around when they try to rout against overwhelming odds; (see the Leadership Test, p. 143)

Possible Favored Use: *When out-numbered; when yelling at the top of my lungs; when leading my hand-picked elite crew with whom we've survived worse odds; when I'm at the front of my troops*

Literacy

This is the skill of reading books, newspapers, broadsheets, and anything else with writing on it. In the world of *Ironclaw*, characters cannot read unless they have

at least a d4 of Literacy, whether from Career or Skill. Literacy is very important for Wizards — see p. 252.

Possible Favored Use: *When reading my favorite spellbook; gleaming for content; when reading poetry*

Lock-picking

Possessed by many thieves, and a few honest folk. This skill lets one do that fine work necessary to open closed locks without the proper keys — see page 144.

Possible Favored Use: *When using a particular favorite lockpick; doors; chests.*

Lore: (specialty)

Lore is the skill of specialized knowledge. Each Lore is a separate skill. Lore skills include:

- *Elementalism*: the four humors of the bodies; habits of elemental beings; Elementalist magic.
- *Green and Purple Lore*: knowledge of the mind and of dreams; Green & Purple Magic
- *Heraldry*: knowledge of the Noble Houses' colors, livery, and coats of arms.
- *History*: past events, notable persons.
- *Law*: the differences between secular law and clerical law; the rights of commoners and nobility
- *Magic*: the different kinds of spell-casting, their theory and design; Thaumaturgy magic.

The Players and Game Host are encouraged to invent other kinds of Lore. Lore can be used to pass Know Tests (p. 142) and to help in Research Tests (p. 147).

Possible Favored Use: *Bisclavret Emblems; History of Triskellian.*

Mace

This is the skill of using blunt concussion weapons such as maces or clubs.

Possible Favored Use: *With my favorite mace; Striking from ambush.*

Medicine

Medicine is the skill of long term patient care. You can take care of those who are critically injured. Medicine aids with recovery from wounds over days (see p. 186)

Possible Favored Use: *Breaks; Diseases, Serious Wounds*

Meditation

The skill of focusing one's mind and harnessing one's thoughts to recover Magic Points more quickly. See Meditation Test, p. 145.

Possible Favored Use: *in my private lab; in Church; while burning incense*



Navigation

The skill of determining location and direction using the sun, moon, stars and a time piece, anywhere. Any ship passing out of sight of the shore needs a navigator.

Possible Favored Use: *Under the winter stars; At dawn.*

Night Speech

Requirement: *the Gift of Keen Ears (p. 80)*

Night speech is the language of the Bats. This speech can only be heard by those with Keen Ears (or Bats). Anyone with Keen Ears can learn to understand it, but only those with the Gift of Echolocation (p. 83) can speak it. Night Speech is a language and has limitations — see p. 73.

Possible Favored Use: *Commands; Profanities*

Observation

This skill is used quite a bit — it's a measure of your ability to perceive what's going on. Necessary for watchmen and lookouts, but useful to anyone.

Possible Favored Use: *In the woods; at night; things out of place, in combat.*

Oratory

The ability to prepare speeches or sermons, and to speak convincingly and persuasively to a crowd. A skilled orator will know how to read a crowd's emotions, and ad-lib appropriately.

Possible Favored Use: *To the troops; to the commoners; during a sermon*

Pickpocket

What honest person would have this skill? Well, the ability to remove choice items from another person without their knowledge can be downright handy.

Possible Favored Use: *In crowds; When using a confederate to distract.*

Psychology

This skill covers sizing up your opponents, reading their body language and tone of voice. It lets you see through such skills as Fast-Talk, and lets you tell if someone's lying to you.

Possible Favored Use: *Detecting lies; A particular race; Among nobles; Among ruffians.*

Research

This skill is used to review tomes of forgotten lore and to gleam the useful bits of information from various sources. Scholars use Research when in

their libraries and studies to learn about the world and the secrets of the past.

Possible Favored Use: *When in my personal library; when researching spells; family histories.*

Resolve

The mainstay of the warrior, Resolve is necessary to overcome pain and injury — see page 182.

Possible Favored Use: *When standing my ground; When fighting my hated enemies; When fighting in formation; When protecting my lord; When protecting my love interest; Against magic.*

Riding

This is the skill for riding destriers and drays. *When riding a mount, no combat skill can be higher than your highest Riding die (known as the Riding Limit.)* For example, if your highest Riding die is d8, then none of your To-Hit Dice (while riding) can be larger than d8.

Possible Favored Use: *At a gallop; In combat.*

Seduction

You want to win the love of someone? The motions, words and tone of voice are all mastered using this skill.

Possible Favored Use: *With alcohol; With flattery.*

Shadowing

This is the skill of following someone secretly. Those capable in this skill will be able to pursue people without their knowing. This skill is usually opposed by Stealth (p. 76).

Possible Favored Use: *In the city; in the wilderness; while riding.*

Shield

This is the skill necessary to use a shield to Block. Note that this skill is *not* necessary to gain the Cover Dice from carrying a shield — it is needed only to use the Block Defense.

Possible Favored Use: *Blocking missiles; Blocking melee combat.*

Sixth Sense

Ever get that funny feeling that you're being watched? The Sixth Sense skill represents an experienced adventurer's sensitivity to danger — when to have one's back to the wall, how to sit and still be able to draw your weapon, where traps and



snipers might be hiding, etc. This skill is used to keep from losing Ambush Tests (p. 127).

Possible Favored Use: Against magic; Against law enforcement; Against my particular foes.

Spear

This is the skill of using long pointed weapons.

Possible Favored Use: With my favorite spear; Striking from ambush.

Spell-Casting: (spell name)

In order to improve your odds of casting a certain spell, you can learn a Spell-Casting skill for a given spell. Spell Casting of each spell is a separate skill — you must specialize. Details on Spell Casting are in the "Magic" chapter (p. 193-243). This skill is more difficult to improve than others — see p. 252.

Possible Favored Use: At night; When shouting at the top of my lungs; When wearing my spell-casting robes.

Spell Throwing

This is the skill used for To-Hit Rolls to hit things with Targeted Spells.

Possible Favored Use: With my favorite spell.

Spraying

Requirment: the Gift of Spray (p. 86)

This is the skill of spraying a foe with musk. See pages 86-87 for more details.

Possible Favored Use: From ambush; while retreating.

Staff

This is the skill of using a balanced, long rod in two hands for combat.

Possible Favored Use: With my favorite staff; Striking from ambush.

Stealth

Need to pass undetected? This skill lets you walk quietly, cling to shadows, and generally move past unwelcome prying eyes.

Possible Favored Use: At night; In urban settings; In the woods.

Streetwise

This is the skill of mingling with the criminal element, to know the "word on the street" and where to go to get certain unsavory services (see the Gossip Test, p. 137)

Possible Favored Use: finding a Fence; finding a Safehouse.

Survival

Survival is the skill of finding food and shelter in the wilderness (Foraging Test, p. 135).

Possible Favored Use: Finding shelter; In the mountains, in the desert

Swimming

This skill determines how fast and how well you can swim. This skill is limited by Encumbrance (p. 13).

Possible Favored Use: Salt water; Fresh water; Underwater.

Sword

This is the skill of using a balanced, bladed weapon. It includes daggers and knives as well as other kinds of swords.

Possible Favored Use: With my favorite sword; Striking from ambush.

Tactics

Tactics is the skill of fighting as a group in combat.

Any group of combatants that has a leader — that is, one of their members has a Leadership die of d4 or more and is universally accepted as the party leader — may substitute their own Tactics dice and the leader's Leadership Dice for their Initiative Dice. See p. 167 for more details.

Possible Favored Use: With the Guard d'Sauldre (a fighting squad); With a specific group of friends.

Theology

This is the knowledge of religious doctrine and history of the Church of S'allumer. (For knowledge of other religions, see the Lore skill, p. 74.)

Possible Favored Use: Ceremonies; History

Thrown Axe

This is the skill used for throwing a hatchet or axe. Only Light Axes may be thrown — see p. 162.

Possible Favored Use: With my favorite axe; Striking from ambush; after Aiming; when Focused.

Thrown Flail

This is the skill used for throwing a hatchet or axe. Only Light Flails may be thrown — see p. 162.

Possible Favored Use: With my favorite flail; Striking from ambush; after Aiming; when Focused.



Thrown Mace

This is the skill used for throwing a club or mace. Only Light Maces may be thrown — see p. 162.

Possible Favored Use: With my favorite mace; Striking from ambush; after Aiming; when Focused.

Thrown Spear

This is the skill used for throwing a dart or spear. Only Light Spears may be thrown — see p. 162.

Possible Favored Use: With my favorite spear; Striking from ambush; after Aiming; when Focused.

Thrown Spines

Requirement: the Gift of Barbed Spines (2 points, p. 83)

This is the skill of removing your spines by hand and then throwing them at people. Thrown spines require a Lift Bonus of +1 — see p. 162 for throwing rules.

Possible Favored Use: For the first time today; Striking from ambush; after Aiming; when Focused.

Thrown Sword

This is the skill used in throwing a dagger, knife, or (if you are strong enough) a sword. Only Light Swords may be thrown — see p. 162.

Possible Favored Use: With my favorite sword; Striking from ambush; after Aiming; when Focused.

Torture

The art of extracting information from people, forcefully (Interrogate Test, p. 140). Torture is also used for punishment.

Possible Favored Use: With a favorite implement; On the wounded.

Trade: (specialty)

Trades include commonly skills developed through apprenticeships. Trades are found in almost any village or town. Examples of these skills are given in the Equipment and Services section (p. 112). Each Trade must be bought as a separate skill.

Possible Favored Use: when in my personal workshop; rush jobs; for a specific clientele.

Tracking

A must for any hunter, this skill lets you follow tracks, as well as identify them. Skilled trackers can also tell details about their quarry, such as the make of their shoes, their size and weight,

and their speed of travel. For characters with keen noses, this skill is expanded to include odors and scents.

Possible Favored Use: For game; For people; At night; For old trails.

Traps

This is the skill of building and removing mechanical traps. A skilled trapper can trap anything, or anyone.

Possible Favored Use: Pit Traps; Spring Traps.

Weather Sense

This skill aids in predicting the weather, a useful skill whether you are a farmer or a Major General.

Possible Favored Use: Before a battle; Predicting rain in the spring.

Wrestling

Wrestling is the skill of unarmed combat that emphasizes grabbing, holding, and crushing your opponent into submission.

Possible Favored Use: Pinning; crushing; disarming.



Frequently Asked Questions About Skills

How do I list skills on the Character Sheet?

Write each Skill on a line on the Character Sheet. List any Favored Use in parentheses. Copy the dice from any Race, Career, or Special Traits that are included with the Skill in the part of the scroll on the same line.

Traits do not “stack” on top of Skills — rather, you gain multiple Dice in the Skill.

The basic Traits of Body, Speed, Mind and Will sometimes, but not always, are included with a Skill. It depends on the situation. See the Conflict chapter, p. 123-124.

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Race: Weasel (db) Career: Mercenary (d12) Habitat: Forest Senses: Listen, Smell

Skills (Favored Use):

Skill	Dice	Favored Use	Experience
Brawling	db		0000
Hagglng	db		0000
Hiking	db		0000
Psychology	d4		0000
Resolve	d6		0000
Shadowing	db		0000
Shield	db		0000
Sixth Sense	db		0000
Stealth	d12		0000
Sword	db		0000
Tactics	db		0000
Tracking	db		0000

List your Race & Career Dice (and other Trait Dice, if any) in the blank at the top of each scroll. Then copy those dice next to the Skill they are always included with.

How do Traits work with Skills?

Your Race and Career Trait are included with Skill Dice when you roll. Trait Dice are independent from each other and from Skill Dice. When buying Skills, you list those independently of Skill Dice on your character sheet.

Example: Hendrick is a Weasel, so his Race Trait is included with Conversation, Dodge, Stealth, and Tracking; his Race Trait is d10. He also has the Career of Burglar, which is included with Climbing, Streetwise, Stealth, and Traps; his Career Trait is d12.

If Hendrick were to make a roll that used the Skill of Stealth, he would roll his Race Trait of d10 and d12. Without any Skill, those would be the only dice he rolls.

Hendrick puts one Point into the Skill of Stealth, which gives him a d4. Now if he has to make any rolls that use Stealth, he will roll his Skill Die of d4, and his included Trait Dice of d10 & d12.

Some Special Traits are always included with Skills. The basic Traits of Body, Speed, Mind, and Will are sometimes, but not always, included with Skills — see page 124.

What is a Favored Use, and when do I have to declare it?

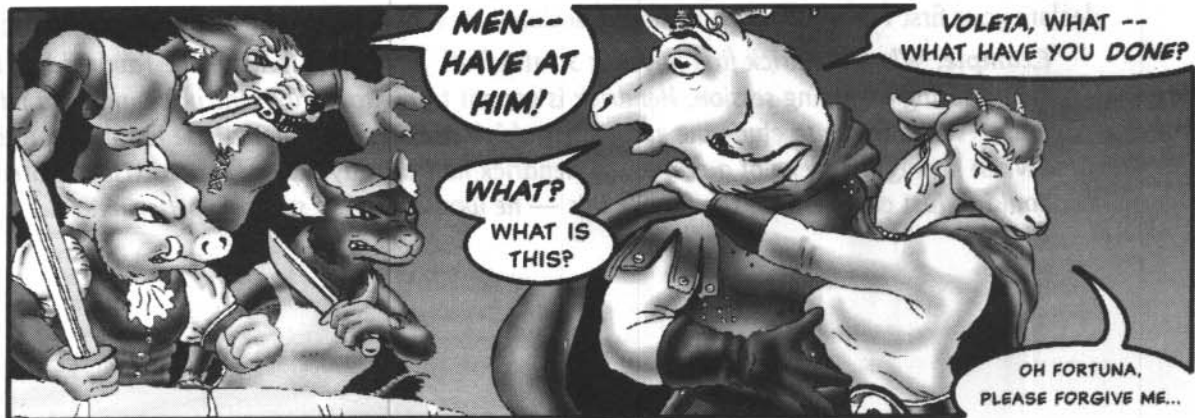
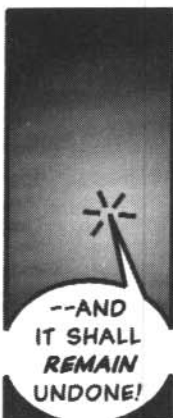
If you have even only a d4 in a Skill, then you may also have a Favored Use. List the Favored Use in parentheses after the Skill Name. Favored Use is described on page 9.

You don't have to list a Favored Use right away — you may just leave it blank. If you have a Skill with no Favored Use declared, you may declare one at any time, even during the middle of a play-session, even after rolling your dice and seeing a 1 staring up at you. (This is sometimes called an “epiphany.”) Once you declare your first Favored Use, you cannot declare a new one without spending Experience (p. 250-253).

Example: When Hendrick first buys his Stealth Skill, he decides to leave the Favored Use blank. Later, during a gaming session, Hendrick is caught trying to purloin the viscount's family heirloom. While trying to elude the guards, Hendrick declares his Favored Use for Stealth to be “When fleeing the scene of a crime.” If Hendrick had already had a Favored Use declared, he couldn't just change it on the fly like this — he would have to spend Experience.

To My Sister, Mignonne etc.

I, Voletta, write these words. By the time you read this, events will be set in motion that cannot be reversed or undone. Oh Fortuna, you are always giving with your right hand only to steal away with your left! I pray that the powers above can forgive what I am about to do, for I know that dearest Prewitt cannot. ...



"The extreme variance between the races of Calabria is one of special concern. We, as healers and chemists, must endeavor to know and catalogue the many differences amongst the races as well as their similarities. It is only with a sound knowledge of these that we may properly treat those in need."

- LORD MASTER HEALER CLEARY

GIFTS

Gifts are special abilities your character has that sets them apart from others; in a similar way, Flaws are failings or handicaps that hinder your character in ways others are not.

No starting character may spend more than 10 points on Personal, Social, and Esoteric Gifts. Likewise, no starting character may take more than -10 points in Internal & External Flaws. These limits do not apply to Racial Gifts and Flaws. (If you want to improve a Racial Gift even higher, see p. 104)

Personal Gifts

These are Gifts that are particular to individuals, but are common enough that nearly anyone can possess them.

Ambidexterity (2 points)

You can use either hand without the "off hand" penalty. This gift confers no advantage to your prehensile tail, if you have one – see *Multidexterity*, below.

Extra Hit Point (4 or 8 points)

You are certainly made of tough stuff! For 4 points, you have one Extra Hit Point. For 8 points, you have two extra Hit Points. (On the character sheet, draw an "extra" circle or two near the label of "Hit Points".)

This Extra Hit Point "comes off the top", effectively giving you extra Wounds you can suffer before having to roll vs. Unconsciousness or Death.

Extra Move (1 to 8 points)

Your Move is greater. For every 1 point, your Dash increases by 1 pace, and your Stride increases by ¼ pace.

Extra Trait (3 or 7 points)

Your character may start with another Trait, in addition to the starting 6. For 3 points, you get an extra d4 Trait. For 7 points, you get an extra d6 Trait. If you buy this Trait at character creation, you can "mix that die" in with your starting pool. These Extra Traits can be new Careers, or they can be Special Traits (p. 65)

Example: Zoe's player buys the Gift of Extra Trait to give Zoe an extra d6. This costs 7 points. Zoe's starting Trait dice are now d12, d10, d8, d8, d6, d6, and d4.

Since the most you can spend on Personal Gifts is 10 points, you may buy up to three Extra Traits (three d4s for 9 points). Note that the *Ironclaw* Character sheet includes Extra Trait Columns.



Increased Trait (4 or 6 points)

You may increase the level of one of your six starting Traits. To increase a d4, d6, d8, or d10 one level costs 4 points. To increase a d12 Trait to d12 & d4 costs 6 points.

Example: *Miserikado's player buys the Gift of Increased Trait to boost Miserikado's d4 trait to a d6. This costs 4 points. Miserikado's starting Trait dice are now d12, d10, d8, d8, d6 and d6.*

Keen Ears (1 point)

Your ears are unusually sensitive. Listen Tests (p. 144) are easier for you. You can hear ultrasonic sounds such as Echolocation (p. 83). You can also learn the secret language of Night Speech (p. 74), but you cannot speak it.

Keen Eyes (1 point)

Your eyes are unusually sensitive. Spot Tests (p. 150) are easier for you.

Keen Nose (1 point)

Your nose is unusually sensitive. Smell Tests (p. 149) are easier for you.

Luck (3 points)

You are more fortunate than the average person is. You may "use your Luck" once per Scene. The Gift of Luck allows you to modify die rolls that *directly involve your character*, for rolls that you yourself make, or that others make in opposition to you, or that others make for your benefit.

You use your Luck *immediately* after a die roll is made that involves your character. You may take one die from that roll and have it be rolled two more times, choosing one roll from the three that is the most favorable to you. In the spirit of good role-playing, players and GMs are encouraged to think up some "lucky" circumstance to explain the changes in the roll.

Example 1: *Malsippus tries to shoot a bandit with his duelling pistol. He rolls a d6 and scores a 3; the bandit rolls his Dodge of d12 and scores an 11. Malsippus decides to use his Luck, forcing the bandit to roll two more times. The bandit rolls a 2 and an 8. Malsippus chooses that the 2 shall stand. By chance, the bandit's expert dodge is thwarted when the bullet ricochets at an odd angle – what luck! Play continues with Malsippus scoring 3 vs. 2 and thus hitting the bandit.*

Example 2: *Concoran is dealt a severe blow. The damage dice of d12, d10, d8, and d4 come up 4, 9, 7, and 2. Concoran may use his luck for force any one of those dice to be re-rolled, so he chooses the d10 that scored 9. It is rolled twice more, coming up 6 and 10. Concoran chooses the 6. He must now resist damage against 4, 6, 7, and 2. The GM decides that Concoran twisted at just the right moment to ward off some of the impact of the blow – more out of dumb luck than actual skill.*



Example 3: Domhnall tries to scramble up a rocky cliff, using his Climbing of d6 vs. a difficulty of d10. Domhnall scores a 3 and the difficulty roll comes up 4. Domhnall uses his luck on his own die, and rolls twice more – scoring 2 and then 1. Domhnall takes the 3, the best out of all three rolls, but is still unable to climb the cliff. Apparently, luck is not enough.

Using Luck in Game Play

The purpose of Luck is to give PCs and major NPCs a last line of defense against certain death – a safety net to keep the die rolls from becoming overwhelming and limit the chances of a good role-playing session being spoiled by plain bad luck. The GM is the final arbiter on when Luck may be used, or what Luck may be used for. Remember that Luck is a “personal” advantage. If Albus strikes Baldric with a sword, Cadolf is not involved and thus cannot use his Luck to affect either party. Likewise, the GM should feel free to veto gratuitous uses of Luck.

Remember that Luck is limited to once a Scene – which usually means only once per fight. A player who has to use his Luck to avert disaster should become aware that his “Luck has run out” for this particular scene and should be more careful as a result. GMs are encouraged to give their major NPC personalities the Gift of Luck – and to announce to the players when the villain’s “Luck has run out.” The Gift of Luck is what separates a generic “cannon fodder” NPC grunt from the major players in the game.

Multidexterity (1 point)

Requirement: the Gift of Ambidexterity (2 points, p. 79)

You can use any hand, prehensile foot, or prehensile tail without the “off hand” penalty.

Prodigy (6, 7, 8, 9, or 10 points)

You have a skill level beyond that of normal starting characters. You may start with one skill at Level 6, 7, 8, 9, or 10, at the cost of a like number of Points. (The cost of the skill is included with the cost of this Gift — do not pay points for the Skill again!)

Example: Jacques d’Avoirdupois fights like he was born with a sword in his hand. He takes the Gift of Prodigy at Level 10 in Sword skill. He starts play with Sword skill at Level 10 (2d12). The total cost to Jacques is 10 Points.

The advantage of this Gift is that it is the only way you can begin the game with a skill over Level 5.

The disadvantage of the Gift of Prodigy is that you are still limited to a maximum of 10 points of Personal, Social, & Esoteric Gifts, and the Gift of Prodigy does count against that total.

Example: Dierdre begins the game with the Gift of Prodigy: Bow at Level 8, which costs her 8 points. Next, she wants to spend her points on Belongings (1 point), Investiture (1 point), and Sure-Footed (1 point). Unfortunately, the 8 Points she spent on Bow count against her limit of 10 Points on non-Racial Gifts, so she may only buy the Belongings and the Investiture. The Point she spent on Claws does not count, because that was her Racial Gift.

Cassandra also wants Bow skill. However, she has spent 7 Points on Extra Trait: d6, and 3 Points on Luck — That’s 10 Points on non-Racial Gifts. Therefore, the most she can spend on Bow skill is 5 Points, since to spend more than that she would need the Gift of Prodigy.





Robust (2, 5, or 7 points)

You're tougher and hardier than most folks your size; your Soak Dice are higher by one to three levels. You cannot take this Gift if you have the "Frail" Flaw (p. 96)

Robust (+1 level to Soak); 2 points

Very Robust (+2 levels to Soak); 5 points

Incredibly Robust (+3 levels to Soak); 7 points

Strong (2, 5, or 7 points)

You're stronger for the typical person of your Body level. Each level increases your Lift Bonus (p. 12) and your Strength Dice by 1 level. You cannot take this Gift if you have the "Weak" Flaw. (p. 97)

Strong (+1 to Lift Bonus and Strength Dice); 2 points

Very Strong (+2 to Lift Bonus and Strength Dice); 5 points

Incredibly Strong (+3 to Lift Bonus and Strength Dice); 7 points

Example: Liurgi has a Body of Level 2, for a d6. He also has the Gift of Incredible Strength (+3). His Lift Bonus is increased from +2 to +5, and his Strength Dice is increased from d6 to d12.

Sure-Footed (1 point)

You have remarkably good balance. You may ignore any Penalties caused by bad footing.

Racial Gifts

These are Gifts that practically everyone of that particular race has. They are considered Gifts because not every Race has them. Characters who are not of a particular race usually cannot start with these Gifts unless they have a very unusual background and they receive special permission from the Game Host.

Antlers (1 point)

You have antlers that may be used to gore your enemies for damage, as a Weapon. You shed your antlers on a regular cycle.

Armor (3 points for d4, 7 points for d6)

Your skin is covered in extra hard plating or armor. Your natural armor can be layered with other armor, making you one tough customer indeed. Your "natural" Armor Dice is included with your Soak Dice and other Armor Dice.

For an Armor die of d4, pay 3 points. For an Armor die of d6, pay 7 points.



Barbed Spines (2 points)

You have barbed spines all over your backside, also known as quills. Your spines lay flat against you like very thick hair, but will stand up and "bristle" when you are agitated or in combat. When in combat, your spines stand on end, and you may use the following abilities:

- You can use your Spines as a Natural Weapon, for your Strength and d6 Damage.
- If a foe Grapples you from behind, he is treated to an attack that automatically hits. Roll your Body Dice and Race Dice vs. your foe's Armor and Soak Dice, as a Damage Roll.
- If a foe attacks you with Natural Weapons such as claws, teeth, fists, etc., roll your Race Dice as another Cover Dice against any such attacks. If your Spines Cover Dice are the ones that thwart the attack, your foe suffers damage; roll your Body Dice and Race Dice vs. your foe's Armor and Soak Dice.
- You can remove your spines by hand and throw them at your foes, using the Thrown Spines skill (p. 76). Note that the spines do *not* shoot out from your body automatically. Like arrows, your spines are barbed and will get stuck in foes, being very painful until removed. You throw as many quills per day as the sum of your Race Dice. For example, if you have a Race Die of d6, you may throw 6 quills per day. Thrown spines require a Lift Bonus of +1 and cause your Strength and d6 damage; see p. 162 for throwing rules.

Claws (1 point)

You have sharp, nasty claws on your fingers that may be used to rend your enemies for damage, as a Weapon. Depending on your race, these claws may be retractable. You have claws on both hands and both feet unless something happens to you to change that.

Echolocation (2 points)

Requirement: the Gift of Keen Ears (1 point, p. 80)

You can make ultrasonic sounds to navigate in the dark. As long as you can hear and speak, you do not suffer visibility penalties for poor lighting, up to and including total darkness. You can only make out vague shapes, not fine details like writing. The Game Host may call for Observation rolls to discriminate similar objects from one another when using Echolocation alone, such as a friendly bear from an unfriendly bear.

Echolocation is ultrasonic; only other characters with Echolocation or Keen Ears can hear the noises you make when Echolocating, so by using it, you are "giving away your position" to those whoc an hear you. You can also speak the secret Night Speech (p. 74) to communicate to those that have Keen Ears or Echolocation. Spoken Magic must always be spoken in the normal sonic range.

The maximum range of Echolocation is the sum of all your Race Dice, in paces. For example, if you have a Race Trait of d12 & d6, then you may use Echolocation to observe things up to 18 paces.





Flight (1 point per stone of Size)

You have winged arms that allow you to fly. Your Flight Move is the sum of your Racial Dice Size and your Speed Dice.

Example: Ignatius has a Body Trait of Level 4 (d10), and the "Frail" flaw. He has a Size of 9, so he must pay 9 points for the Gift of Flight. His Speed is d6, and his "Bat" Trait is d8, so his Flying Move is 14.

Encumbrance subtracts from your Flight move, as usual. In addition, the Encumbrance limit of "maximum dice" limits the effective size of your Speed Dice and Race Dice.

Flying characters must maintain a minimum speed in the air or they will "stall" and fall out of the air. Your Stall Speed is your Body Level. You must move at least that many paces every round to remain in the air.

If your Flying "Stride" is equal to or greater than your Stall, you'll have few problems in the air. Otherwise, you'll have to Dash or do Full Moves to remain in the air.

Example 1: Kolenka the bat has a Body Trait of Level 2 (d6), a Speed Trait of Level 3 (d8), and a Bat Trait at Level 4 (d10). His Stall is 2.

His Flight Movement is a Dash of 18 paces and a Stride of 4 1/2 paces. He can Stride and remain in the air, and thus can still fly and do normal combat maneuvers.

Example 2 : Ignatius has a Body Trait of Level 4 (d10), a Speed Trait of Level 2 (d6), and a Bat Trait of Level 3 (d8). His Stall is 4.

His Flight Movement is a Dash of 14 paces and a stride of 3 1/2 paces. That's not enough of a Stride to keep him in the air — he'll have to do Moves or Full Moves to stay in the air.

Example 3: From the example above, Kolenka chooses his equipment, which winds up weighing about 7 stone. His Lift Bonus is 2, so that's 5 levels of Encumbrance, which subtracts -5 from his Move. It also reduces his Maximum Dice to d4 — he no longer calculates his Move from the sum of Speed d8 and Bat d10, but Speed d4 and Bat d4. His Move is only 8 minus the 5 Encumbrance, which leaves him with (8-5=) 3 paces and a Stride of 3/4 Paces

Now he's down to a Dash of 3 and a Stride of 3/4 paces. His Stride not enough to keep him in the air anymore, so to stay aloft he must choose combat maneuvers that give him greater movement.

If you want to gain altitude, it costs 2 paces of forward movement to climb one pace. For losing altitude, you can lose one pace of altitude for each pace you move forwards.

Characters who are sent Reeling lose 12 Paces of altitude every Rank until they Recover. Characters who fall may suffer damage — see p. 187.

You must use both your arms to fly —if one of your arms becomes crippled, you cannot fly. You may carry things one-handed, but you cannot use two-handed weapons and fly at the same time — you may only use Light, Easy weapons or Medium, Awkward weapons.



Hooves (1 point)

Your feet are sheathed in a hard substance. You do not need to wear boots or other footgear. You can kick your foes, using your Hooves as a Weapon.

Horns (1 point)

You have one or more horns that may be used to gore your enemies for damage, as a Weapon. Some races shed their horns on a regular cycle, whereas others do not — this depends upon your race.

Howl (1 point)

You can let loose with a loud howl that will carry over long distances. You can communicate simple messages by variations of your howling — the Game Host may call for tests of your Race Trait.

In order to hear a Howl, one must pass a Listen Test (p. 144). The volume of a Howl varies on distance: within 72 paces, a Howl is a *Loud Noise*. From up to a half-league away, a Howl is a *Normal Noise*. From up to seven leagues away over plains (less in forests or mountains), a Howl is a *Soft Noise*. The person trying to hear your Howl includes your Race Trait with their own Listen dice.



Night Vision (1 point)

You have the ability to see very well in the dark. Ignore one Penalty of bad visibility due to darkness.

Poison (1 point)

Your saliva contains a poison that, if it gets into the bloodstream, is quite dangerous. If your Bite attack causes at least one Wound, you score a Special Damaging attack: your Race Trait Dice vs. your foe's Body Dice, ignoring Armor.

Example: *Virago the shrew bites Concoran the wolf, and scores one Wound. Virago's bite is poisonous — she has a Shrew Trait of d12, so her Poison Attack rolls d12. Concoran's Body Trait is d10. Virago scores 11, Concoran scores 3. As a Damage roll, Concoran is overwhelmed and suffers two Wounds.*

Prehensile Feet (1 point)

You can use your feet as hands without thumbs. When sitting down or doing an handstand, you can use your feet as hands. Since your feet have no "thumbs", per se, you will suffer at least a -1 Penalty to rolls involving only your feet — this includes To-Hit Rolls and Parries; this Penalty can be eliminated with the Gift of Multidexterity (p. 81).

You gain a +1 Bonus when Climbing if your feet are free. In some situations, your feet can be used as grabbers for Grappling foes (p. 188).



Prehensile Tail (2 points)

You have a prehensile tail. It isn't as dexterous to use as a fingered hand with a thumb, but it is still good for grabbing things, holding things, etc. The following rules apply to a Prehensile Tail:

- Your tail is treated as an "off hand" with a -1 penalty unless you are Multidexterous (p. 81). Your tail may only use one-handed weapons, either "Light" or "Medium" (p. 313). You cannot use your tail in co-operation with your hands for melee weapons, but you can use your tail to help you load and fire missile weapons.
- Your tail can be used as an "extra hand" when you need a hand free. In particular, your tail can be used to Grapple (p. 188)

Example: No Zim Ta the monkey has a Prehensile Tail. His Lift Bonus bonus is +5 and his Strength is Level 5 (d12). He may use a Half-Stone in his tail as a Light, Easy Weapon, or a Three-Quarter-Stone Sword as a Medium, Awkward Weapon.

Spray (3 points)

You have musk glands that produce a powerful spray you can use to blind your foes. Skunks are the most well-known race that have a spray, but other races (such as civet cats) can spray as well.

Race Trait Level (Dice)	Musk Points	Spray Range
1 (d4)	1	4 paces
2 (d6)	2	6 paces
3 (d8)	3	8 paces
4 (d10)	4	10 paces
5 (d12)	5	12 paces
6 (d12 & d4)	6	16 paces
7 (d12 & d6)	7	18 paces

You spray your foes as a Combat Maneuver.

Maneuver	Initiative Ranks	Move	Defense	Effect
Spray	Second	Stride	Normal	Spray foe with musk attack

Your character can spray only in your "rear" facing. At the Host's option, you may spray in your front facing, if you can try an Acrobatics roll with your attack vs. the difficulty of the terrain (usually d8) — if you tie or succeed, you can spray to your "front" facing. If you fail, you can't spray and have wasted your action. If you botch, you fall down.

When you attack, you spend a number of Musk Points vs. your foe — the number of points you spend is the strength of your attack. You may spray multiple opponents, but you must spend separate Musk Points vs. each foe.

To spray, make a Spray Attack roll (Speed Trait, Race Trait and Spray Skill) to hit your targets; your targets must either Block or Dodge.



Result	Outcome
Botch	Spray yourself! Oops.
Overwhelming Failure	Miss; Attacker is sent Reeling.
Failure, Tie	Miss
Success	Target is Sprayed
Overwhelming Success	Target is Sprayed and Blinded

Sprayed characters must suffer a Damage Test: your Race Trait (per musk point spent) vs. their Body Trait. For every Hit scored against them, they lose one round, overcome by the powerful odor. Overcome characters cannot attack, and they defend at a -1 Penalty. (If no hits are scored, there is no effect.) The GM may choose to keep the length of time that the target is overcome as a secret.

Whether they pass the test or not, sprayed characters will be marked with a powerful odor that makes it very difficult to hide upwind until thoroughly washed off with something stronger than ordinary soap and water. (Shields used to Block will be marked, too.)

Sprayed and Blinded foes suffer the Damage Test, as above. In addition, they are blinded as the powerful chemicals get into their eyes. They must test their Body vs. your Race Trait at the end of each round or remain blinded. Note that this Blindness test is separate from the Sprayed Test. It is possible for a target to be blinded but not overcome by the spray.

Example: August l'Mephit, a skunk with a Race Trait of Level 4 (d10), sprays three foes behind him, spending 1 point on the first foe, 1 points on the second, and 2 on the third.

He has three targets, so he rolls three To-Hit Rolls.

Against the first foe, he scores a 6, while his foe Dodges and gets an 8. That is a Miss; there is no effect.

Against his second foe, he scores a 9 while his foe tries to Dodge with a 5. A Success!

August spent 1 point, so he gets his normal damage of d10 vs. his foe's Body of d8. The Damage Test comes up 7 vs. 4. His foe is overcome for 1 round.

Against his final foe, he scores a 7 while his foe scores only a 2. That's an Overwhelming Success — his foe will be Sprayed and Blinded. August spent two points on this target, and thus scores double damage — 2d10. His damage comes up 5 and 4, while his foe's Soak Dice comes up 6. That's one hit worth (and one round of incapacitation). His foe must test his Body of d8 vs. the Spray Trait of d10.

A character recovers Musk Points after a day (24 hours) on a full stomach and with plenty of water to drink (that is, not suffering from starvation, p. 188.)

Teeth (1 point)

You have sharp, nasty teeth that may be used to bite your enemies for damage, as a Weapon. You may bite to Grapple as an attack (p. 188).

Tusks (1 point)

You have sharp, protruding teeth that may be used to gore your enemies for damage, as a Weapon.



Social Gifts

These are Gifts that are not improved abilities inherent to your person but rather only have meaning when compared to other people. Social Gifts include improved wealth, noble status, and reputation.

Belongings (1 to 4 points)

You start play with more stuff than most people. For each level you have in Belongings, you may start play with one *expensive* item. You may only take up to 4 points worth of Belongings — but see *Wealth*, p. 90.

Example: *Orlo wants to start play with a gun and plate mail; which are both “expensive” items. His player takes the Belongings Gift twice, for a cost of 2 points.*

If you have the flaw of Poverty (p. 97), then this Gift works differently. Impoverished characters may normally start with only Cheap equipment. For 1 point, they may start with an average cost item. For 2 points, they may start with either two average-cost or one expensive item.

Example: *Pyotr is about to leave his father’s farm and travel to the city on a new life of danger and adventure. Though his father may be set against it, he knows he’d be a fool to try to bridle Pyotr’s wild spirit. As a parting gift, he gives Pyotr his grandfather’s sword, the family heirloom that sat upon the mantelpiece since the wars of so long ago. The character Pyotr has the Flaw of Poverty, but his player has spent 2 points on Belongings so that he can start with an expensive sword.*

Good Reputation (varies; see below)

Word of you has gotten around, and for the better. The value of your Good Reputation is proportional to how often it affects play, and how strongly it affects others’ opinions of you.

Rare: Your Reputation is only known by a select group of people, such as “All Those of the Order of the Unblinking Eye” or “All Upper Class Nobles.” Or perhaps you’re not easily identifiable by your looks.. In general, someone who knows your reputation shows up about every other play session. **1 point**

Uncommon: Your Reputation is known by a fairly large group of people, such as “All wizards” or “All court officials.” Or maybe you have some easily identifying mark, such as a scar or unusual mode of dress, that easily identifies you. You may even have a phenomenal level of skill that, once displayed, makes your identity known to all. At this frequency, about one person every play session recognizes you and your reputation. **2 points**

Common: You have a Reputation and almost everyone knows it, or will know it shortly. With a Common Reputation, there’s no way to hide who you are short of elaborate disguises. **3 points**

Moderate: Most people will be nice and polite to you, and at least defer to you in your “area of expertise”. **no additional points**

Strong: Your Reputation is really impressive. It may be that others are in awe of your skill, or strongly intimidated by your appearance. **+1 point**

Extreme: Your Reputation is unique to you and you alone. You’re the type of character the bards sing about. **+2 points**

Example 1: *Mavra is known to always follow through with the freelance jobs that she accepts, or to return all of the price she accepted to do the job in the first place. This is a Good Reputation to have. Only a few people know of Mavra, and fewer still know her reputation (Uncommon).*

Mavra’s thoroughness is good for positive reactions on the most part, and while it may be rare in these trying times, it’s hardly unique (Strong). Mavra’s player writes: “Good Reputation: Finishes a Job or Gives a Full Refund (Uncommon, Strong) 1 point” on her character sheet.



Example 2: "The Horn" is a ruthless, remorseless fighter, whose sword arm never tires and whose blade never fails to meet its mark. His Reputation is "Good" in the fact that his opponents are more likely to cower in fear or flee rather than dare stand against him, and he likes it that way. The Horn is over 24 stone in size and a rhinoceros, so word gets around quickly (Common). Lesser men flee, and even those strong of heart experience a flutter in their chests at the mention of his name (Extreme). The Horn's player writes: "Good Reputation: Incredible Fighter (Common, Extreme): 5 points" on his character sheet.

As a rule, Reputations influence minor NPCs a lot more strongly than they do the major ones. For example, even though The Horn is known as a warrior of singular prowess, such a Reputation won't likely dissuade Abendego, who fancies himself without compare (and thus has his own Good Reputation to look out for!) Also, while Dagonard may know she's no match for The Horn in a sword-to-sword fight, she knows she has the upper hand when it comes to a battle of wits.



Guild Membership (1, 2, or 3 points)

You have membership in a Guild. Depending on the Guild, this may give you influence in social circles, or it may make you privy to certain secrets. Your Guild may be for artisans, for mercenaries, for wizards, or some other group.

Apprentice (1 point): You have a Guild Membership that permits you access to a Guild Hall. You most likely have a Duty (p. 99) that takes up part of your time.

Journeyman (2 points): You have progressed to the next level of Guild Membership. You probably still have a Duty (p. 99), but you are of a higher status than apprentices.

Master (3 points): You are permitted to vote on Guild business.

(Note: you don't need Guild Membership to advance in any of the Wizard Careers [p. 64]. The Gift of Guild Membership is only for "mundane", politically-oriented guilds.)

Nobility (1, 2, or 3 points)

You have noble rank, either by birth or by virtue of wealth. The cost of this Gift varies.

Noble Blood (1 point): You can claim lineage to one of the many noble houses. You are entitled to "high justice"; that is, you may only be tried or detained by other nobles and not commoner police. Whether you have any extra wealth or not is a separate gift; you may be from an impoverished house on the wane after years of misrule and neglect, or you may be a "bastard" child whose assertion of noble blood has some validity.

Knighthood (2 points): You are a recognized knight of a prominent social order, having been "knighted" in an official ceremony. You are entitled to "high justice", as above, when held accountable to



the law. In addition, you may dispense "low justice", and try peasants, commoners, and persons of low birth for petty crimes.

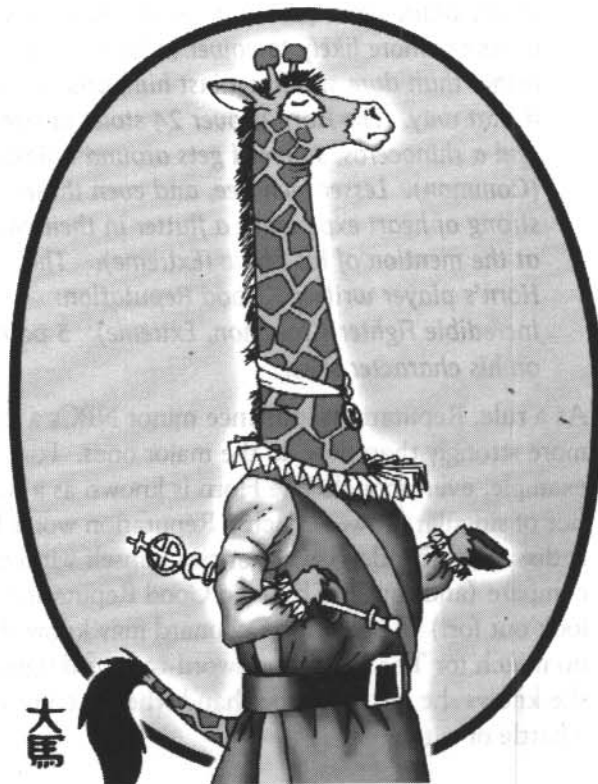
Baron (3 points): You are definitely one of the ruling class. You can only be tried for crimes by other Barons or those of higher rank than yourself. In addition, you may dispense "high justice" to Knights, as such is your office by "divine right" or the like.

Ranks of nobility higher than "Baron" are not recommended for beginning *Ironclaw* characters.

Wealth (5 points)

Your character is independently wealthy. He or she has an estate, with land, holdings, and resources that they may draw upon on a regular basis. Your character may start the game with as many Expensive Items as the size of your largest Career Die, to a maximum of 12. For example, if you have the Career of Artisan at d10 and Thaumaturge at d4, you may start the game with 10 Expensive Items.

With very rare exceptions, your character should have either a Guild Membership (p. 89) or the Gift of Nobility (see above).



Esoteric Gifts

These are Gifts that are highly particular to people in specialized trades or lines of work, or who have special dispensation due to luck, fortuitous circumstances, etc. **You must ask your Game Host for permission before spending Points on Esoteric Gifts.**

Atavist (3 point)

Your character is able to buy and use Atavism Skills. In addition, your character may never become *Confused* – Atavists become *Berserk*, instead. See the *Atavism* chapter for more details (p. 245).

Hospitality (2 points)

Your character is a member of a charitable order of mendicant monks or knights-errant. As such, you can often gain *hospitality* (free passage, room, and board) at churches, hostels, or other such places.

Local Investiture: (place name) (1 point)

You are a magistrate for a city or a town, such as the City of Triskellian, the Town of Auriville, etc. Each Investiture is a separate gift, costing 1 point.

You are empowered to mete out "low justice" to other commoners in your jurisdiction. You can try criminals, write out writs of entry or writs of passage, and you can bear witness to notarize events. You may not mete out justice to Nobility. Depending on the nature of your Investiture, you may have to pay a fee, or you may have some kind of Duty. The exact details are left up to the Game Host and Player.



FLAWS

A character may start with up to -10 Points worth of External and Internal Flaws. (The Flaws acquired due to Race or Career do *not* count against these -10 Points.) In exchange for getting more points, a character who is Flawed has less capability or opportunity than another who does not have the same Flaw.

Determining the Value of Flaws

Flaws have three aspects to them: *Frequency* (how often they show up in game-play), *Severity* (how bad they are for your character) and *Perspective* (how they relate to the character). Frequency and Severity determine how many Points are redeemed. Perspective determines how the Flaws are role-played, whether they require an effort on the Player's part (*Internal*) or whether they are governed by game mechanics or by the Game Host (*External*).

Frequency and Severity of Flaws

Frequency of Flaw

Rare: The Flaw shows up about every other play session.

Uncommon: The Flaw shows up about once a play session.

Common: The Flaw shows up about two or three times a play session

Point Value

-1 point

-2 points

-3 points

Severity of Flaw

Modifier

Moderate: The Flaw limits your choices or options, but does not put you at any measurable risk, or the Flaw causes minor embarrassment.

none (default)

Strong: The Flaw often limits your options to one choice only or forces your character into situations to their detriment, or the Flaw causes major embarrassment.

-1 point

Extreme: The Flaw renders it impossible for you to do certain things that others do with relative ease or it often risks your character's life.

-2 points





External Flaws

External Flaws involve circumstances imposed "from without", outside your character. They represent either outside forces that you have little or no control over, such as a Bad Reputation, or they represent physical problems, such as Blindness.

External Flaws are characterized by their lengthy game mechanics and very specific descriptions of the way they work.

Bad Reputation (varies; -1 to -5 points)

People don't like you, or constantly judge you based on pre-conceived notions. You may have done something to deserve their scorn, or perhaps you are unfairly scandalized by rumors or even by a mistaken identity. Make up some sort of Bad Reputation and a story to go with it. (A Good Reputation is a Gift, not a Flaw... but there's no reason why you can't have both a Bad Rep and a Good Rep!)

The value of this Flaw depends on its Frequency and Severity.

Rare: Your reputation is only known by a select group of people, such as "All Those of the Order of the Unblinking Eye" or "All Exchequers and Tax-Collectors." Or perhaps you're not easily identifiable by your looks or by your reputation. In general, someone who knows your reputation shows up about every other play session. **-1 point**

Uncommon: Your reputation is known by a fairly large group of people, such as "All wizards" or "All court officials." Or maybe you have some easily identifying mark, such as a scar or unusual mode of dress, that easily identifies you. At this frequency, about one person every play session recognizes you and your reputation. **-2 points**

Common: You have a reputation and almost everybody knows it, or will know it shortly. With a Common reputation, there's no way to hide who you are short of elaborate disguises. **-3 points**

Moderate: People throw rotten fruit at you. **no additional points**

Strong: People throw rocks at you. **extra -1 point**

Extreme: People throw knives at you. **extra -2 points**

Example 1: Mavra is a member of a secret order known as the Vermilion Claw – as such, she wears a signet ring that identifies her status and position. Only a few know of the mystery that is the Claw (Uncommon) and they treat them with fear and suspicion, but not outright hostility (Moderate). Mavra's player writes "Reputation: as member of the Vermilion Claw (Common, Moderate) -2" on her character sheet.



Example 2: Prewitt, framed in the distant past for a crime he did not commit, has been branded on his forehead with a mark that identifies him as an "oath-breaker". This symbol is universally recognized throughout the civilized lands of the campaign (Common) and causes most people to fear and distrust him (Strong). Prewitt's player writes "Reputation: branded as an oath-breaker (Common, Strong) -4" on his character sheet.

Example 3: Abendego is a legendary swordsman, renowned for his skill but also for his sense of honor, courage, and selflessness. Abendego has both a Good Reputation as a "selfless and noble knight (Common, Moderate)" and a Bad Reputation as a "haughty fop with an over-developed sense of honor". It seems that everyone's heard of Abendego, but everyone has heard something different. It's up to the Game Host which NPCs have heard what reputation(s) and which parts they believe.



Blind (Common, Extreme; -5 points)

You cannot see. Unless you're a Bat with the Gift of Echolocation (p. 83), you will always take a -3 Penalty when striking at your targets. Many simple tasks, such as reading a book or a map, are beyond you. Whenever you try to do something that involves sight, the Game Host may apply a -1 Penalty or worse, or may rule such a thing impossible. On the positive side, your disability makes begging for alms easier as you play on people's sympathy.

Corpulent (varies; -1 to -5 points)

You are, shall we say, of "ample frame". Each level of the Flaw of Corpulence adds one stone of Encumbrance that you cannot get rid of.

De-clawed (Rare, Moderate; -1 points)

Requirement: must be a Race that normally has Claws

You have been de-clawed for some reason. In the world of *Ironclaw*, being de-clawed carries a social stigma. Slaves are often de-clawed before being sold — perhaps you escaped such a grim fate.

Criminals often have their claws removed to mark

them as folk not to be trusted. Depending on the skill of the doctor who de-clawed you, your hands and feet may have barely noticeable changes, or they may be cruelly scarred.

Remove the Gift of Claws from your character sheet — at Character Creation, you do not spend the Points on that Gift (thus, in effect, "freeing up" 2 Points).

Eerie (Uncommon, Moderate; -2 points)

There's something about you ... Maybe it's the way you walk, or your tone of voice, or some mode of dress, but it's definitely odd. Others are often put off by your weird countenance — some are frightened or



uneasy, others are disgruntled. People are less likely to Gossip with you (p. 137) — the Game Host should raise the difficulty level. You stand out in a crowd.

Failing Health (Uncommon, Extreme; -4 points)

Your character is generally ill. Depending on the nature of the illness, your character may be coughing and wheezing a lot, or just generally possessed of a pallid, unhealthy complexion. Your character has one less Hit Point — fill in that first circle on the character sheet. You *cannot* take the Gift of "Extra Hit Point."

Foe (varies; -1 to -5 points)

Someone out there doesn't like you. Perhaps you bested them in some contest, causing them embarrassment and humiliation. Or maybe you hold some title or object that they covet so strongly that it moves them to bear hostility towards you. You may have wronged them by some strange circumstance, or you may have thwarted some scheme they had. Make up some reason for your Foe to not like you — the more interesting the story is, the better.

A Foe isn't necessarily one person — it could be a group of people who act in concert, to your detriment or to your demise.

The value of this Flaw depends on its Frequency and Severity.

Rare: Your Foe has limited reach in geography, or doesn't get out much. It might be that your Foe considers you merely a nuisance, and can't be bothered to act against you except when it requires little or no effort. A Rarely-appearing Foe takes a role about once every other play session. **-1 point**

Uncommon: Your Foe is doggedly following you — perhaps he is pursuing the same goal as you, and seeks to beat you to it. Or perhaps he is pursuing you to imprison you, to capture you, or even to kill you. Your foe is a constant source of difficulty, taking a major role in game-play about once every session or so. **-2 points**

Common: Your Foe is almost everywhere! A Foe of this Frequency is most likely someone who controls a large band of individuals or wields considerable influence in daily affairs. **-3 points**

Moderate: Your Foe seeks to humiliate you or punish you somehow. Perhaps the Foe is trying to steal your spell-books, or your signet ring, or something else that you hold dear. Maybe your Foe seeks restitution for some past wrong — perhaps you owe him some money, or a formal apology. In any event, confrontations with your Foe are inconvenient at the least, but are rarely life threatening. **No additional points**

Strong: Your Foe desires to do you bodily harm. Given opportunity, he will attempt to end your life. Whether he seeks a formal duel or "fair fight" or whether he'll resort to skullduggery and cloak & dagger methods is up to you. A Foe of this severity should be about the same power level as your character — as an NPC, he would be built on the same amount of points. **Extra -1 points**



Extreme: Not only does your Foe seek to hurt you, but he wields considerable power and influence. He may be a noble with vast sums of wealth and considerable men-at-arms to dispatch against you. Or he may be the leader of a gang of capable people, all of whom would attempt to end your life, asking no quarter and giving none. Or he himself may be a powerful individual NPC, much more powerful than yourself. In any case, a Foe of this Severity is a larger-than-life character, and his ire is not to be taken lightly – you should think twice before playing a character with a Flaw of this magnitude. **Extra -2 points**

Example 1: *Weylyn has sworn on his sword to hunt down Domhnull and run him through. Joy, sorrow, laughter, pain – all these emotions pale in Weylyn's mind compared to his burning lust for revenge, and not a waking minute of his life passes that is not devoted to tracking his quarry (Common). Weylyn is a fighting wolf on par with Domhnull (Strong). Domhnull's player writes "Foe: Weylyn the swords-wolf (Common, Strong) -4" on his character sheet.*

Example 2: *Thirsting for adventure, and not wanting to be joined in a loveless marriage, Ehrime Can Cynyr flees her noble house to roam the lands in search of knowledge and glory. Denied her generous bride-price, House Cynyr swears to have her returned, if only to regain their lost honor. House Cynyr has the money and influence to hire agents and bounty-hunters, who can show up occasionally (Common), but these people are given strict orders to return Ehrime alive and unhurt (Moderate). Ehrime's player writes: "Foe: House Cynyr, wants to return me home alive and unhurt (Common, Moderate) -3" on her character sheet.*

Frail (Uncommon, Moderate; -2 points)

You have a skinny and unhealthy appearance. Your Soak is reduced by one level, and you cannot take the Robust Gift.

Ill-Favored (Uncommon, Moderate; -2 points)

Or, to use less tactful terms, you are ugly. There's something about your appearance that crosses race lines and makes you unpleasant to look upon for long periods of time. People will judge you unfairly based on your looks. On the positive side, if you are a beggar, you may be able to use your malformed appearance to beg for alms.

Lame (Uncommon, Strong; -3 points)

Your character has a bad leg or perhaps even a peg-leg. Your character's Move is half normal and maximum Stride is confined to 1 pace only.

One Arm (Uncommon, Strong; -3 points)

Your character has only one arm. Your character cannot use a weapon two-handed, of course.

Poor Hearing (Uncommon, Moderate; -2 points)

Your character has trouble hearing, and suffers a -1 Penalty on all Hearing Rolls. You can still have Keen Ears, and thus be able to hear high-pitched ultrasonic sounds ... but any rolls to detect such sounds are at a -1 Penalty.

Poor Vision (Uncommon, Strong; -3 points)

Your eyesight is poor. You suffer a -1 Penalty on all Spot rolls. If you use a ranged weapon, treat all range bands as one range greater. (I.E., Treat Short range as Medium, Medium as Long, and Long as Extreme.)



For you, shots at Extreme range are too inaccurate to be effective. You may be able to get “spectacles” to correct your vision. Such lenses must be custom made for you and are an Expensive item.

Poverty (Common, Strong; -4 points)

Your character may only start with cheap equipment. Your character only has a fraction of the starting wealth of other characters. Characters with the Flaw of Poverty may take the Gift of *Belongings*, but its effect is changed (see page 88).

Scofflaw (Uncommon, Strong; -3 points)

Your character is a known law-breaker and is wanted by the constabulary. He or she will need to be careful when in the city and must keep a low profile.

This Flaw assumes that the crimes are minor ones, such as purse-snatching, picking pockets, etc. — characters guilty of more severe crimes should also take the Flaw *Foe: Enforcers of the Law*. (see p. 94).

Weak (Uncommon, Moderate; -2 points)

Your Lift Bonus is reduced by 1. Your Strength Dice is reduced by one level. You cannot take the Gift of “Strong.”



Internal Flaws

Internal Flaws represent psychological, character-motivating aspects of your character, usually involving risks that otherwise “un-Flawed” characters would not take. Internal Flaws are a strong role-playing opportunity for your character.

You are expected to role-play Internal Flaws. Such Flaws are an integral part of who your character is. If the GM feels you’re not role-playing your Flaws strongly enough, they may require you to dedicate your Experience to “buying them off” (see page 253).

Agnostic (Rare, Moderate; -1 point)

The opposite of *Superstitious*, you do not believe in spiritualism, divinity, reincarnation, or other mumbo-jumbo. You do not necessarily refute the existence of higher powers and the like — you simply refuse to believe in anything that cannot be directly observed or measured. Thus you do not believe in the doctrine of the Church of S’allumer that bodies Ascend after death, because there is no way you could know if that is true or not. Note that this Flaw does not mean you *disbelieve* in such things, either — you are one who doubts, not one who refutes. This Flaw is appropriate for scientists and other “learned types.” It is also appropriate for Wizards, who often believe that magic is a science perpetrated by willful, deliberate acts, and not by unseen forces or by the fickle hands of unknowable dieites.





Skills like Augury and Special Traits like Faith are beyond you, because you believe in free will over predestination. If you have a Religious Career, you had better keep your beliefs to yourself or you risk being accused of heresy. This Flaw combines well with the Flaw of *Curious* (p. 97)

Busy Hands (Uncommon, Extreme; -4 points)

Also known as “kleptomania”, you can’t resist fetching small objects and pocketing them. It’s not the monetary worth of the objects that spurs you on; it’s the mere act of taking them. You may keep the items, or you may discard them soon after you take them.

A Flaw of this magnitude is very dangerous; in the *Ironclaw* fantasy setting, there is little sympathy among the judges and the constables for compulsive maniacs.

Capricious (Common, Moderate; -3 points)

You are subject to “flights of fancy”. You may be “bubbly” and enthusiastic about each thing that comes along, or just generally curious. You are impulsive and quick to commit yourself to promises you may regret later.

This is not the same as “Overconfident” (p. 101). Capricious characters may challenge a bunch of foes when outnumbered, then “come to their senses” and flee, whereas an Overconfident sort is convinced that they can “take ‘em.”

Coarse (Uncommon, Moderate; -2 points)

You’re not known for your manners. At your best, you are loud and boisterous; at your worst, you’re downright rude and impolite. You have a -1 Penalty or worse when trying to use Etiquette or when in other situations that require “good manners”. However, you have little trouble with Carousing.

Curious (Common, Moderate; -3 points)

You’re too nosy for your own good. Puzzles and enigmas bother you. If there are dark caves to explore, or hidden treasures to be found, or secret mysteries to be solved, you’re champing at the bit to find out the answers. You won’t be able to let things go unexplained, and your foes can exploit your curious nature by withholding information from you.

Dread (varies in Frequency, Strong; -2 to -4 points)

You have an unreasoning fear or “phobia” of something. It may be a certain concrete thing, such as “spiders” or “fire”. Or it could be a particular environment, such as “enclosed spaces” or “darkness”.



Whenever the source of your Dread first appears, you must test a d8 vs. the “enormity” of the source. For example, if you Dread “fire”, then a candle might be a mere d4, whereas a raging forest fire may be 2d12. In general, the test is vs. d8 for “typical” situations. Note that this test differs from a typical Fear Test (p. 134).

Result	Outcome
Botch	<i>Faint Dead Away.</i> You immediately fall unconscious.
Overwhelming Failure	<i>Terror.</i> You must flee the source of your Dread. If you cannot flee, you will curl up into a ball and whimper.
Failure	<i>Fear.</i> You are at a -1 Penalty to do anything except Defend yourself in combat. Mental skills that rely on self-confidence, such as Leadership, are impossible. You cannot claim Favored Use or Focus.
Tie	<i>Embarrassing Gaff, plus Fear.</i> You drop your sword, or say something nervous or stupid. This may make others laugh or ridicule you, and it may have serious detrimental effects on what you were about to do. You also feel <i>Fear</i> , as above. You cannot claim Favored Use or Focus.
Success	<i>Hidden Fear.</i> You feel <i>Fear</i> , as above, but it's not obvious to people. You may be able to bluff your way through social skills at the GM's discretion. You still have a -1 penalty, however, and that may become obvious to your foes. You cannot claim Favored Use or Focus.
Overwhelming Success	<i>Adrenaline Rush, followed by Fear.</i> For one Round and one round only, you do not feel <i>Fear</i> ; but when that Round ends, you are subject to <i>Hidden Fear</i> , as above.

Note that, no matter what the situation, **as long as the source of your Dread is present, you will experience some kind of Fear, and thus have a -1 penalty.** A Dread is an irrational fear; the only way to eliminate your Dread is to eliminate this Flaw by buying it off with Experience Points.

Here are some typical Dreads a character may have:

Dread of Being Left Alone (Common, Strong; -4 points)

Dread of Crowds (five or more people) (Uncommon, Strong; -3 points)

Dread of Enclosed Spaces (Uncommon, Strong; -3 points)

Dread of Fire (Common, Strong; -4 points)

Dread of Loud Noises (Uncommon, Strong; -3 points)

Dread of Magic (Uncommon, Strong; -3 points)

Dread of Spiders (Rare, Strong; -2 points)

Dread of Violence (Common, Strong; -4 points)

Drunkard (Uncommon, Strong; -3 points)

You have a weakness for spirits and alcohol. Given the opportunity, you will often drink yourself into a stupor. Attempts to Influence you to drink are easy, if not automatically successful. You may lose the respect of others, and you may not be trusted with certain tasks if there's a danger you'll get drunk on the job.





Duty (Uncommon, Strong; -3 points)

You have committed to doing something for someone. You may have taken an oath to uphold the law of the land. Perhaps you promised to do a favor for someone. You may even be an indentured servant, with an obligation to work off your sentence or your debt. This Flaw is Internal, as it assumes you have a personal commitment to fulfilling your Duty.

Envious (Uncommon, Strong; -3 points)

You resent the success of others. To you, the world is filled with people who have more money, who use better equipment, who command more respect ... and it's just not fair. You may be cold and distant to others, and you may sabotage other people to make yourself look better.

Faltering (Rare, Moderate; -1 point)

The opposite of *Stubborn* (p. 104), you often second-guess yourself, and it's hard for you to make up your mind. You make a poor leader, as your subjects fail to pay you respect after putting up with your indecisiveness. Others may seek to manipulate your wishy-washy nature.

Garrulous (Rare, Moderate; -1 point)

The opposite of *Taciturn* (p. 104), you like the sound of

your own voice. You love to talk to others, to tell long stories, and to strike up conversation that is mostly one-sided. People who must endure your company for long periods of time may grow weary of your incessant prattle.

Gluttonous (Rare, Moderate; -1 point)

You like food and lots of it. You run out of provisions more quickly than others, and you often take seconds or thirds at every meal, possibly committing a social gaffe. This Flaw goes well with "Corpulent" (p. 94).

Greedy (Uncommon, Strong; -3 points)

You are eager for material things, especially money. If you are a freelancer, you will charge high prices for your services. You are very susceptible to bribes and other material incentives.

Gregarious (Rare, Moderate; -1 point)

You don't like to be alone. You will seek the company of others whenever possible. Depending on your social skills and your personality, you may be a shy "wallflower" who just hangs around, or you may try to involve yourself in the goings-on.



Heroic (Uncommon, Strong; -3 points)

Your character does good. When the downtrodden and innocent are threatened, you come to their aid. This is considered a "Flaw" because it will often limit your character's options. Villains and foes who know of your Heroic Flaw may try to bait you into traps.

Honorable (Uncommon, Extreme; -4 points)

You have a highly developed sense of honor and "fair-play". You always keep your word, and it pains you to maintain a falsehood. You cannot strike a downed foe. You cannot strike from behind. This Flaw is well suited for Mercenaries, Knights, and other warriors and is a poor choice for Thieves or anyone who depends on sneakiness and underhandedness.

You may have a personal "Code of Honor" or "Code of Chivalry" that you uphold, with its own quirks, but in order to have this Flaw you must be true to all the points mentioned above. Remember that this is an "Internal" Flaw, and you will be expected to role-play it.

Lustful (Uncommon, Strong; -3 points)

You have a weakness for romance. You cannot resist trying to date others who strike your fancy. You will often embarrass yourself in front of attractive would-be paramours. You will probably make a nuisance of yourself if your affections aren't returned, and you will be a sucker for plays that exploit your lustful nature.

Morose (Rare, Moderate; -1 point)

You have a tendency to be gloomy. Often you feel as if the world has treated you unfairly, and that your life is a tragic one. Although you are not actually despairing, you will often shun the company of others or you will slip into a "funk" of self-pity.

Naïve (Rare, Moderate; -1 point)

You are somewhat credulous, and you have a tendency to take things at face value. You prefer to think of yourself as "trusting" — others often think of you as "gullible". The Game Host should reduce the difficulty of attempts to Bluff or to Influence you about things that you have little experience with.

Overconfident (Uncommon, Strong; -3 points)

You know few limits. There's little you think you can't do, and you often over-reach yourself. In combat, you have a tendency to forgo defense in favor of mad charges or risky situations, such as taking on three foes at once.



Pacifist (varies; -1, -3, or -5 points)

You have a personal code that you live by that, in the violent, grim world of *Ironclaw*, can often be a vulnerability. There are different levels of Pacifism.

Pacifist: Cannot take a life (Rare, Moderate; -1 points)

You may never do anything that you think would kill someone. You cannot Mortally Wound someone and then leave them to die. If you *do* kill someone, you will be morose and emotionally devastated, too underconfident to claim Favored Use or Focus for at least a week.

Pacifist: May only fight in self-defense (Uncommon, Strong; -3 points)

You may never take up arms against someone else unless you are attacked yourself. You cannot Ambush others (p. 127).

Pacifist: Total non-violence (Common, Extreme; -5 points)

This is the ultimate level of Pacifism. You will never lift a hand to hurt another being. If forced into combat, you cannot Strike at anyone. You may Guard, and you may cast defensive-style magic if you are able, but you will never do anything to anyone that may cause physical harm.

Proud (Uncommon, Strong; -3 points)

Your character has an inflated sense of self-importance. He or she most likely has some cause they serve, such as a need to convert all people to their religion or to unite the land under one rule (their rule, of course.) Such characters tend to be inflexible about some issues and can make themselves hard to get along with. This Flaw may be combined with Stubbornness (p. 104) to make someone who's really bombastic.

Rivalry (varies)

There is another character who thwarts your goals and stands between you and what you desire. Your Rival may be in the same line of work that you are and is constantly trying to "one-up" you. Or your Rival may often be after the same things that you are, meddling in your affairs. A Rival differs from a Foe (p. 95) in that a Foe wants to capture you, kill you, take your money and possessions, or inflict some other dire fate — whereas a Rival simply gains something out of keeping you from accomplishing your goals, and may not bear you any personal animosity. (Your Rival may even get a sense of enjoyment out of thwarting you.)





Circumstance

Your Rival is an NPC.

Your Rival is another PC.

Your Rival is an equal with you, having comparable abilities, skills, and wealth.

Your Rival has an edge over you — higher class, greater wealth, more skilled, etc.

Flaw

-2 points (Uncommon, Moderate)

-3 points (Common, Moderate)

Default

-1 points (becomes Strong)

If you choose your Rival to be a PC, discuss it with the PC's Player first, to get their approval and some good ideas for role-playing.

Romance (varies; -2 to -4 points)

Your character is romantically involved with another character. This will drive your character to do certain things out of the bounds of common sense — you may lavish gifts upon the object of your affection, or you may make sacrifices to preserve them. The Frequency and Severity of this Flaw vary based on whether your love is mutual or Unrequited, and whether you are involved with an NPC or a PC.

If you choose the object of your Romance to be a PC, discuss it with the PC's Player first, to get their approval and some good ideas for role-playing.

Circumstance

The object of your affection is an NPC.

The object of your affection is another PC.

Your love is Unrequited.
(Possibly he or she is unaware of your existence, is in love with another, or just despises you.)

Flaw

-2 Points
(Common, Moderate)

-3 points
(Common, Moderate)

extra -1 point
(becomes Strong)



Showoff (Uncommon, Moderate; -2 points)

Whenever there's a crowd around, you can't resist doing something showy and dramatic to impress them. You may not necessarily be Overconfident (p. 101), because you only take risks whenever there's someone around to appreciate it. You also can't resist mouthing off about all the great things you've done, and stretching the truth just a wee bit to tell a more dramatic tale. You might have a Good Reputation that's only half-deserved... or even a Bad Reputation as a braggart.



Single-Minded (Uncommon, Moderate; -2 points)

When you focus your mind on something, it *stays* focused. You can only concentrate on one thing at a time. This makes you unsuitable for such careers as “statesman” or “military general”. You can still be a good scout, but you have a tendency to “not see the forest for the trees,” and may be too busy tracking your quarry to notice that it’s sneaking up behind you. This Flaw can be taken with Stubborn (p. 104) to make someone who really has a one-track mind.

Skittish (Common, Moderate; -3 points)

You “spook” easily. Loud noises make you start, and when people jump out at you, you might faint dead away or run for your life.

This is not as serious as Dread (p. 98); it’s not so much that you are afraid as that your first instinct, when startled, is to flee.

Slothful (Uncommon, Strong; -3 points)

You are lazy. You try to “cut corners” whenever you can. Perhaps you get distracted by other things, or you just prefer sleeping and daydreaming to all that hard work. The Game Host may penalize you on Build Tests (p. 132) and Repair Tests (p. 147), either by requiring extra time or by applying Penalties to your rolls for slipshod workmanship. You make a poor guard.

Soft-Hearted (Uncommon, Strong; -3 points)

You cannot abide cruelty. You will not stand idle while others mistreat their animals or oppress the down-trodden. You are easily moved to tears, which makes you a good sympathizer ... and a sucker for scams and tricks that involve a “sob-story.” You may or may not be a Pacifist (p. 101) — you may still engage in combat, especially if you are “lashing out” at the cruel fiends that distress you so. Torture and other dreadful activities are beyond your capacity.

Others may find the lengths of your compassion endearing. Warriors will think you lack courage. Thieves and scoundrels will seek to exploit your generous nature.

Stubborn (Rare, Moderate; -1 point)

The opposite of “Faltering” (p. 99), once you make up your mind, it stays made up. You are generally difficult to get along with, because you refuse to yield on many of your opinions, even when argued with for hours.

Superstitious (Rare, Moderate; -1 points)

The opposite of *Agnostic*, you don’t walk under ladders or break mirrors. When you boast, you make sure you knock on wood. Other folks, especially “learned” types, are amused by your backward ways, but you know better. This Flaw isn’t worth many points because, in the world of *Ironclaw*, some superstitions turn out to be true!

Taciturn (Rare, Moderate; -1 points)

The opposite of “Garrulous” (p. 100), you are not much for conversation. You prefer to keep to yourself, and you use few words or none at all; when you have nothing to say, your lips are sealed. Your Taciturn nature makes others think you’re unapproachable in most social situations. You are lousy at parties, and certain things like public speaking are beyond your capacity.



Wrathful (Uncommon, Strong; -3 points)

You're not known to keep your anger in check. In stressful situations, you may lose your cool and lash out, either with some hot-headed insults you may regret later, or perhaps with physical violence. You probably won't get far in popularity contests.

Frequently Asked Questions about Gifts and Flaws

How can I make up New Gifts and Flaws?

Both the Player and the Game Host are encouraged to come up with new Flaws, especially Internal ones. Guidelines for making new Flaws are on p. 91-92.

The same as a Flaw, the Point Cost of a Gift should be proportional to how useful it is. A Gift that is rarely useful or is supplanted by other things (such as Claws, which are not as good as most weapons) should cost 1 or 2 points. Gifts that affect a great number of things (like Luck) or ones that give one unusual power or influence (such as Armor or Wealth) should cost 3 points or more. New Gifts are discussed in greater detail in the "How to Host a Game" chapter, p. 294.



If I have a Racial Gift that has multiple levels (such as Robustness or Strength), can I buy more levels?

Yes, you may buy additional levels in a Racial Gift, either through Experience (p. 251) or at Character Creation, using Points. However, such Points are *Personal Gifts* and not Racial Gifts, and will count against your starting allotment of no more than 10 Points in non-Racial Gifts.

Example: *Arrabato the Bear* begins with "Strength +2," which costs 5 Points. His Player decides that *Arrabatio* should be even stronger; he spends 2 Points to increase that to "Strength +3 (7 Points)." *Arrabatio* may now only spend up to 8 more Points on *Personal*, *Social*, and *Esoteric Gifts*.

For the Gift of Prodigy (p. 81), do I have to buy the Skill separately?

No. The Gift of Prodigy *includes* the Skill. It is like the cost of the privilege of starting the game with a Skill of Level 6 through 10 is that it ties up some of the allotment of the maximum of 10 Points in *Personal*, *Social*, and *Esoteric Gift*.

How much does the Gift of Flight (p. 84) cost?

The Gift of Flight costs 1 Point for every Stone of Size. Your Size depends on your Body Trait, and is modified by the Gifts of *Robustness* and *Strength* and the Flaws of *Corpulent*, *Frail*, and *Weak*. See p. 11.





EQUIPMENT & SERVICES

Money

The basic unit of money in Calabria is the *denar* (plural *denarii*). A larger coin, the *aureal*, is also used, though only by the wealthy. There are 24 *denarii* to one *aureal*. With peasant wages at only one *denar* per day (or less), few have even seen an *aureal*. In Triskellian, the best guildsmen are said to earn an *aureal* a day. For convenience, all prices listed here are in *denarii*.

The amounts of money listed here are for campaign purposes; starting characters need only review the Cost column for Cheap, Average, and Expensive items. Remember that a starting character can have as much cheap and average stuff as they can carry. Gifts and Flaws such as *Belongings*, *Poverty* and *Wealth* modify what you're allowed to start with.

Starting Equipment and Pocket Change

Characters who have neither the Gift of Wealth or the Flaw of Poverty start with a quantity of *denarii* equal to the sum of their Career Traits. For example, if you start with a Ranger Trait of d10 and a Mercenary Trait of d4, then you start play with 14 *denarii* in coins, as well as all the Cheap and Average Equipment you are able to carry.

Characters with the Gift of *Wealth* (p. 90) start with the same amount of coins, but in *aureals* instead of *denarii*. They also have a number of Expensive items equal to their *single-highest* Career Trait die (not the total), to a maximum of 12.

Characters with the Flaw of *Poverty* (p. 97) start with no pocket change at all, and all the Cheap equipment they can carry.

To start with additional items, you need the Gift of *Belongings* — see page 88.

Suggested Starting Equipment, by Character Type

Clergy, Worshippers, and the Religious: Knife or Mace, Padded Armor, Clerical Vestments, Book: *The Testaments of Helloise**, holy symbol: the octogram of creation.

Ne'er-do-wells, Rogues, Scoundrels, and Thieves: Three throwing knives, Reinforced Leather Armor, lock-picking tools, hooded lantern, large empty sack.

Nobles and Blooded Persons: Foil* or Sword*, Pistol*, Chain Mail, writing paper, ink, quills.

Academics, Scholars, and Learned Folk: Knife, Reinforced Leather Armor, writing paper, ink, quills, book.

Craftsmen, Tradesmen, and the Working Class: Knife, Reinforced Leather Armor, appropriate tools.

Fighters, Warriors, and Those Who Bear Arms: Weapon of choice, Banded Mail*, Shield, medicine.

Mages, Mystics, Spell-Casters and Wizards: Knife, Reinforced Leather Armor, Cloak, spell book*.

* This is an Expensive item.



Equipment

Grub for the road

What do you need for travel? You got it – food. This stuff is cheap in all senses of the word. You would never be served this stuff in an inn. It is dried, salted, or otherwise preserved. Prices for food indicate a quantity sufficient to feed one person for a week. The basic drink is water. The libations listed here are enough for a week if you drink it slowly. Unless stated otherwise, all grub will go stale in a week; then you have to restock.

Item	Price	Weight	Availability	Cost
Hardtack – no one knows what it is, but it fills the stomach.	1	¼	d4	Cheap
Travel Grub – tastes better, if you can afford it you eat this.	2	¼	2d6	Average
Good Grub – for those that can tell the difference	3	¼	2d8	Expensive
Military Rations – tastes bad, lasts forever.	3	¼	2d8	Expensive
Spices – make anything taste better	3	¼	2d10	Expensive
Water – the source of life.*	-	¼ per day	d4	Cheap
Wine – made from some kind of fruit, could be used for pickling.	2	½	2d4	Cheap
Ale – the old standard	3	½	2d6	Average
Good Wine or Ale – if you can still tell difference	4	½	2d8	Expensive

* Outside civilization, this may require a Survival Test

Garments

Unless you're an Atavist, you're going to want to wear something. Clothing protects your body, your privacy and your honor. Choice of clothing is an important decision whether going adventuring or to the Rinaldi's Grand Ball.

Item	Price	Weight	Availability	Cost
Loin cloth – covers what you want covered	1	-	d4	Cheap
Tunic – just as cheap, only more of it	1	-	2d4	Cheap
Breeches – sets you apart from the unwashed herd.	2	-	2d6	Average
Belt – for those hard to carry items	1	-	2d6	Average
Suspenders – for the breeches	1	-	2d6	Average
Good tunic – ties at the throat and arms	2	-	2d6	Average
Pantaloon – fancy pants ending just below the knee	4	-	2d8	Expensive
Shirt – with buttons	6	-	2d10	Expensive
Cloak – cover from the elements	3	¼	2d6	Average
Cloak – water resistant	6	¼	2d10	Expensive
Dress – for a lady, or a handmaiden	8	-	2d12	Expensive
Jacket or Doublet	16	¼	2d10	Expensive

Armor and Shields

Attributes of armor, such as protecting power and weight, are detailed in the weapons section (p. 313). Each piece of armor is custom made for the wearer. Some types of armor are easier to customize than others. Large (12 stone or greater) and small (4 stone or less) creatures may require additional customization expense.



Item	Price	Weight	Availability	Cost
Padded Cloth	4	Varies	2d4	Cheap
Light Leather – one layer of thick leather	8	Varies	2d6	Average
Heavy Leather – multiple layers	12	Varies	2d6	Average
Reinforced Leather – include metal strips or disks	16	Varies	2d6	Average
Ring Mail – Padded cloth or light leather with rings sewn on so that they overlap	24	Varies	2d8	Average
Chain Mail – looped metal rings that form a metal “cloth”	36	Varies	2d10	Average
Banded Mail – layers of overlapping plates held together with string	48	Varies	2d12	Expensive
Scale Mail – smaller plates more tightly woven with more string	60	Varies	2d12	Expensive
Chain and Plate – light chain armor with plates attached	90	Varies	3d12	Expensive
Plate – form fitting slabs of metal	180	Varies	2d12	Expensive
Good Plate – suitable for a true knight of the realm	270	Varies	3d12	Expensive
Proved Plate – made by someone willing to shoot the armor to test it. Look for the scar.	540	Varies	4d12	Expensive
Small Shield – round, center grip or makeshift	2	½	2d4	Cheap
Round Shield – larger with two arm straps to keep it secure	6	1	2d6	Average
Heater Shield – flat top to look over, point on the bottom to protect the legs	18	2	2d8	Average
Wall Shield – tall and wide with a flat top and bottom, you can hide behind this one.	48	4	2d10	Expensive

Weapons and Accessories

Weapon prices increase with weapon size. The cost listed for each weapon is the price per stone of the weapons weight. For example, the listed price for a sword is 80 denarii per stone, so a half-stone sword would be 40 denarii. Weapons that weigh less than ¼ stone price the same as a ¼ stone weapon of that type. Consult the Weapons Table (p. 314-316) to find the relevant combat values.

Item	Price	Weight	Avail	Cost
Dagger – a dainty weapon for dainty hands	2	1/16	2d6	Average
Knife – the brutish version of the dagger	4	Varies	2d4	Average
Sword – long crafted steel blade	80 / stone	Varies	2d10	Expensive
Axe – a stick with a single edge rock or metal head	16 / stone	Varies	2d6	Varies
Club – a heavy stick	2	1/8	2d4	Varies
Mace – a heavy stick with a flanged metal head, better at breaking than cutting	16 / stone	Varies	2d8	Varies
Dart – a small pointed stick for throwing	1 each	1/8 each	2d6	Varies
Spear – a larger pointed stick for fighting or throwing	16 / stone	Varies	2d4	Varies
Weighted Chain – any chain or string with a small, heavy object attached	16 / stone	Varies	2d4	Average
Flail – stick, chain and heavy object combined into a weapon, hard to control	32 / stone	Varies	2d10	Varies
Main Gauche – a dagger with a basket hilt, intended for parrying	30	1/4	2d12	Expensive
Foil – a sword built for light weight and reach, good for keeping opponents on edge	120 / stone	Varies	2d12	Expensive
Staff – a stick too large for one hand	4 / stone	Varies	2d4	Varies
Bow – the hunter’s best friend, a stick with string	4 / stone	Varies	2d4	Varies
Crossbow – a bow built by an engineer, string can be pulled (Hand), levered (Gaffle), or cranked (Cranquelin). Gaffles and Cranquelines must be built into the crossbow.	24 / stone	Varies	2d8	Varies
Gun – a spring driven wheel creates a spark to fire. Don’t leave the spring wound.	160 / stone	Varies	2d12	Varies
Quiver of 24 Arrows – for a bow	4	1/8	2d4	Average
Quiver of 12 Bolts – for a crossbow	8	1/8	2d8	Average
Powder Horn – for 72 more shots from a gun	24	1/8	2d10	Average



Travel Gear

This is the basic stuff for travelers. Hosts may wish to assume characters have one of each item the character can afford. The weight for flasks, backpacks and cases do not include the weight of the contents.

Item	Price	Weight	Avail	Cost
<i>Backpack</i> – a bag with a shoulder strap	1	-	2d6	Average
<i>Leather flask</i> – holds a day's water	1	-	2d6	Average
<i>Metal flask</i> – same, only metal	4	-	2d8	Expensive
<i>Pouch</i> – leather bag with a draw-string	1	-	2d4	Cheap
<i>Purse</i> – same, with a latch and a strap	2	-	2d6	Average
<i>Travel Blanket</i> – helps protect from the road	2	-	2d6	Average
<i>Fire Kit</i> – flint, steel and kindling	1	-	2d6	Average
<i>Cooking Pot</i> – holds a quart	2	¼	2d4	Cheap
<i>Tripod</i> – holds the pot out of the fire	2	½	2d6	Average
<i>Wooden fork</i> – for sticking food	-	-	2d4	Cheap
<i>Metal fork</i> – same, but won't burn	1	-	2d6	Average
<i>Silver fork and spoon</i> – fancy	6	-	2d10	Expensive
<i>Leather mug</i> – coated with wax, not for hot liquid	1	-	2d4	Cheap
<i>Metal mug</i> – the old standby	2	-	2d6	Average
<i>Cloth Tent</i> – Marginally useful	4	1	2d6	Average
<i>Canvas Tent (with poles)</i> – a mini pavilion, a good shelter.	40	6	2d8	Expensive

Personal Items

Odds and ends that characters collect.

Item	Price	Weight	Avail	Cost
<i>Dice</i> – small objects with dots	1	-	2d4	Cheap
<i>Cards</i> – more stuff for gambling	4	-	2d10	Expensive
<i>Jewel box</i> – small box with a lock	8	-	2d8	Expensive
<i>Whistle</i> – noise maker	1	-	2d4	Cheap
<i>Wooden Flute</i> – for music	4	1/8	2d6	Average
<i>Horn</i> – for announcing yourself	14	1/8	2d8	Expensive
<i>Lute</i> – stringed instrument	28	¼	2d10	Expensive



Trades Gear

The stuff you need to do what you do.

Item	Price	Enc	Avail	Cost
<i>Candles</i> – basic illumination	1 per dozen	¼	2d6	Average
<i>Lamp</i> – better illumination	6	¼	2d8	Expensive
<i>Paper</i> – mashed plants	1 per 4 sheets	-	2d6	Average
<i>Velum</i> – more durable and permanent than paper	1 per sheet	-	2d8	Expensive
<i>Charcoal/Chalk</i> – for making marks	1	-	2d4	Cheap
<i>Ink and quills</i> – for writing	2	-	2d8	Average
<i>Eye glasses</i> – to help with Poor Vision	24	-	2d12	Expensive
<i>Scroll Case</i> – water resistant tube	2	-	2d8	Average
<i>Lock Picks (wooden)</i> – difficult to use	15	-	2d8	Average
<i>Lock Picks (metal)</i>	45	-	2d10	Expensive
<i>Woodworking tools</i> – various	10	2	2d8	Average
<i>Metalworking tools</i> – various	40	4	2d10	Expensive
<i>Whetstone</i> – for sharpening metal	2	-	2d8	Average
<i>Bandages</i> – helps stop bleeding	2	¼	2d8	Average
<i>Ointment</i> – prevents infection	20	¼	2d10	Expensive
<i>Holy symbol (wooden)</i> – identifiable	2	-	2d4	Cheap
<i>Holy symbol (silver)</i> – fancy	10	-	2d8	Average
<i>Holy symbol (gold)</i> – very impressive	40	-	2d12	Expensive
<i>Incense</i> – smelly	1	-	2d4	Cheap
<i>Incense</i> – smells good	2	-	2d8	Average

Adventuring Gear

Adventurers have additional needs. Take a look and see what you will need.

Item	Price	Enc	Avail	Cost
<i>Wooden Wedge</i>	1	¼ per 4	2d4	Cheap
<i>Iron Spike</i>	3	¼ per 2	2d6	Average
<i>Rope</i> – a “chain” or 22 paces of hemp rope	3	1	2d6	Average
<i>Pole</i> – a two-pace straight stick	1	¼	2d4	Cheap
<i>Torch</i> – pitch on a stick, burns for two hours	1/6	¼ per 12	2d4	Cheap
<i>Hooded lantern</i> – directional and protected from wind when the hood is down, metal.	8	¼	2d8	Average
<i>Storm Lantern</i> – lantern protected from the wind, omni-directional, metal and glass	16	¼	2d10	Expensive
<i>Lantern oil</i> – in a flask, enough for 24 hours	2	¼ per 2	2d6	Average
<i>Manacles</i> – to bind the villains or captives	10	½	2d8	Expensive



Transport

Just in case you don't want to walk, these prices are for purchasing the items. (Price for transport services is in the next section) The Encumbrance listed here is the carrying capacity of the transport, in stone. Each type of wheeled vehicle lists the number of drays required, which must be purchased separately.

Item	Price	Capacity	Availability	Cost
<i>Dray</i> – a lizard for hauling	50	20	2d4	Average
<i>Cart</i> – two wheels, requires one dray	100	50	2d4	Average
<i>Wagon</i> – four wheels, two dray	200	100	2d8	Expensive
<i>Carriage</i> – 4 wheel, 2 dray, and side doors for the passengers.	400	70	2d10	Expensive
<i>Destrier</i> – a lizard not afraid of a rider or combat.	150	20	2d12	Expensive

Services

Not everything valuable is an object. The following sections detail several services you characters might be interested in purchasing, from transportation to medicine. Each of these services has many options and the options you choose will indicate your status in society, or at least the status you would wish to have. Prices for services may be higher in cities or private towns. Game Hosts should remember that each service must be purchased from someone — this is an excellent opportunity for role-play.

Carriage

Transport services charge per the league, rounded up. Carriers charge by the load, not by the passenger. These carriers will only take a limited number of passengers, no discounts for partial loads. Sea vessels are the only exception; they charge full fare per berth, price is still per league.

Item	Price per league	Passengers	Availability
<i>Kago</i> – two men carrying a seat slung from a stick	1	1	2d4
<i>Palanquin</i> – Four bearers, two sticks, enclosed box, seating can be above or below the sticks	2	2	2d6
<i>Wagon</i> – for town to town travel, seating on the floor	1	8	2d4
<i>Carriage</i> – in town or out, comfortable seats	4	4	2d8
<i>River ferry</i> – fastest way across a river	1	8	Any river town
<i>River boat</i> – go with freight going up and down river, to the next stop	1	6	2d6
<i>Sea vessels, low berth</i> – in the hold	1	30	2d4
<i>Sea vessels, middle berth</i> – with a stateroom, one bed each	2	4 in 2 rooms	2d8
<i>Sea vessels, high berth</i> – bunk room	1	16 in 2 rooms	2d12



Vittles and Lodging

Food and shelter is always a nice thing, and if you pay enough it can be good, too.

Item	Price	Availability
<i>Grub</i> – so you will not starve	1/4	2d4
<i>A meal</i> – so you will not choke	1	2d6
<i>Dining</i> – you will enjoy this	2	2d8
<i>Common room</i> – move the tables aside and sleep where you eat	1/4	2d4
<i>Bunk room</i> – separate but not private	1	2d6
<i>Private room</i> – up to 4 can stay	4	2d8
<i>Private room with bath</i> – and services	12	2d10
<i>Common bath</i> – for cleaning, relaxing and socializing	1	2d8

Care

Sometimes the mercenary's gentle first aid just doesn't "cut it." Many towns will have healers or medics able to care for the sick and wounded, at a price of course. Some hospitals have religious backing and may require alternate payments based on need and wealth. Since these are services meted out by NPCs, they may charge a few denarii extra to keep silent about things they see.

Item	Price	Availability
<i>Visit</i> from a doctor (Medicine of 2d6)	2	2d6
<i>Visit</i> from a good doctor (Medicine of 2d10)	4	2d8
<i>Stay</i> in a hospital common room (does not include doctor's fees)	6	2d10
<i>Stay</i> in a hospital private room (does not include doctor's fees)	8	2d12
<i>Charity</i> in a Church of S'allumer (Medicine of 1d6)	free	2d6
<i>Charity</i> with a visit from a Church Doctor (Medicine of 2d10)	free	3d12





Skilled Labor

Craftsmen and Tradesmen possess skills learned over years of apprenticeship. As a rule, *Craftsmen* have rigid guild structure and control the more study-intensive fields, whereas *Tradesmen* peddle wares of more generalized manufacture. The better the skill of the laborer, the higher the price.

The price is typically 3 denarii per day for an Apprentice craftsman, 6 denarii per day for an , and 9 denarii per day for a Master craftsman. The rates for tradesmen are lower: 2 per day for an Apprentice, 4 for a Journeyman, 6 for a Master. These rates do not include the cost of any materials, and they are, of course, open to Haggles Tests (p. 137).

The following is a sample list of crafts and trades. Some trades are required in almost every little town. Remember that just because the players can't find a given type of Craftsman doesn't mean that the locals won't be able to. He may be in the next village. Rare Craftsmen may be found in villages, but they are frequently just traveling through or acquiring materials.

Crafts

Jeweler	Gold or Silversmith
Optician – extremely rare (-2 penalty on Availability)	Limner – portraits
Tailor – specialty clothes	Scribe – copyist for books

Trades

Stationer – bookmaker (not a bookie)	Barber – dentist and minor surgery
Saddler – saddles and tack for the dray	Joiner – furniture maker
Tin smith	Blacksmith
Cobbler – shoe maker	Draper – clothes for everyone
Tanner – leather worker	Wainwright – wagon maker
Cooper – barrel maker	Mercer – cloth maker
Fletcher – arrow maker	Bowyer – bow maker
Chandler – candle maker	Cutler – knife maker
Gunsmith	Armorer

The laborers most likely to be found are Journeymen class, with skills of around 2d10 and a Favored Use in their specialty. Master laborers would command 24 times as much money (that is, aureals instead of denarii) and would have skills of 2d12 & d8. Apprentices are usually too busy helping their superiors to do work for hire on the side, but if they can swing it, their skill is rarely more than 2d6.

For Availability Tests (p. 129), test for Tradesmen vs. 2d6, and for Craftsmen vs. 2d8.

Some crafts that require great resources, mining, excavation, shipbuilding are only available through the noble houses. Access to these skills is only available through those houses. Players may seek these skills as an adventure if they wish.

Magical Labor

For the use of spells, most Wizards will charge a day's pay for their services as if they were a guilded craftsman (since Magic is such a high craft). For example, to hire a Master Cleric for a day would cost 9 denarii. Of course, mercenary wizards may try to extract much greater fees. Many Wizards will refuse to cast Delayed Spells for hire; others will charge exorbitant fees, starting at one aureal per Magic Point spent.



WEAPONS

Weapons are categorized by the Skill required to use them, listed in parentheses. Each weapon has a *Special Hit result* received on a overwhelming hit. Special Hits are explained in the "Combat" chapter, pages 171 & 175.

Natural Weapons

These represent the various parts of a combatant's body that can lash out for damage. Natural Weapons are always Ready and Easy to use. (See page 162.)

Antlers/Paired Horns (Brawling)

Sometimes pointy, sometimes blunt, Antlers and Horns have the advantage that they can be used even if your hands are full.

Special: Lock Horns/Disarm. If your foe also has antlers or horns, then you automatically lock horns with them. Treat this as a Grapple that leaves both party's hands free. Otherwise, if your foe has a weapon, you may lock your horns around it and disarm them. (If your foe has two weapons, choose one.)

Barbed Spines (Brawling)

Some of your hair is thick and barbed, and can be used as either a melee weapon or as a thrown weapon.

Special: Impale. Before rolling the Damage vs. Soak contest, remove the target's smallest Armor Die. (Soak Dice are unaffected.)

Barehanded Attack (Brawling)

This represents punching, kicking, head-butts, etc. — something that anyone can do. Barehanded Attacks have no dice of their own — the damage done is your raw *Strength Dice*, without additional dice.

Special: Concussion. If your foe suffers at least one Wound, he also loses one Fatigue point.

Claws (Brawling)

The most common of the Natural Weapons, doing d6 damage.

Special: Bonus d6 Damage. If you have a bonus to damage (such as from Striking Hard), this d6 increases as well.

Grappling (Wrestling)

If you have a hand, Prehensile Tail, or Prehensile Foot free, you can attempt to Grapple your foe.

Special: Immediate Follow-up. If you Grappled your foe with at least two graspers, you may immediately follow up your Grapple with a Crush or Pin — see page 190.

Hooves (Brawling)

While some races have a rigid substance on their feet, a few have strong hooves than can kick for impressive effect in close quarters.

Special: Knockdown. Your foe must roll their Strength Dice vs. your Damage Roll, as a Simple Contest. If they Fail, they fall down to a Lying Position; otherwise, they are knocked to a Kneeling Position.

Single Horn (Brawling)

You have a single horn on the tip of your muzzle, which does d8 damage.

Special: Knockdown. Your foe must roll their Strength Dice vs. your Damage Roll, as a Simple Contest. If they Fail, they fall down to a Lying Position; otherwise, they are knocked to a Kneeling Position.



Teeth (Brawling)

Another common Natural Weapon, also doing d6 damage.

Special: Bite to Grapple. Your attack does Damage, and your attack successfully Grapples your opponent. (A popular follow-up is to Claw your opponent with your foot-claws or to stab them with your knife.)

Carried Weapons

Carried Weapons fall into three categories: Light, Medium and Heavy — see pages 160 and 162.

Axe (Axe)

A heavy weapon with one or two blades mounted on a shaft. Small, one-handed ones suitable for throwing may be called *hatchets* or *franciscas*.

Special: Slash for extra d6 Damage.

Club or Mace (Mace)

A Club is any large blunt instrument. A Mace has a metal head with flanges or spikes to concentrate the concussive impact.

Special: Concussion. If your foe takes at least one point of damage, he also loses one Fatigue point

Flail (Flail)

Flails are weighted loads on the end of a chain. They are tricky to use and to defend against. *Combatants trying to Parry or Block a Flail suffer a -1 Penalty on their Defense Roll.* (In most cases, this will mean that the target will roll their Defense Dice twice, and take the lower Score of the two rolls.) *There is no Penalty for Dodging a Flail.*

Unlike other melee weapons, *you may not Parry with a Flail.* You must use other Defenses to protect yourself, such as Blocks and Dodges.

Special: Damage and Entangle. Your weapon successfully does damage and Grapples an arm or leg.

Foil (Fencing)

Popular with the nobility, the Foil is a thin, nimble sword that is used defensively. *All Parries made with Fencing Foils are at a +1 Bonus.* The disadvantage is that Foils are Expensive and do much less damage than Swords.

Special: Improved Disarm. If your Foil weighs more than your target's Carried Weapon, you automatically Disarm them and you Strike them for damage. If your weapon weighs the same or less, then you may choose whether to automatically Disarm them or to Strike them, but not both.

Spear (Spear)

The mainstay of the soldier and the pikeman, the Spear is a metal point on a long shaft. Spears have a long reach, and smaller ones (often called *javelins*) can be thrown.

Special: Impale. Before rolling the Damage vs. Soak contest, remove the target's smallest Armor Die. (Soak Dice are unaffected.)

Staff (Staff)

Staves are popular because they are inexpensive and often effective. All Staves require two hands to use. *All Parries made with Staves are at a +1 Bonus.*

Special: Double Attack. You can strike your target twice, once with either end of your Staff. Roll the Damage vs. Soak contest twice.



Sword (Sword)

The weapon of status, the Sword has both a cutting edge and a thrusting point. Made of high-quality steel to maintain their sharp edges, Swords cost quite a bit to make.

Special: Slash (extra d6 Damage) **OR Impale** (foe loses smallest Armor die).

When using a sword, if you score an Overwhelming Hit, choose which special you want (Bonus Damage or Impaling) *after* scoring the special hit but before rolling the Damage Test.

Ranged Weapons

Slings and Thrown Axes, Swords, and Spears include Strength Dice with the Damage. Bows, Crossbows, and Guns only cause their listed Weapon Damage, *without* Strength.

Bow (Bow)

Made of supple wood and strung with either wire or animal guts, the Bow enjoys popularity because it is simple to make and doesn't jam or break. All bows require two hands.

Special: Impale. Before rolling the Damage vs. Soak contest, remove the target's smallest Armor Die. (Soak Dice are unaffected.)

Crossbow (Crossbow)

A crossbow uses a rope held by a lever to release a *quarrel* (square-shaped) or *bolt* (round-shaped) missile at its target. Crossbow missiles fly faster, harder, and more accurately than bow arrows. However, crossbows are mechanical devices, and thus are more complex to load and to fire.

There are three basic ways of loading a crossbow:

- **By hand.** The user either pulls back on the bow-string with their fingers to snap it into place, or they use a lever. This method is the fastest, but it requires the greatest amount of strength.
- **By gaffe.** A gaffe is a ring at the front of the bow. The user places their foot in the ring, and pulls backwards on the under-carriage. A lever pulls the string taut. A gaffe is slower than loading by hand, but it allows the user to load a larger crossbow.
- **By cranquelin.** A cranquelin is a crank or "rack", with a rope (or more likely, wire) attached to the main bow-string, which is also likely to be a wire. Winding the cranquelin pulls the bow-string taught. The cranquelin is the slowest of loading methods, but it allows one to load some tremendously powerful crossbows. (A rabbit with a cranquelin is pictured on page 42.)

Special: Impale (foe loses smallest Armor die)

Gun (Guns)

The newest in weapons technology, the Gun uses an exploding charge of black powder to hurl a lead bullet at incredible velocity. All Guns are Expensive items.

Special: Slaying. Each Damage Die that Succeeds causes *two* hits, whether it Overwhelms or not. See p. 121 for Slaying Damage.

Sling (Sling)

A sling is a piece of cloth or leather trimmed and wound to carry a sling "bullet" until released toward an enemy. Though not very accurate they are cheap, and bullets are found everywhere.

Special: Concussion. If your foe suffers at least one Wound, he also loses one Fatigue point.



Frequently Asked Questions about Equipment

How big is a "stone"?

A stone is 6.35 kilograms, or 14 pounds. The stone is the standard unit of weight in the game of *Ironclaw*.

What do the coins look like?

The denar coin is about 20 mm in diameter (about 4/5 inch), although this varies from the period when it was minted, and it weighs about 4 grams. There are about 1,588 denarii to the stone. An aureal is much larger: 33mm, about 12g, 530 to the stone. Modern aureals are usually zinc plated with gold — ancient ones of solid gold are hard to find, and most have been melted down.

There is a four-letter code on each coin, that signifies when it was minted and who minted it. (The Minter's Guild sets the rules for this, by charter of High King Don Rinaldi.) Denarii have a likeness of Don Auvrich I on one side, and the device of House Rinaldi (three seashells) on the other. There is also the legend "RURU" — "res una, rex una", loosely translated as "one people, one rule".

Newer coins have a bumpy edge to them to discourage the practice of "coin-shaving": stripping the outside edge with a knife, then melting the shavings down to make jewelry or new coins.

What do people eat?

For the herbivores, food consists of grains, leaves, boiled seeds, and bread. For those who crave meat, there is a popular trade in hunting small game and in raising *drays*, lizard-like beings bred as beasts of burden or for slaughter. Weak wine is usually more popular than water, which can become stagnant. Spices and salt are expensive luxury items.



CONFLICT

"Where men strive for advantage, disequilibrium exists."

-MALSIPPUS

Here we provide the means to act out the battles and disputes that you may encounter in the course of an adventure. Bear in mind as you conduct your adventure, the rules are guidelines. They are not necessarily cast in stone. If the Host and the players feel that the game would be furthered by a quick resolution with relatively little recourse to the rules, then so be it. A good example of this might be a combat that is random but is clearly in the favor of the players. Here a speedy resolution may be in order. Use your best judgment and remember to have fun.

Rolling Dice, and Dice Conventions

To add an element of uncertainty to the game, dice may be rolled. *Ironclaw* uses the "polyhedral" dice common to most role-playing games. These dice have different numbers of sides—not just the typical cubic six-sided dice, but also four-sided, eight-sided, ten-sided, and twelve-sided.

Dice shorthand uses the letter "d" followed by the number of sides on the die. For example, "d8" refers to an eight-sided die. Multiple dice put a number in front of the "d", such as "2d6" for rolling two six-sided dice. Dice with more sides, with a greater and larger number range, are called *larger* dice. For example, a d8 is a larger die than a d6.

When rolling multiple dice, do not add them together.

Dice are not often added together in *Ironclaw*. The two most common uses of dice are a *Contest* (where one looks for the best single die roll) and a *Damage Roll* (where lots of dice are compared against one another).





Simple Comparison: the *Simple Roll*

Often, to perform a task or do something risky, you'll have to roll some dice. This is called a *contested roll* or a *Contest*. Sometimes you're Contesting someone else's skill; other times, you're Contesting a fixed number set by the Host.

Roll your dice. The *highest die showing* is your *Score*.

Compare your Score against your opponent's.

If your Score is greater than your opponent's, you scored a *Success*.

If your Score is less than your opponent's, you result in *Failure*.

If both of your Scores are *the same*, and neither combatant has a higher level of Expertise (see below), then you and your opponent have *Tied*.

Some Examples of Contests:

Example 1: You want your character to climb a tree. The Host rules that this task is typical for most climbers, and requires you to roll a Contest against a d8. Your character's climbing skill is d10. You roll a 7 for your character; the Host rolls a 4. You have won the contest, and the Host says that your character climbs the tree.

Example 2: Hendrick attempts to pick the Most Complex Lock in the World. He rolls d8 against the lock's complexity, which the Host rules to be worth 2d12. Hendrick's die comes up 7; the lock gets 6 and 5. Hendrick's Score of 7 beats the lock's Score of 6. The lock pops open with a satisfying click.

Example 3: Concoran Doloreaux and Sheridan Bisclavret engage in an arm-wrestling contest. Concoran rolls d12; Sheridan rolls 12 & d4. Concoran's die comes up 4; Sheridan's dice come up 4 and 2. Both Concoran and Sheridan compare highest dice, which are both 4. This contest ends in a Tie.

Special Rule: Skill Quality and Ties

They say that experience is the greatest teacher. In *Ironclaw*, one who is more worldly gains a small advantage that gives them an edge in Simple Contests.

Every 5 Levels in a Skill improves its Quality: from *Basic*, to *Expert*, to *Heroic*, to *Legendary*, to *Mythic*. (See page 9.) If two combatants have the same Score but one has a level of quality of Expert or better, then the character with the better Quality Skill wins the contest if both Scores are the same. This is instead of a Tie.

Example 4: Jean Pussiant attempts to bluff Sheridan Bisclavret into believing his story that he was nowhere near the Old Tower last night. The Game Host rules that this will be a contest of Jean's Will Trait (d10) & Fast-Talk Skill (d12) vs. Sheridan's Mind Trait (d8) & Psychology Skill (d12 & d4, which makes Sheridan an Expert).

Jean's dice come up 9 and 4, for a Score of 9. Sheridan's dice come up 9, 3, and 2, for a Score of 9. Normally, this would be a Tie — however, Sheridan is an Expert, and Jean has only Basic Skill; therefore, Sheridan simply Succeeds and Jean simply Fails. After all, Sheridan is a master at seeing through deceptions. (If Jean had a Fast-Talk Skill of Level 6 (d12 & d4), then he too would be an Expert and thus would have Tied instead.)



Only Skill Level determines Quality not Traits. A character with a Career of d12 and a Skill Level of 1 (d4) has only Basic Quality, not Expert. In addition, only Skill Levels of 6 (Expert) or better give this edge; a Basic Skill provides no advantage when the Scores are the same.

Suggested Difficulty for Most Contested Activities

Ridiculously simple	d4
Simple	2d4
Routine	2d6
Intermediate	2d8
Difficult	2d10
For Experts Only	2d12
For Heroes Only	3d12
For Legends Only	4d12

Simple Comparison: Overwhelming and Botching

If you beat your opponent by a margin of 5 or more, you have *Overwhelmingly Succeeded*. This type of success is often simply called an *Overwhelm*. Likewise, if you're beaten by a margin of 5 or more, you have *Overwhelmingly Failed*.

An overwhelm means you've not only succeeded, but you've done something better than the average success would be. This may have a special meaning in game context—for example, an overwhelming success with a sword blow has specific rules for increased results.

Example 1: *Hendrick attempts to bluff his way past a guard. Hendrick scores a 3, but the guard scores an 8. This is an Overwhelming Failure for Hendrick. The Host rules that on an ordinary failure, the guard would've been inclined to just send Hendrick away with a stern warning—instead, the guard readies his weapon and arrests Hendrick on the spot.*

If your Score is 1 (i.e., all your dice came up showing “one”), and you've not tied your opponent, then you've not just failed, you've *Botched*.

Basically, a Botch is like an Overwhelming Failure—it's worse than a regular Failure. Certain parts of these rules may make reference to special results when botching a roll or being overwhelmed.

Example 2: *Mavra mixes up saltpeter, sulfur and charcoal in her lab, trying to make gunpowder. She reaches a critical juncture and has to make a roll. The Host scores a 4, but her d10 comes up a 1. She Botches and is treated to a dire explosion! Ouch.*

It's worth noting that if you're rolling multiple dice, it's harder to Botch, as all your dice must come up “1”. If you roll a d12, you botch about one out of every twelve times. If you roll a d12 & d4, you botch only one out of every forty-eight times.

Favored Use

If you are using your Skill Dice for your *Favored Use* (p. 9), you may re-roll one die that shows a “1”. You are much less likely to Botch. If the second throw comes up “1”, then it's still a Botch; otherwise, the new facing is used. (This new throw may be higher than other dice you already rolled!)



Complex Comparison: the *Damage Roll*

There's one special type of comparison in *Ironclaw* where multiple dice are compared: these are *Damage Dice vs. Soak Dice* comparisons.

In these comparisons, the attacker is the one who rolls *Damage Dice*. The defender is the one that rolls *Soak Dice*. The attacker's success is scored in *hits*, as explained below.

For the most part, these hits will be in the form of physical damage your character suffers, also known as your character's *Wounds*. However, there are a few exceptions where "hits" measure something else—notably the effect of certain magic spells.

Compare the highest *Damage Die* to the highest *Soak Die*. Compare the second highest *Damage Die* to the second highest *Soak Die*, etc.

If the attacker has more *Damage Dice* than the defender has *Soak Dice*, compare the remaining *Damage Dice* to the number 1.

For each *Damage Die* that is higher than its compared *Soak Die*, the attacker scores *one hit*.

For each *Damage Die* that overwhelms its compared *Soak Die* (i.e., is greater by a margin of 5 or more), the attacker scores *two hits*.

***Damage Dice* that come up "1" *never* score any hits.**

If the defender *Botches* (i.e., all *Soak Dice* come up "1"), the defender takes *one extra hit*, above and beyond all other hits.

Damage Rolls are explained in greater detail in the *Combat* chapter (p. 159-191).

Bonuses and Penalties

Sometimes, circumstances will change for the better or for the worse. This is reflected by *Bonuses* and *Penalties*. *Bonuses* and *Penalties* are almost exclusively the province of *Combat Maneuvers*.

Bonuses and *Penalties* cancel one another out.

For example, if you get two *Bonuses* and one *Penalty*, you have a "net" one *Bonus*. Add up all your *Bonuses* and *Penalties* first, so you'll know what you're supposed to be rolling.

Bonuses and Penalties on Simple Rolls

For each *Bonus*, increase the size of each *Die* by one size. For example, d4 becomes d6, d6 becomes d8, and d10 becomes d12.

Example 1: Ashley tries to convince the bartender to let her have "just one more glass of wine" before he closes up shop. Normally this would call for a roll: Ashley's *Mind & Fast-Talk* of d10 & d6 vs. the bartender's desire to close up (which the Host decides is worth a d12). However, Ashley drops a few coins on the counter to make him more amenable. The Host rules this gives Ashley one *Bonus*. Ashley's die increases in size: the d10 to d12, and the d6 to d8. Ashley rolls d12 & d8.



Since d12's cannot increase in size, you "carry over" their size increase to your next smallest die. If all your dice become d12's, you "carry over" your bonuses to a new die, starting at d4.

Example 2: Sheridan decides to "Strike Sure" with his sword, which gives him a +1 Bonus to hit. Sheridan's To-Hit Dice are normally d12 & d6.

A +1 Bonus lets him increase each of his dice by one size. His d6 increases to d8.

His d12 can't increase, so he "carries over" that bonus to his next smallest die, the d8.

With a +1 Bonus, Sheridan's Skill Dice become d12 & d10.

Example 3: Later, Sheridan Focuses for one round, then Strikes Sure, and now has a +2 Bonus. His skill is still Level 7 (d12 & d6).

A +2 Bonus lets him increase each of his dice by two sizes. His d6 increases to d10.

His d12 can't increase, so he "carries over" that bonus to his next smallest die, the d10. After one size increase, that die becomes a d12 as well. Since he has one more size increase, it "carries over" to a new d4.

With a +2 Bonus, Sheridan's Skill Dice become 2d12 & d4.

If you have no Dice to roll at all, you still get one "size" increase—start at d4 and go up from there.

For each Penalty, you must re-roll all your dice, and take the worst Score out of all the rolls. A -1 Penalty forces you to re-roll once, a -2 Penalty forces you to re-roll twice, etc.



Example 1: Concoran, mired up to his knees in mud, swings madly with his sword. He's at a -1 Penalty. He rolls to hit with d12 & d10. The first time he rolls 3 and 5, for a score of "5". His penalty forces one re-roll, so he rolls again, getting an 8 and a 1, for a score of "8". Concoran's worse score out of all those rolls is the "5", so that's what he's stuck with.

Example 2: Darda tries to scale a cliff in the rain. The Host rules that this is a -1 Penalty. Darda has a Climbing skill of d8, but is forced to do one re-roll and take the worst result. She rolls a 7 the first time, and a 4 the second time. Her final score is a 4.

Bonuses and Penalties on Damage Rolls

For each Bonus, increase each of your Damage Dice by one size. For example, d4 becomes d6, d6 becomes d8, and d10 becomes d12.

Example 1: Dierdre fires an arrow from her bow—she has a Focus bonus to give her a +1 Bonus to Damage. Her bow normally does 2d6 & d4 Damage. The +1 Bonus increases each die by one size, to 2d8 & d6.



Example 2: Miserikadio, in his rage, tries to punch out a drunken fool who dared insult his liege-lord. Miserikadio is a big guy, with a Basic Damage of d10. Miserikadio decides to "Strike Hard" (p. 170) with his fist, for a +1 Bonus to damage. His lone Damage die increases one size; Miserikadio's punch will do d12 damage.

Since d12's cannot increase in size, you "carry over" their size increase to your next smallest die. If all your dice become d12's, you "carry over" your bonuses to a new die, starting at d4.

Example 3: Hannah swings her morningstar, Striking Hard for a +1 Bonus to damage. Her morningstar has a d8 for Damage Dice, and her Strength Die is a d12, so she normally rolls d12 & d8 damage. With the +1 Bonus, her dice increase one size. Her d8 increases to d10, and her d12 increases and carries over with an extra d4. Hannah rolls d12, d10, & d4 for Damage.

For each Penalty, roll your Damage Dice as normal. Then, remove the lowest-scoring die. For example, if you were rolling 3 dice, and you had two penalties, you would roll all 3 dice and remove the lowest-scoring 2 dice.

Example 1: Sheridan swipes lightly with his staff. He has a -1 Penalty to damage. He normally rolls 2d8 for damage. Sheridan throws the dice and gets 5 and 3. Since he has one Penalty, he discards the lowest die, the "3", and leaves the 5 showing.

Example 2: Liusaidh, desperate to smite her foe despite all her hardships, strikes despite her -2 Damage Penalty. She normally rolls d12, d10, and d4 for damage. She rolls 9, 10, and 3. Her -2 penalties remove the 9 and 3. Liusaidh is left with only a 10.

If you have to remove all your dice, your attack can only do damage if your opponent Botches their Soak Roll (see page 120).

Special Rule: Slaying and Enervated Damage

Some combatants, especially supernatural ones, will be vulnerable to certain kinds of attacks and resistant to other kinds. The following special rules apply to certain kinds of Damage Rolls:

On a **Slaying Damage Roll**, each Damage Die that Succeeds scores two hits instead of one. Thus, all "regular" Successes are treated as Overwhelming Success. Some weapons, such as firearms, can achieve Slaying Damage Rolls.

On an **Enervated Damage Roll**, Damage Dice that fail to Overwhelm cause no hits, and Damage Dice that Overwhelm cause only one hit. Enervated attacks do much less damage.

Frequently Asked Questions about Dice Rolling

There seems to be a lot of "randomness" and "dice rolling". Why is that?

The purpose of dice-rolling is to add drama and suspense to the game. When you roll a die, you have some idea what's going to come up, but what will come up is uncertain. Anyone, at any time, could Botch a roll.



As a tip for Game Hosts: try not to overuse dice rolls. Don't roll dice if it appears it's going to be a tedious exercise. If everyone is reasonably assured of the outcome of some event, use Host fiat to decide what it will be and move on. The amount of "dice-rolling" vs. "intuition" is a matter of personal taste and will vary from gaming group to gaming group. A good rule of thumb is that if the character is rolling dice that are the same size (or bigger) in the same quantity (or more), and that what they're doing is neither dire (i.e., has dreadful consequences if it fails) or contested (i.e., no one is actively trying to stop them), then they can just declare Success without rolling.

Example: *Pyotr wants to repair his broken crossbow, an intermediately difficult task of 2d8. He has a Mind Trait of d10 and a skill of "Craft: Bowyer" of d8. With a combined skill roll of d10 & d8, that's more than the 2d8 difficulty. As long as things are nice and quiet (no rush jobs, no improvised materials, etc.), Pyotr should just be able to declare a simple Success and fix his crossbow.*

When the text says, "roll 2d6", do I add those dice together?

Not usually! In a *Contest* comparison, you only take the highest of those two dice. In a *Damage Roll* comparison, you'll be comparing each of those dice against someone else's dice. In *Ironclaw*, only rarely are dice added together, such as determining how far off-target a thrown grenade goes.

Why aren't Contest dice added together?

In *Ironclaw*, everyone has a chance of beating someone else in a *Contest*. Even if your opponent is rolling 4d12 and you're stuck with only 1d4, you could roll a four and they could roll all ones. It's also simpler to tell if you "Overwhelm" someone or not—only scores of 6 and up Overwhelm.. and if you Score a 8 or better, you yourself can't be Overwhelmed. After a while, these comparisons may come quickly to you, which is our goal when we designed this system.

What is the proper sequence of the Bonus, Penalty, and Favored Use modifiers?

1. Add all Bonuses, subtract all Penalties. (Each Bonus cancels one Penalty.)
2. For each Bonus, increase all dice by one size, before rolling.
3. Roll all dice.
4. If you have at least "1" showing, and this is your Favored Use, then re-roll any one "1".
5. For each Penalty, re-throw all your dice.

When are Trait Dice included with Skill Dice?

A Race or Career Trait that is written to be included with a Skill is *always* included with that skill. For example, the Mercenary Trait Dice are *always* included with Haggling, and the Bear Trait Dice are *always* included with Wrestling.

The four basic Traits of Body, Speed, Mind, and Will may or may not be included with a Skill; it depends on circumstance. For example, if one is trying to sneak past vigilant guards, the Game Host may rule that Speed applies to Stealth ... but for skulking in some darkened alcove, waiting for people to leave, that's something else — probably Will to summon the strength to remain still.



As a general rule, here are when the four basic Traits should be included:

Body: for tests involving physical size or strength, such as Intimidating folks or consuming large quantities of alcohol (I.E., Carousing). Note that folks with the Gifts of Strength or Robustness may roll increased dice.

Speed: for all To-Hit Rolls with weapons, and for all Defense Rolls (I.E., Parry, Dodge, and Block Rolls). Also for many uses of "gross motor skills", such as Acrobatics. *Not* for "fine motor skills" such as repairing watches or picking locks.

Mind: for anything involving "bookish" or learned thinking, such as doing math or puzzling through long legal documents. Often included with Know Tests to see to recall something. Also, Observation Tests, Ambush Tests, and anything else involving "quick wits". For Influence Tests where craft and cleverness are more important than stubbornness. For anything where being smart and book-learned would help. *Not* for things based on intuition or supernatural ken, such as Augury or Meditation.

Will: with all uses of the Resolve Skill. For anything where steadfastness and willpower would apply. For Influence Tests where confidence and self-image is important.

Players are encouraged to come up with creative ways to include their Traits to the uses of Skills. Maybe you could pretend to be a pillar, using your Body to your advantage when hiding ... or perhaps your Squirrel Trait could help you conceal yourself in high rafters ... or maybe even your training as a Ranger gives you an edge when skulking about through bushes and undergrowth.

Summary of Dice Comparisons

<i>Your Best Die Showing is...</i>	<i>Simple Comparison</i>	<i>Damage</i>
A "one"	Botch	no hits
Less than your opposing die by 5	Overwhelming Failure	no hits
Less than your opposing die	Failure	no hits
Tied with opposing die	Tie	no hits
Greater than opposing die	Success	one hit*
Greater than opposing die by 5	Overwhelming Success	two hits†

Special Kinds of Damage

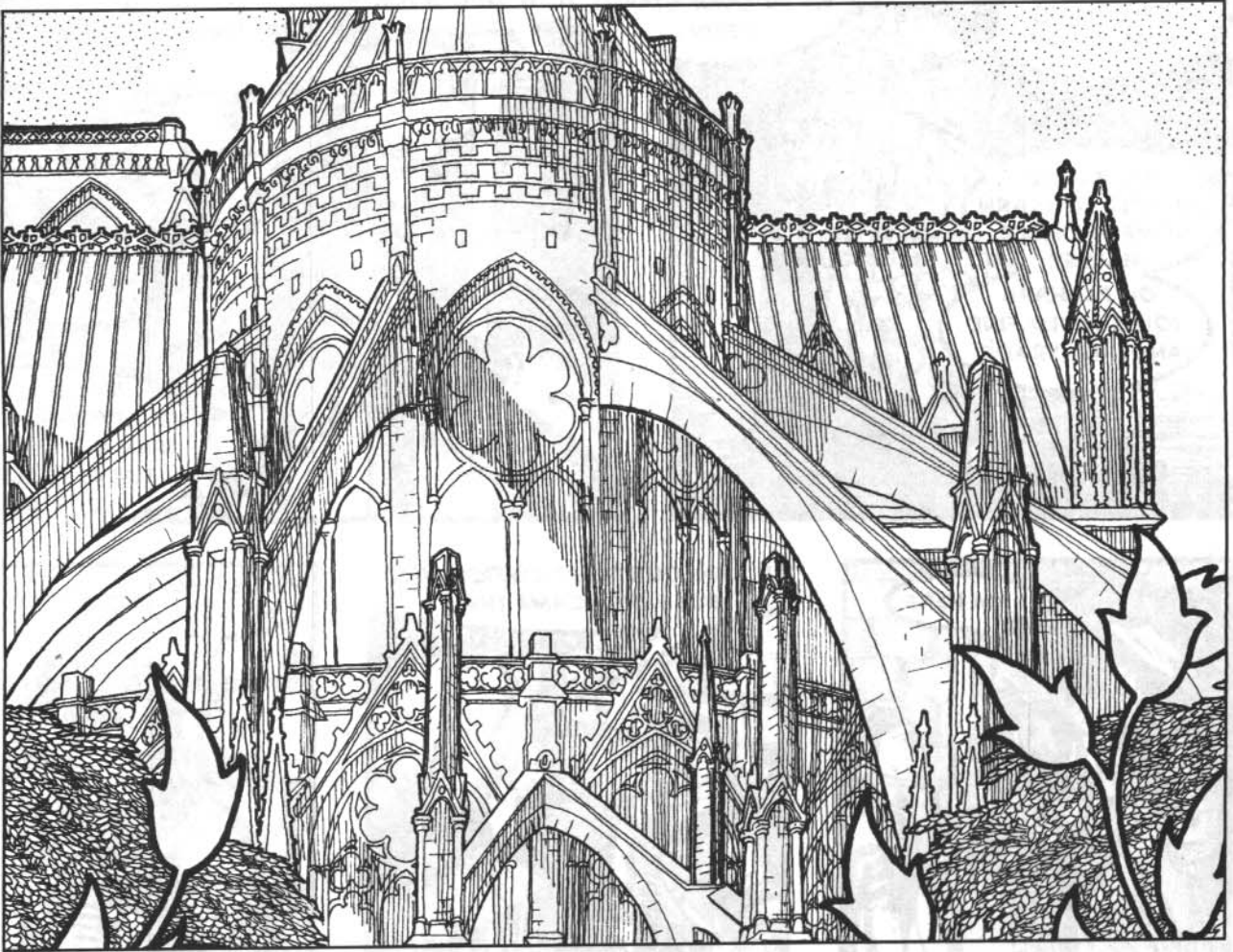
* Slaying Damage causes *two* hits. Enervated Damage causes *no* hits.

† Enervated Damage causes *one* hits.

Summary of Dice Roll Modifiers

<i>Type of Roll</i>	<i>For each Bonus ...</i>	<i>For each Penalty ...</i>
Skill Roll	Increase each die one size per Bonus.	Re-roll <i>all</i> your dice. Your final "Score" is the <i>worst</i> Score out of all the rolls.
Damage Roll	Increase each die one size per Bonus.	Roll your dice normally, but remove your <i>lowest-showing</i> Damage Die. If you run out of Damage Dice, you can only hurt your opponent if they Botch their Soak roll.





Summary of Levels and Bonuses

Level	Dice	+1 Bonus	+2 Bonus	+3 Bonus	+4 Bonus	+5 Bonus	+6 Bonus
none	zero	d4	d6	d8	d10	d12	d12 & d4
1	d4	d6	d8	d10	d12	d12 & d4	d12 & d6
2	d6	d8	d10	d12	d12 & d4	d12 & d6	d12 & d8
3	d8	d10	d12	d12 & d4	d12 & d6	d12 & d8	d12 & d10
4	d10	d12	d12 & d4	d12 & d6	d12 & d8	d12 & d10	2d12
5	d12	d12 & d4	d12 & d6	d12 & d8	d12 & d10	2d12	2d12 & d4
6	d12 & d4	d12 & d8	2d12	2d12 & d6	2d12 & d10	3d12 & d4	3d12 & d8
7	d12 & d6	d12 & d10	2d12 & d4	2d12 & d8	3d12	3d12 & d6	3d12 & d10
8	d12 & d8	2d12	2d12 & d6	2d12 & d10	3d12 & d4	3d12 & d8	4d12
9	d12 & d10	2d12 & d4	2d12 & d8	3d12	3d12 & d6	3d12 & d10	4d12 & d4
10	2d12	2d12 & d6	2d12 & d10	3d12 & d4	3d12 & d8	4d12	4d12 & d6
11	2d12 & d4	2d12 & d10	3d12 & d6	4d12	4d12 & d8	5d12 & d4	5d12 & d10
12	2d12 & d6	3d12	3d12 & d8	4d12 & d4	4d12 & d10	5d12 & d6	6d12
13	2d12 & d8	3d12 & d4	3d12 & d10	4d12 & d6	5d12	5d12 & d8	6d12 & d4
14	2d12 & d10	3d12 & d6	4d12	4d12 & d8	5d12 & d4	5d12 & d10	6d12 & d6
15	3d12	3d12 & d8	4d12 & d4	4d12 & d10	5d12 & d6	6d12	6d12 & d8
16	3d12 & d4	4d12	4d12 & d10	5d12 & d8	6d12 & d6	7d12 & d4	8d12
17	3d12 & d6	4d12 & d4	5d12	5d12 & d10	6d12 & d8	7d12 & d6	8d12 & d4
18	3d12 & d8	4d12 & d6	5d12 & d4	6d12	6d12 & d10	7d12 & d8	8d12 & d6
19	3d12 & d10	4d12 & d8	5d12 & d6	6d12 & d4	7d12	7d12 & d10	8d12 & d8
20	4d12	4d12 & d10	5d12 & d8	6d12 & d6	7d12 & d4	8d12	8d12 & d10



HE IS NOT COMING. WE MUST GO.

YOU WOULD DO WELL TO LEARN SOME PATIENCE, HALSEY. OR PERHAPS YOU SHOULD FIND ANOTHER TRADE.

I KNOW ENOUGH THAT WE'VE OVER-STAYED, KESIN...



...AND I KNOW THAT IF WE ARE CAUGHT WITH THAT BOOK--

IF YOU HAVE NO APPETITE FOR RISK, THEN QUIT BEFORE IT BURNS A HOLE IN YOUR GUT.



I AM HERE.

EEP!

GOOD EVENING, MY LORD. I WOULD HOPE THAT YOU ARE WELL?

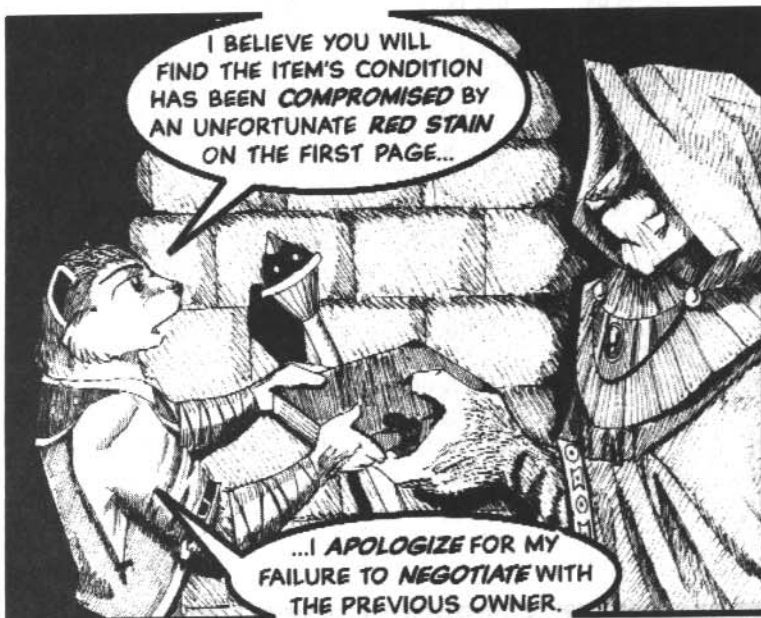


I ... ENCOUNTERED DIFFICULTIES, BUT I OVERCAME THEM.

LET US DISPENSE WITH PLEASANTRIES. WE ARE BUSY MEN.



JUST SO, MY LORD.



I BELIEVE YOU WILL FIND THE ITEM'S CONDITION HAS BEEN COMPROMISED BY AN UNFORTUNATE RED STAIN ON THE FIRST PAGE...

...I APOLOGIZE FOR MY FAILURE TO NEGOTIATE WITH THE PREVIOUS OWNER.

HEH, KESIN, YOU HAVE PRAGMATISM AND WIT. SHOULD YOU CHOOSE TO STUDY THE ARCANIE ARTS, YOU WOULD DO WELL TO CALL UPON ME.



TESTS

During your campaign, you'll find that conflict situations will arise often. Someone will try to talk his way out of a tricky situation. Someone will try to sneak past someone—or run away when she gets caught! Someone will try to dig up some dirt on what's going on. Since the goal of a good role-playing game is to be consistent, *Ironclaw* includes the following "standard tests".

This chapter provides some details as to how dice rolls usually work in the *Ironclaw* game. We don't advocate rolling dice for everything all the time—die rolling shouldn't substitute for good role-playing. However, the addition of die rolls adds randomness and unpredictability that can alter the course of your game in exciting new ways. As a Game Host, you should use your best judgment when to roll and when not to roll—and, as always, be consistent.

When a Skill is listed, assume that any Race or Career Dice that are included with the Skill are included as well. For example, the Bluff Test uses Fast-Talk skill; since the Charlatan Career Trait is included with Fast-Talk, then include any Charlatan Career Dice as well.

For tips on when to include Traits, see page 77.



Ambush (Speed vs. Sixth Sense [with Mind for vigilant folks])

It's inevitable. Some craven souls will strike without honor and under the cover of darkness, with malice in their hearts and weapons in their hands. Any time one group tries to execute a surprise attack against another group, it is called an *Ambush*. The Ambush can be as brutish as twenty men running out of the bushes and swarming on their foe like angry ants, or it can be as subtle as a sniper on a high rooftop shooting through an open window with a crossbow.

The party attacking from surprise is called the Ambusher. The party being attacked is called the Target.

There are so many different ways to ambush that not always the same skills apply. What follows is a table of some of the more common Ambushing circumstances, and what Dice are relevant

<i>Circumstance</i>	<i>Ambusher</i>	<i>Target</i>
Default dice for Ambushes	Speed	Sixth Sense
The target is active and alert, wary of ambush. (This includes travelers during the day. At night, things are more uncertain...)		Mind



Ambush, continued

Circumstance	Ambusher	Target
The ambush spot is a known area (home turf advantage).	Area Knowledge	Area Knowledge
The ambush spot has lots of hiding places.	Camouflage, Stealth	Observation
The ambushers have a confederate in the party distracting the targets.	Confederate's Fast-Talk	

The Host should make decisions as to what dice are valid to a given Ambush Test based on the location, time of day, etc. For example, travelers without Night Vision might not be allowed to use Observation in the dark, or ambushers might not be allowed to use Camouflage if there are no trees or brush to hide behind.

For simplicity, the Host should use the highest dice of both Ambusher and Target, rather than bother with rolling every combatant's dice. Since most "mobs" of NPCs all have the same size dice, this won't be too much of a problem.

Once the Game Host has decided on all the relevant dice, the contest can be rolled.

Result	Effect on Ambusher	Effect on Target
Ambusher Botches Roll	none	Focussed
Target Succeeds over Ambusher	none	none
Ambusher Ties with Target	Focussed	Focussed
Ambusher Succeeds over Target	Focussed	none
Target Botches Roll	Focussed	Reeling

Focussed combatants start the battle with the Focus advantage (see page 179). If you're using miniatures, place a blue "Focussed" counter next to each figure.

Reeling combatants start the battle Reeling (p. 164). If you're using miniatures, place a red "Reeling" counter next to each figure.

Appraisal (Mind, appropriate skill and Merchant vs. difficulty ... and Forgery)

As a merchant, your livelihood will depend on your capacity to appraise items and crafts for their value. As a smart consumer, you'll want to know if that sword you're about to buy is really a good deal.

When appraising an item's value, personal experience goes a long way. The Career Trait of "Merchant" is always appropriate to include, as Appraising is what Merchants do best. You should also include any Career Trait dice that may be relevant. Hosts and Players are encouraged to use their Career Trait Dice in creative ways.

Example: Domnhull is Appraising a pair of boots. When he looks at the sole and fingers the laces, he's reminded of his term as a Soldier, and those long tiring marches over rocky land and across freezing rivers, and he remembers in great detail how his boots wore down and where the stitches frayed. The Game Host rules that Domnhull's player may include his Soldier Trait dice when Appraising the value of these boots.

Here are some suggested Skills relevant to some Appraisal Tests. This list is by no means exhaustive!



Type of item	Dice to include
A Weapon	the appropriate Weapon Skill
Rare books and art	Lore Skill; Scholar Trait
Magic Books	Lore Skill; Scholar and Wizard Traits
Maps	Area Knowledge of the map's area; Cartography Skill
Riding Mounts	Animal Handling Skill; Riding Skill
Livestock	Animal Handling Skill

The difficulty of appraising an item is based on its availability, as listed in the Equipment section (p. 105-112). Success in appraising items means that a character knows the fair price for the item in the current region.

Example: *Domnhull succeeds in appraising the boots. He has figured out what the boots are worth in this town.*

Here are some examples of item availability tasks:

Availability of Item	Difficulty
Cheap	2d4
Average	2d8
Expensive	2d12
Unique: Items without compare or custom created items.	3d12 or worse—maybe unavailable
Circumstance	Modifier
The object is counterfeit or otherwise tampered with.	Include the Forgery skill dice with the difficulty dice
Rush Job: You only have a couple moments to look it over.	-2 Penalty

Availability (area size vs. difficulty)

Sometimes you need to find an item or a service in a town—a room for the night, a replacement sword, a good homeopath to cure your nasty cough, or a chalcedony stone. To answer the question of whether you can find what you need, you may be called upon to pass an Availability Test.

The basic rule of Availability is that the bigger the population in the area, the more likely you'll be able to find what you're looking for. Roll the Area Size Dice vs. the difficulty of Availability.

Area Size	Dice
Hamlet (population 10+)	d6
Village (population 100+)	d8
Town (population 1,000+)	d10
City (population 10,000+)	d12



<i>Availability of Item</i>	<i>Difficulty</i>
Common (cheap clothes; wooden knives; torches and candles; bad food; pack animals; a cheap hostel)	2d4
Uncommon (good clothes; steel knives; lamp oil; good food; unbroken destriers; a private room at a decent inn; tadesman)	2d6
Rare (fine clothes; swords and other weapons; shuttered lanterns; leather and chain armor; fine food; riding destriers; coaches for travel; a furnished room at a quality inn; craftsman)	2d8
Very Rare (the rarest silks and furs; guns; plate armor; fine cuisine; war destriers; a private luxury coach; a room with a private bath and attending servants, history books and religious texts; semi-precious gems; knights-errant)	2d10
Extremely Rare (magical books and items; rare artifacts; precious gems; spell-casters for hire)	2d12 or worse—maybe unavailable

The Game Host should see fit to modify these rolls based on the rarity of the item, the time of year, the customs of the area, etc. For some goods or services (especially ones relevant to an adventure plot), the Host may simply rule whether it can be found or not. For example, any big city has moldy bread, dirty water, and flea-infested cots available. The Availability Test should only be used for requests out of the ordinary, and the Host is encouraged to make quick “spot judgments” when common sense dictates that the adventure should just go on.

<i>Result</i>	<i>Outcome</i>
Botch	<i>Wild Goose Chase.</i> You spend all day looking around, but what you seek is nowhere to be found. You are probably the victim of bad advice, of a prank, or maybe even of brigands who send you off into an ambush.
Overwhelming Failure	<i>Not available.</i> What you're looking for simply isn't out there.
Failure	<i>No luck today.</i> At the Host's discretion, you can try again tomorrow.
Tie	<i>Not exactly what you want.</i> You find somebody offering a service or selling goods similar to what you want ... but different enough to make you think twice. The goods could be shoddy, or the location could be suspect, or anything odd the Host can think of.
Success	<i>Available!</i> You find it after searching for one to twelve hours. (See below for details.) If you can't finish searching in one day, you'll have to continue looking tomorrow.
Overwhelming Success	<i>Available, and how!</i> Not only will you find it after searching, but it will be special somehow. Perhaps the seller is “highly motivated” and will cut you a deal, possibly because of a surplus.

This test is to determine whether something is available or not—to find out *where it is* requires you to search for it. As a guideline, it takes as many hours to search for it as the difficulty Score that was rolled. These hours may have to be spread over two or more days. The Game Host should make the difficulty roll in secret—you won't know how much time the Test requires until the Host tells you the Test is done.

Example: *Ingard is in the town of Dunwasser, searching for a scribe to copy a book for him. The Host calls for an Availability Test.*



Dunwasser is a town, good enough for an Area Size Die of d10. A copyist scribe is a skilled laborer, which is Rare—the difficulty of finding one is 2d8.

Ingard rolls the Area Size Die and scores a 7. The Host rolls the difficulty dice and gets 3 and 5, for a score of 5. That's a success for Ingard—he's in luck and a copyist for hire is available.

The Host rules that since the difficulty score was 5, it takes Ingard 5 hours of walking around to find the scribe.



At the Host's discretion, you may try a Gossip Test (p. 137) with the locals to determine Availability of a particular good or service. A Success will get you some clues on where to search, cutting your search time in half, but it will not verify whether it is available or not. An Overwhelming Success will tell you whether it's available and how to go straight to it, or whether it's not available at all.

Once you find what you're looking for, you'll have to pay for it. You can use an Appraisal Test (p. 128) to see if it's what you wanted, and a Hagggle Test (p. 137) to argue over its price.

Bluff (*Mind OR Will, Charisma, and Fast-Talk vs. Mind and Psychology*)

Bluffing is good when you don't know the answer to someone's questions ... or you do know the answer to someone's question and you're pretty sure they're not going to like it. Bluffing includes not just feigning ignorance, but also pretending to be unconscious, changing the topic of conversation, and (in a pinch) lying. Depending on the kind of Bluff, you may be trying to out-smart someone or confuse them with big words (which would let you include your Mind dice) or you may just be lying outright (which requires strong nerves and firm control, and would let you include your Will dice). If you have the Special Trait of Charisma (p. 65), you may always include that with your Bluff attempt.

Result	Outcome
Botch, Overwhelming Failure	Your lie is blatantly transparent, if not downright insulting. Your target is likely to become angry and hostile and may be moved to violence.
Failure	Your target sees through your Bluff.
Tie	Your target is suspicious ... but can't think of any good reason to disbelieve your story. Yet.
Success	Your target believes you.
Overwhelming Success	Your target wholeheartedly believes you, without a doubt.



Bribe (*Bribery vs. Will*)

When you can't talk your way out of something, maybe you can buy your way out. The Bribery test is a catch-all for any time you want to trade money, goods, or favors in return for a favor from someone else ... or for indulgence to overlook a criminal infraction or abuse of power. This is different from a Bluff (p. 130) where you would try talking your way out of a situation; with a Bribe, you're offering material favors.

Result	Outcome
Botch, Overwhelming Failure	Disaster! A corrupt official will take your money, then jail you (or worse!) to cover it up. Otherwise, the target reacts in the worst way possible.
Failure	Your target does not accept the bribe. Depending on how crooked they are, they may be angry, they may "overlook" the attempt, or they may ask for more money.
Tie	You're too subtle in your attempts, or the target simply isn't interested. The Host may let you try again, if you still have time.
Success	Your target takes the bribe.
Overwhelming Success	Your target takes the bribe and may throw in something "extra" for you.

Circumstance	Modifier
Your bribe is a day's pay for your target.	none (standard bribe)
Your bribe is a week's pay for your target	+1 Bonus
Your bribe is two weeks pay for your target	+2 Bonus
Your bribe is a month's pay for your target	+3 Bonus
The favor you're asking for is a "minor" one, such as overlooking a minor offense or petty vandalism.	none (standard favor)
The favor you're asking for is a "major" one, such as asking for a gate to be left open or something else that could get one reprimanded.	-1 Penalty
The favor you're asking for is a "severe" one, such as getting private letters or something that could get one fired.	-2 Penalty
The favor you're asking for is an "extreme" one, such as asking someone to commit a felony or to overlook one, or something else that could get one killed.	-3 Penalty or worse
The target is greedy or corrupt	+1 Bonus or better

Build (*Mind, appropriate craft skill vs. difficulty*)

The Build Test is for whenever you try to construct, manufacture, or make something out of materials on hand. One could use Trade: Carpentry to build a wooden hut, Survival to build a lean-to, Craft: Masonry to build a stone wall, etc. If the device requires delicate handiwork or fine manipulation, the Dexterity Trait might apply, too.

The time it takes to build something, the tools and materials required, and the number of people needed is infinitely variable. When precise data is unavailable, Game Hosts and Players should decide these variables based on common sense, or perhaps even research done out of game-time. Build Tests important to scenarios should have the time they take listed in the text.



<i>Result</i>	<i>Outcome</i>
<i>Botch</i>	<i>Disaster!</i> The worst case imaginable—something falls on you, or explodes, or is ruined. You lose all your materials and you may be injured at the Game Host's discretion (perhaps suffering 3d6 vs. Soak).
<i>Overwhelming Failure</i>	Your project is ruined. If it was dangerous or a rushed job, the Host may rule a disaster has happened, as above.
<i>Failure</i>	Your project isn't done yet, or it's done but it's obviously not Built right. You must do at least 50% of the labor again, or more at the Host's discretion.
<i>Tie</i>	<i>Secret Flaw.</i> As far as you can tell, your project has been Built to satisfaction ... but there's something wrong with it. Perhaps a screw hasn't been tightened, or there's a hairline fracture at an important juncture. Hosts are encouraged to come up with something dramatic.
<i>Success</i>	Your project is Built on time.
<i>Overwhelming Success</i>	Your project is not only Built on time, but it's also a work of art in its own right.

<i>Circumstance</i>	<i>Modifier</i>
<i>Rush Job.</i> You want to do it in half the time.	-2 Penalty
<i>Sure Job.</i> You want to do it in twice the time.	+1 Bonus
You don't have the right tools	-1 Penalty or worse, maybe impossible
You don't have the right materials, and must improvise.	-1 Penalty or worse, maybe impossible

Casting (*Mind, Wizard Trait, and Spell-Casting Skill vs. spell difficulty*)

If you are a Wizard, you must make a Casting Test to cast any spell that you are not Adept at. See the Magic chapter (p. 193-243) for more details.

Chase (*Speed vs. Speed*)

Sometimes you may have to pursue someone, or you may be pursued yourself! Often folks try to get away. When one character pursues another, a Chase has started. These Chase Test rules are designed to be "abstract"—if you're using miniatures on a tactical map, you will probably want to use the Advanced Combat rules (p. 167) to resolve Chases ... until the combatants leave the tactical map.

The simplest way to resolve a Chase is to have both parties roll their Speed Dice—if the pursuer rolls higher, they catch up; if the pursued rolls higher, they get away.



For more complicated Chases, here are some suggested modifiers:

Circumstance	Modifier
You have Encumbrance that limits die sizes to d10, d8, d6, or d4.	Reduce all your dice to the Maximum Encumbrance dice, as appropriate.
You have an Area Knowledge skill appropriate to the area.	Include your Area Knowledge dice. (Home turf advantage)
You're being pursued, and there are lots of twists, corners, shadows, etc. for hiding.	Include your Stealth dice.
You're the pursuer, and the ground is good for Tracking.	Include your Tracking dice.
The Chase passes through a crowded area, where innocent bystanders can get in the way or provide a distraction.	Include your Shadowing dice.
You have multiple Speed Dice. (For example, your Speed is Level 6, good for d12 & d4)	Add your Speed Dice (and Speed Dice only) together for the comparison. (Yes, this is one of the few instances in Ironclaw where we add dice.)
You have the Gift of Extra Move.	Add your Extra Move to your Score. (Yes, this is one of the few instances where you add something to a die roll.)
You are mounted.	Substitute the mount's Speed Dice for yours, and include your Riding Skill.

A Chase takes a variable amount of time, usually about five minutes, but it may take longer at the Host's discretion.

The Hunt is on! An Optional Rule for Longer Chases

For more complex Chase Tests, the Game Host may declare that the pursuer must win two or more Chase Tests in a row, depending on how much of a "lead" the quarry has. A good rule of thumb is that the quarry has one "lead" for each combat round that passes while no one pursues them.

Example: Weigraf senses that the battle is going against him. He orders his guard to "Charge!" while he himself falls back and flees. Weigraf's miniature leaves the battle map on Round 11.

Weigraf's foes are delayed until they can break the line of men-at-arms in the way. None of his foes are able to leave the battle map on the same side Weigraf did until Round 14.

Weigraf has a three-round lead on his pursuers. Any who follow him must win three Chase Tests in a row. If they lose any of those three, Weigraf gets away.

Fear (Will and Resolve vs. difficulty)

Sometimes you may be susceptible to losing your nerve. Certain monsters and magical effects may cause fear. To pass a Fear Test, roll your Will Dice and Resolve Skill Dice (if any) vs. the difficulty of the test, and compare the results to the table below.



Result	Effect
Botch	Faint Dead Away. You immediately lose 1 Fatigue and fall Unconscious.
Overwhelming Failure	Terror. You must flee the source of your Dread. If you cannot flee, you will curl up into a ball and whimper. You also suffer as per <i>Fear</i> , as below.
Failure	Fear. You are at a -1 Penalty on To-Hit Rolls, to any rolls that involve Will Dice (including Resolve) combat. Mental skills that rely on self-confidence, such as Leadership, are impossible. You may not claim Favored Use or Focus.
Tie	Hidden Fear. You are rattled, but not in a way that is immediately obvious to others. You may continue to use skills that require confidence, such as Fast-Talk or Leadership, but you otherwise suffer from <i>Fear</i> , as above.
Success	No effect. You are briefly thrilled by the moment, but it passes.
Overwhelming Success	No effect. You don't even flinch.

Fear usually lasts for only the Scene, which is about five minutes.

Foraging (Mind, Survival, and appropriate Race Habitat Dice vs. difficulty)

Any outdoorsman should know how to live off the land. While out in the wilderness and away from the city, you can try a Foraging Test to get food and water.

Environment	Difficulty
Idyllic (grassland; river valley)	2d6
Hospitable (hills; forest)	2d8
Challenging (swamp; mountains)	2d10
Wasteland (desert)	2d12 or worse

If you are in your Race's habitat, you may include your Race Die with your other Dice.

Result	Outcome	Time Spent
Botch	Disaster! You trip and fall, are attacked by a hostile animal, or incur some other mishap. The Host can invent something, or simply have you suffer 3d6 Damage vs. your Soak and Armor.	All day
Overwhelming Failure, Failure	Unpleasant day. Your day is miserable, but otherwise uneventful.	All day
Tie	Unusual event. Something happens that's not life-threatening but is inconvenient. Perhaps you brush up against some poison oak, or maybe something you ate has you under the weather.	All day
Success	Uneventful day. Just another hard day in the wilds.	All-day
Overwhelming Success	Productive day.	Half-day

Compare your Foraging Dice against the difficulty as a Damage Roll—each hit you score is one man-day's worth of food and water.



Example: Gervin is lost in the Paludestris swamps. Fortunately, he's not just quick-witted (with a Mind of d10), he is an experienced Ranger (d8) and is skilled in Survival (d6). His Foraging Roll is d10, d8 and d6.

Gervin spends the first day looking for food and water. Gervin's player rolls his dice, which come up 7, 6, and 2. The difficulty of Foraging in a swamp is 2d10—the dice come up 8 and 3. As a Simple Comparison, Gervin failed his roll and thus takes all day to scrounge anything up.

As a Damage Roll, Gervin scores 2 hits, for two man-days worth of food and water. He can consume one today, then spend all day tomorrow looking for a way out of the swamps.

Gamble (Gambling vs. Gambling)

There are numerous games of chance where wagers are made and money is passed. The lower classes often game with dice. The upper classes are not unknown to play card games and, "just to make things interesting," to bet on who will win.

The simplest way to do a Gambling Test is for both parties to set a wager, and then to roll Gambling Dice vs. Gambling Dice. Whoever Succeeds is the winner. The Game Host can resolve it all in one Test, or draw the game out over several Tests.

For "pure games of chance", such as lotteries or roulette wheels, the Host may just want to assign random odds of winning and roll dice arbitrarily. (The Gift of Luck is certainly useful!)

A gambler may also try to cheat by hiding cards up their sleeve, "palming" dice, etc. A cheater may include their Sleight of Hand dice with their Gambling dice ... but then their opponent can include their Observation dice. If the opponent wins the contest due to their Observation, the cheat has been spotted! In the world of *Ironclaw*, cheaters are often dealt with swiftly and brutally.



Gambling takes a variable amount of time, depending on the game of chance; it could be as little as five minutes to an hour or more.

Gamblers are often a talkative lot—if the game goes on for an hour, you should try a Streetwise Gossip Test (p. 137).

Gossip (Carousing, Etiquette, OR Streetwise vs. difficulty)

Without good "mass media" such as newspapers, rumors and idle gossip are usually the only way "news" gets around. A Gossip Test can be used to get information about things. Most people are willing to talk about their lives and goings-on—the hard part is getting them to talk about what interests you. Skilled Gossipers can steer the conversation to "the good stuff" and not appear too pushy.

The skill used to Gossip depends on the situation. For ale houses and taverns, Carousing will allow one to mix with the drinkers and rabble-rousers. For formal occasions among the social elite, Etiquette is the skill



to make a good impression and to converse as “civilized” people do. For the dark shadows among the criminal element, Streetwise is useful for getting the “word on the street.” At the Game Host’s discretion, other Skills or Traits can be used for Gossip—for example, two Mercenaries might chat a bit about the news that affects them, so their Career Traits might come into play. As a general rule, the skill used for Gossip determines the Gossip that one hears.

<i>Situation or Location</i>	<i>Suggested Skill</i>
An ale house, tavern, inn, or any place with a crowd where libations are served	Carousing
Mixing with nobles or the upper class at a formal function or dinner	Etiquette
Dens of iniquity, bad parts of town, and among the criminal element	Streetwise
Mingling with members of the same Race	matching Race
Mingling with professionals, talking shop, asking favors out of professional courtesy	matching Career

The Host decides the difficulty of the Gossip test based on the secrecy of the information sought, from 2d4 for common knowledge to 2d12 or more for closely held secrets.

<i>Result</i>	<i>Outcome</i>
Botch, Overwhelming Failure	You have committed a severe faux pas. Depending on your company and the skills you used, you may be escorted off the premises or treated to a beating.
Failure	You don’t learn anything useful.
Tie	You hear some of the latest buzz, but not in as much detail as you might like.
Success	You hear all the latest news: births, marriages, deaths, scandals, crimes, weird happenings, etc. This is a good situation for role-playing. The exact amount of time this takes is left up to the Host.
Overwhelming Success	Not only do you get the latest news, but you also get some “inside information.” Exact details are left up to the Host.

Gossiping takes about an hour—usually about 50 minutes of idle conversation and 10 minutes of useful bits. The Player and the Host are encouraged to “fast forward” and role-play out the useful bits.

Haggle (Haggling vs. Hagglng)

Most people don’t want to pay full price for anything, and Player Characters are no exception. After Appraising an item (p. 128), two characters may now Haggle over its “price.”

Note that the buyer and the seller may have appraised the item at completely different values! What the seller thinks the value is and what the buyer thinks it is may not be the same, dependent on how each appraised the item.





Result	Outcome
Seller Botches	The seller gets flustered, and will let the item go for 50% of its Appraised value.
Buyer Overwhelmingly Succeeds	The seller will let the item go for 80% of its Appraised value.
Buyer Succeeds	The seller will let the item go for 90% of its Appraised value.
Tie	Both the buyer and the seller agree on 100% of the Appraised value.
Seller Succeeds	The seller will let the item go for 120% of the Appraised value.
Seller Overwhelmingly Succeeds	The seller will let the item go for 150% of the Appraised value.
Buyer Botches	The seller finds the buyer to be either particularly insulting or downright gullible, and manages to work the asking price up to 200% of the Appraised value, or more.
Circumstance	Modifier
All modifiers listed under Appraise Tests, above	see Appraise Test, above
The item is illegal or contraband	-2 Penalty to the buyer, or worse

Haggling over personal items rarely takes more than five minutes—most merchants would be eager to find friendlier customers after that. “Negotiations” on very expensive items, especially custom commissions, can take longer.

Hide (Camouflage and Stealth vs. Mind and Observation)

When you want to conceal yourself to evade discovery, whether by hiding in shadows or covered in bushes. Hiding is different from Sneaking (p. 149) in that you’re not moving around or trying to “get past someone”, but are sitting quite still. Hiding is as much your knowledge of good concealment techniques as your self-discipline to remain still and quiet.

The roll is your Mind, Camouflage and Stealth Dice vs. the Mind and Observation Dice of anyone who passes by. If you Succeed, you remain hidden.

This “simple” Hide Test is when you’re trying to avoid casual discovery. If people are actively searching the area for you, use the Search Test (p. 149), below.

Influence (Mind OR Will, Charisma and appropriate skill vs. difficulty and Will)

Sooner or later, someone’s going to want someone else to do something for them... or to have something not done to them. You might want to convince a scholar to let you look at his books, or to get a merchant to open his shop after-hours, or to con-



vince a henchman to investigate that strange noise inside the cave. Whenever you try to persuade an NPC to do something, it can call for an Influence Test.

Influence Tests use different skills and other rolls dependent on the situation. What *always* applies is one's Charisma Dice, the universal ability to charm and to convince others (see p. 65). Depending on your character's attitude and the kind of Influence, you may be trying to use your wits (and thus your Mind Trait) or your sheer bravado (with would be your Will Trait). What *always* applies for defense is the target's Will Dice, the universal ability to resist charm and ignore arguments.

<i>Sample Situation</i>	<i>Suggested Dice</i>
You need to convince someone in a hurry—five minutes is good enough.	Fast Talk
You would like to convince someone and have it stick for longer than five minutes.	Diplomacy
You want to win the love of someone.	Seduction
You want to speak to a crowd.	Oratory
You want to persuade a judge or jury in a court of law.	Law
You want to scare someone and impress them with how fearsome you are.	Intimidation

<i>Circumstance</i>	<i>Suggested Difficulty</i>
You want to Influence someone to do something they would normally do anyway.	2d6
You want to Influence someone to do things they are mildly opposed to doing.	2d8
You want to Influence someone to do things they are strongly opposed to doing.	2d12
You want to Influence someone to do things they are vehemently opposed to doing.	3d12 or more, even impossible

<i>Result</i>	<i>Outcome</i>
Botch	<i>Worst Reaction!</i> Your target has the worst possible reaction to your pathetic attempt to influence. They may even be incited to violence.
Overwhelming Failure	<i>Poor Reaction.</i> Your target not only refuses your Influence, but will probably act against it, if it's not too inconvenient to do so. Hotheaded sorts may lash out at you.
Failure	<i>Bad Reaction.</i> Your target refuses your Influence. You will need to wait a long time before trying again.
Tie	<i>Neutral Reaction.</i> Your target is indifferent to your Influence. If there's time, you can try again.
Success	<i>Good Reaction.</i> Your target is disposed to act by your Influence.
Overwhelming Success	<i>Best Reaction.</i> Your target is moved beyond words by your Influence. Your target will not only do as you asked but will also be inclined to go the "extra mile".

Although Player Characters can have Influence skills used upon them, the Players may always choose how their characters may act. In the spirit of "good role-playing", Players might decide to let their Characters be influenced.

An Influence Test usually takes about a half-hour to an hour, and often longer. The exception is a Fast-Talk Test, which never takes more than five minutes.



Someone who is *Mesmerised* (by a magical effect) is vulnerable to Influence Tests — you may attempt one Influence Test per minute (up to five minutes or one Scene), ignoring any Ties, Failures, or Botches.

Don't let Influence Rolls dominate the role-playing!

Some Players will be disposed to raising their Influence Skills as high as they can, and then they will use them as often as they can, trying to Influence every NPC they can, no matter what the odds of success are or how little sense it makes. Such “brute force” use of Influence Tests is contrary to the spirit of role-playing. At the very least, Game Hosts should ask the Player to role-play a sentence or two of what their Character is saying.

Interrogate (*Body and Intimidation vs. Will and Resolve*)

Sometimes you need to get information out of someone, but they don't want to talk to you. The business of roughing someone up to get information out of them is the Interrogate Test. The Interrogate Test is different from the Gossip Test (p. 137) because you're not trying to surreptitiously get information out of someone in conversation—you're trying to browbeat the information out of them without regard for social niceties.

For each question you ask, roll your Intimidation skill vs. your Target's will. On a *Success*, your target will be compelled to answer, but they may try a Bluff Test (p. 131). On an *Overwhelming Success*, your target will not only answer your question but will answer it truthfully (no Bluff Test allowed).

Each question takes about a minute.

Getting Nasty—Using physical violence or Torture during Interrogation

Life in the world of *Ironclaw* is sometimes cruel and brutish. In the interests of expediency, an Interrogator can use either physical violence or Torture on the target of their questions.

Physical violence will only work if the target is restrained, or cowed, or otherwise cannot get away or defend. (If the target can get away or defend, then the Interrogation has turned into a Combat!) Roll your *Strength, Will, and Intimidation* vs. your target's *Soak Roll, Armor Roll, Will, and Resolve*.

If you are using a club or some other weapon, include the weapon's damage with the roll. This roll is not only an *Interrogate* Roll, as above, but is also a *Damage* Roll, scoring hits as a damaging attack. The target can only answer your question if he or she is not knocked unconscious (or killed!) by the blow.

Torture Skill is not so much the methods of inducing pain on the target, but also how to keep the target from weakening or passing out. The scope of torture methods and tools is left to the Host and Players' imaginations. Roll your *Torture Skill, Body, and Intimidation* vs. your target's *Soak Roll, Will, and Resolve*. Unlike the use of brutal “physical violence”, above, the use of the “sophisticated” Torture Skill only causes one Wound on the target per Successful use. An accomplished torturer will apply First Aid between Torture Interrogate tests to keep the victim from passing out.

Jump (*Body, and Jumping*)

Your character may try to Jump across gaps and over obstacles. A *Jump Test* can be part of any Maneuver that permits a *Dash* as part of its movement. Roll your *Body Dice*, as well as all your *Jumping Skill dice* (if any).

Characters weighed down with lots of gear won't be able to Jump as far. *Jump Dice may not exceed the maximum permitted by your Encumbrance.*



Type of Jump	Run-up	Distance in Paces	Height in Paces
Standing forward jump	None	Score \div 4	Score \div 20
Standing high jump	None	none	Score \div 10 (one hand per score)
Running broad jump	2 paces per 1 pace of distance	Score \div 2	Score \div 10
Running high jump	4 paces per 1 pace of height	none	Score \div 5 (two hands per score)

Type of Jump is the name of the Jump Test to be performed. *Run-up* is the minimum distance required that you must "run up" to get the full distance. If you can't run this full distance for whatever reason, you won't be able to Jump your full distance. *Distance in Paces* is the full distance you Jump, horizontally. *Height in Paces* is what you clear vertically.

Circumstance

You have Encumbrance that limits die sizes to d10, d8, d6, or d4.

You have multiple Dice in one of your relevant Traits or skills. (For example, your Speed is Level 6, good for d12 & d4)

Modifier

Reduce all your dice to the Maximum Encumbrance dice, as appropriate.

Add those Dice (and those Dice only) together for the comparison.

(Yes, this is one of the few instances in *Ironclaw* where we add dice.) For example, if you have a Speed of d12 & d4 and a Jumping of d8, you would add the Speed's d12 & d4 together only.

Example: Reynard the fox is chasing Isengrim the rabbit from rooftop to rooftop. In a desperate attempt to escape, Isengrim tries to jump a four-pace gap.

In order to clear 4 paces, a character has to have at least 8 paces of run-up. The Game Host rules that the wide rooftops of these high villas are large enough for such a run-up.

Isengrim has a Body of d6, and he is also a rabbit, so his Race Trait of d10 is included with Jumping. His player rolls a 5 and a 9, so his Score is 9. For a running broad jump, that's good for $(9 \div 2 =) 4\frac{1}{2}$ paces. His heart thumping in his chest, Isengrim clears the distance and continues running.

Reynard is less fortunate. Though he has a Body of d10, his Encumbrance limit of -3 limits him to only dice of d8 or smaller. His player is only permitted to roll a d8, as he has no other skills or dice that are relevant. He rolls a 4, which is only good enough for $(4 \div 2 =) 2$ paces of distance. With a loud bark of surprise and alarm, Reynard plummets to the cobblestones below.



Characters who fail to clear distances may fall—see the Combat section for Falling (p. 187) At the Host's discretion, characters who "almost make it" may be able to grab on to the edge of the far side and cling for life.



Know (Mind vs. difficulty)

Sometimes it may be relevant to the adventure whether your character “knows” a bit of information or not. Who is the Captain of the Guard? Where is the Tanners Guild Hall? What is the “Golden Mean”? Which fork does one use when eating the first course? The Game Host may call for a Know Test to see if your character is aware of specific bits of esoteric knowledge.

<i>Field of Knowledge</i>	<i>Suggested Dice</i>
Historical facts or mythic legend (these tend to blur together in <i>Ironclaw</i> histories)	Lore
Locations of landmarks and streets; local offices and points of interest	Area Knowledge
Guild structure and procedures	appropriate Career Dice
Local laws, judges, and procedures	Law
Habits of animals, their marks and breeds	Animal Handling

The Host decides the difficulty of the Know Test based on the availability of the knowledge, from 2d4 for common to 2d12 or more unique or secret knowledge. See the availability test for comparison.

<i>Result</i>	<i>Outcome</i>
Botch, Overwhelming Failure	Blatantly wrong information. Your character is woefully misinformed, and you should role-play this for effect, whether comic or tragic.
Failure	Doesn't know. Your character's knowledge in this area is lacking.
Tie	Partial information. It's on the tip of your character's tongue ... maybe something could jog your characters memory.
Success	Knows. Your character knows the relevant details.
Overwhelming Success	Knows, and how. Your character knows everything about this particular thing in more detail than most.

A Know Test differs from a Gossip Test (p. 137) in that Know Tests are for historical or “common” information, whereas Gossip tests are for current events. For example, “Who runs the Guild Hall?” might be covered by either a Know Test (using Area Knowledge) or a Gossip Test. As a rule, the skill used determines the information one gets. Area Knowledge would tell you where the hall is, the title of who runs it, and maybe who is currently the Guild Master; a Gossip Test probably wouldn't tell you where it is, but it would probably tell you who runs the Guild and what the locals think of him.

Don't use Know Tests as a substitute for good role-playing!

Some Game Hosts may be tempted to “lead” the PCs through their adventure plots by using Know Tests. For example, a Host might plot a scenario that puts the party in a spot, then have them “roll a Know Test” to move to the next plot point. If the Players aren't challenged to think for themselves but rather to depend on Know Tests to “tell them what to do”, they will probably become bored with the game and will feel constrained and powerless to affect the goings-on. Also, if the Host lets the Players use Know Tests instead of interactions with characters, the Players might try to “plow through” the plot using die rolls instead of creative thinking or interactive game-play, and the Host will become bored. Role-playing is about conflict and uncertainty—you should always try to keep the dynamics of conflict in the hands of the Players and the Host.



Leadership (*Charisma and Leadership vs. difficulty*)

It takes a firm voice, a stern demeanor, and an image of self-confidence to lead. Leadership skill is what separates the leaders from the followers.

Leadership Tests can be called upon for two principal things: to keep NPCs from *routing* and fleeing the battle-field, and to *rally* a comrade to remove an Abnormal Status that affects them.

To use Leadership is an action; in the Advanced Combat Rules, Leadership is a Third-Rank Maneuver. (Using Leadership as an aid to Initiative is not an action and has its own special rules — see p. 167.)

To call upon Leadership, your character must be both confident and competent. Your character cannot be suffering from an Abnormal Status such as *Confusion*, *Rage*, or *Fear*.



Circumstance

Difficulty

Half the combatants on your side have gone down.	2d8
Your side is outnumbered two to one, or is facing great opposition.	2d8
Three-fourths of the combatants on your side have gone down.	2d10
One of your comrades failed to resist an abnormal mental status, such as <i>Fear</i> , <i>Terror</i> , or <i>Confusion</i> .	original Difficulty of the status' cause

Result

Outcome

Botch, Overwhelming Failure	<i>Full Rout!</i> Your allies lose any confidence they may have had in you, turn tail, and run. If they cannot flee, they will surrender.
Failure	<i>Partial Rout.</i> One or more of your allies flee the field or surrender. The total number of those who flee is usually equal to the Difficulty Score. (For example, if the highest Difficulty Die came up 6, then six of your allies will flee.) Cowardly and craven allies flee first, followed by the wounded, then others at the Host's discretion.
Tie	<i>Stand Your Ground.</i> Only cowards and the desperate will flee.
Success	<i>Rally.</i> No one on your side flees. You may choose one combatant on your side and cure their abnormal mental status.
Overwhelming Success	<i>Heroic Rally!</i> Allies on your side are spurred to unusual levels of bravery, at the discretion of the Host. You may choose three combatants on your side and cure them of abnormal mental status.

If you are using miniatures, move the fleeing combatants towards the edges of the battle map. Combatants who flee the scene can be pursued, as per a Chase Test (p. 133)



Listen *(Mind, Observation and appropriate Race vs. difficulty)*

Listen Tests are sometimes required to hear noises. In general, a Listen Test is usually required to hear a noise that's quieter than other sounds around it. For example, a Listen Test would be required to hear someone slowly drawing a sword (a Soft noise) if you were being distracted by conversation (a Normal noise).

<u>Type of Noise</u>	<u>Difficulty</u>
<i>Soft</i> : whispering; the turn of a key; the picking of a lock; the slow, careful drawing of a sword or cocking of a trigger; someone tip-toeing at three paces per Round or slower	2d12
<i>Normal</i> : standard conversation; the opening or closing of doors; someone walking at six paces per Round or slower	2d10
<i>Loud</i> : shouting or spell incantation; a door being broken down; the sounds of combat; someone running at seven paces per Round or better	2d4
<i>Thundering</i> : a lightning strike; a fireball; gunfire	none

<u>Circumstance</u>	<u>Modifier</u>
You are doing nothing but sitting and actively listening.	+2 Bonus
You have the gift of Keen Ears.	All sounds are one level louder to you: Soft noises are Normal; Normal noises are Loud; Loud noises are Thundering.
A wall separates you and the noise.	All sounds are muffled one level. (Thundering becomes Loud, etc. Soft noises can't be heard at all.)

Lock-picking *(Dexterity and Lock-picking vs. difficulty)*

The mainstay of any good thief is the Lock-picking Test. The Host decides the difficulty of the lock, from 2d4 for a simple one to 2d12 or more for the finest locks money can buy. It takes one Round to try to pick a lock. You have a -1 Penalty if you don't have lock-picking tools.

<u>Lock-picking vs. difficulty</u>	<u>Outcome</u>
<i>Botch</i>	<i>Disaster!</i> You break your lock-picking tool in the lock, ruining both.
<i>Overwhelming Failure</i>	<i>Give up.</i> You may no longer attempt to pick this lock.
<i>Failure, Tie</i>	<i>No luck yet.</i> You may try again, but at a cumulative -1 Penalty to your roll. (E.g., after your second failure, you have a -2 Penalty; after a third failure, -3, etc.)
<i>Success, Overwhelming Success</i>	<i>Success!</i> You have unlocked this lock.



Magic (variable)

Many spells require you to pass a Magic Test or suffer their effects. Each spell is different—consult the relevant Spell List for details of a particular one (p. 205243).

Meditation

(Meditation and Wizard Traits vs. difficulty)

When a wizard sleeps, he or she may recover magic points. After sleeping for a full eight hours, roll your Wizard Traits and add the dice together. The sum is the number of Magic Points you recover. (Characters without Wizard Traits recover 1 Magic Point for every full eight hours of sleep.)

To recover lost Magic Points faster, you can try to pass a Meditation Test. By spending an hour in quiet contemplation of the universe, you can try to recover the energies you have spent. Your dice include your Meditation Skill and all Wizard Traits.



Environment	Difficulty
A wizard's lodge built on a place of power.	none
A quiet place of contemplation, free from interruption and noise.	2d4
A private room at a busy inn, with distracting background noise.	2d6
A shared room where others are present.	2d8 or worse
A place with frequent interruptions and lots of noise.	2d10 or worse, maybe impossible
Result	Outcome
Botch, all Failures, Tie	No effect.
Success	Recover one Magic Point.
Overwhelming Success	Recover two Magic Points, and Roll Again. You may keep rolling and recovering lost Magic Points as long as you keep scoring Overwhelming Successes.

Perform (performing skill vs. difficulty)

A Perform Test is called whenever your character must entertain a crowd, either by acting in a play, or performing some daring feat of skill such as tumbling (Acrobatics), prestidigitation (Sleight of Hand), or even as a ringmaster for a circus (Oratory). The Game Host decides how difficult it is to impress the crowd.



Pickpocket (Dexterity, Pickpocket, & Sleight of Hand vs. Mind and Observation)

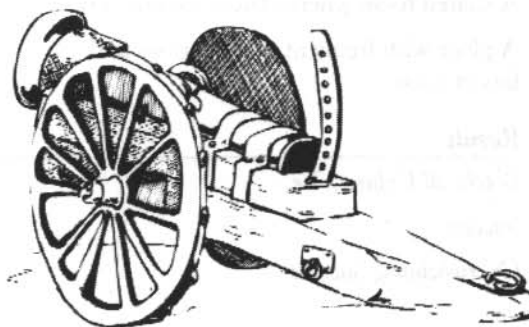
If you are of a certain mien, you may want to remove an object from someone else's person without their knowledge; such legerdemain is called a Pickpocket Test. It takes a lot of skill and discipline to become an accomplished pick-pocket, as getting caught is usually very dangerous. It takes but a moment (one Round) to pick someone's pocket.

Result	Outcome
Botch	<i>Caught red-handed!</i> Not only is your target aware, but a constable or other authority saw you try to pinch the item. If you can, run!
Overwhelming Failure	<i>Caught!</i> Your target catches your straying hands.
Failure	<i>Suspicion.</i> You must Succeed at a Bluff Test (p. 131) or you are caught, as above.
Tie	<i>No effect.</i> You don't get anything, but you're also not caught.
Success	<i>Success.</i> You retrieve a random item or two from your target — the Host decides what you get (a purse, a small knife, a brooch, etc.)
Overwhelming Success	<i>Great success!</i> You retrieve the most valuable item from your target — once again at the Host's discretion.

Circumstance	Modifier
There's a street performance going on, or something else that has distracted your target.	+1 Bonus
You're trying to pick the pocket of the same person more than once.	cumulative -1 Penalty
You've been picking pockets in this area for more than one day, and the locals are starting to get suspicious of you.	cumulative -1 Penalty

Reliability (Reliability dice vs. difficulty)

In *Ironclaw*, where materials are of dubious quality and technology is more of an "art" than a precise science, mechanical devices are notoriously unreliable. Many machines will have to make Reliability Tests to function. Reliability Dice vary from machine to machine.



Conditions	Difficulty
<i>Ideal</i> (no wind, no rain, stable ground, clean environment, and a skilled operator)	none (just don't Botch!)
<i>Fair</i> (One of the conditions mentioned earlier is not present.)	d4
<i>Poor</i> (Two or more of the conditions mentioned earlier aren't met)	2d6
<i>Bad</i> (none of the conditions are "perfect")	2d8
<i>Worst</i> (lots of wind and rain, shaky ground, dirty environment, and an unskilled operator)	2d12 or greater



Result	Outcome
Botch	<i>Breakdown.</i> Something on the device breaks or performs poorly. The device will not work again until repaired.
Overwhelming Failure	<i>Catastrophe!</i> Unstable, volatile devices can explode. Details vary from device to device. (Note this is one of the rare cases where an Overwhelming Failure is worse than a Botch. Think of it this way—whatever the Catastrophe is, it would've been better if the device had
stopped working.)	
Failure	<i>Lousy performance.</i> The machine does not work, and it makes lots of noises of protest. Drop its Reliability Dice by one level until the machine is repaired.
Tie	<i>Poor performance.</i> The machine is only 50% effective this time.
Success	<i>Acceptable performance.</i> The machine does what it does.
Overwhelming Success	<i>Great performance.</i> The machine is 100% effective, and maybe a bit more so, at the Host's discretion. The owner of the machine will probably have a nervous fit trying to keep all working conditions exactly as "perfect" as they are now

A Reliability Test is required for each "use" of the device. For war machines, this is usually once every time the machine is "fired". For other machines, it can be once a round, or minute, or hour, or something else. Machines in the context of adventures should have their Reliability Dice, ideal conditions, and frequency of Tests listed.

A special kind of Reliability Test is the Spark Test, for firearms. See p. 177.

Repair *(appropriate craft skill vs. difficulty)*

A Repair Test is very similar to a Build Test (p. 132). The difference is that while a Build Test is required to create something from scratch, a Repair Test fixes something already created.

Repair Tests are as wildly diverse as Build Tests. As a guideline, a Repair Test should be one step easier than a Build Test, and should take about half as much time. (If it was just as hard and long as a Build Test, then you're really just re-building it, anyway.) In the context of adventures, there may be Repair Tests with very specific descriptions of their difficulty and time.

Research *(Mind and Research vs. difficulty)*

If you don't know the answer to a question, then you must look it up. A Research Test requires you to spend time doing academic type research: reading in libraries, studying in the field, attending lectures, speaking with other academics, etc. A Research Test is different from a Gossip Test in that it's not "current events" you're after, but history and science facts. Often the Game Host can call for a Research Test if a Know Test is failed—the Host may also rule that certain bits of esoteric knowledge (often relevant to the plot of the adventure) require a Research Test as well.

A Research Test is like a Know Test, except it requires at least a day of research (maybe more) and allows you to use your Research Skill dice. See Know Test (p. 142) for more details. However, unless the character has a Scholar Trait or the Literacy skill, researching in a library will be impossible.



Resolve (Will and Resolve vs. Damage Dice)

Whenever combatants suffer Wounds, they must pass a Resolve Test or be sent Reeling, losing their next combat action. Roll the combatant's Will and Resolve Dice vs. the dice of the Damage Test that caused damage as a simple test. On a Failure, the combatant is sent Reeling. On an Overwhelming Failure, the combatant falls down and is sent Reeling.

The Resolve Test is discussed in greater detail in the Combat section, page 182.

Scry (Mind and appropriate Lore vs. 2d10, 2d8, 2d6, or 2d4)

Some Magic Spells allow you to scan for certain kinds of information. For example, "Scry Spirit" allows you to scan for spirits, the residue of White Magic, etc. The Game Host should roll the Difficulty dice in secret.

To Scry, roll your Mind Trait and appropriate Lore Skill Dice vs. the Difficulty. As a rule, the more powerful the Scry Spell is, the lower the Difficulty is — when using Second Sight (p. 66), the Difficulty is 2d10; for Apprentice Scry Spells, the Difficulty is 2d8; for Journeyman Scry Spells, the Difficulty is 2d6; for Master Scry Spells, the Difficulty is 2d4.

On a Success, you will know basic details, such as the names appropriate spells cast within a dozen paces of where you stand, in the last five minutes (or that are currently active). On an Overwhelming Success, you will know the names of any Delayed Spells within a dozen paces of you, and of all appropriate spells cast in the last 24 hours. On an Overwhelming Failure or Botch, you may be given misinformation, at the Host's option.

Search (Mind and Observation vs. Mind and Camouflage)

A Search is a systematic step-by-step inspection of an area. Unlike a Spot Test, a Search is an "active" process—you must get in there and poke around.

There are different types of Searches. Each one takes a variable amount of time to search an area, and makes a different amount of noise (which is important to midnight skulkers searching for valuables in places they shouldn't be — see the Listen Test, p. 144.)

Type of Search	One minute searches...	Noise
Ransacking Search	25 paces square (5 x 5)	Loud
Careful Search	9 paces square (3 x 3)	Normal
Quiet Search	1 pace square	Soft
Pat-down search	one person*	Soft

* When Searching a person, roll vs. Mind and Holdout, not Camouflage.

The amount of time a search takes varies based on the situation. Places with poor lighting, lots of detritus and garbage, and crowds of people milling about will take longer to search than big, empty, well-lit ones.

A Search will turn up anything that hasn't been deliberately hidden. For items that are deliberately hidden, roll a contest of your Mind and Observation Dice vs. the Mind and Camouflage dice of whoever did the hiding. The Game Host may assign Bonuses or Penalties to either party based on the environment, the size of the object hidden, etc.

You use a Search Test to find hidden items; to find hidden people, you must win a Hide Test (p. 138) against the people you are searching for.





Smell (*Mind, Observation and appropriate Race vs. difficulty*)

Many races in the *Ironclaw* fantasy setting have acute senses of smell. The scent of an area or a target tells a lot about it, such as who has passed by recently, and what they may have left behind. Hunters can also locate targets by smell, which can be handy in the dark.

Result	Outcome
Botch	Loud Sneeze. This is a Loud Noise, and may alert passerby.
Overwhelming Failure, Failure, Tie	No appreciable results.
Success	Strong odors only. Exception: If you have the Gift of a Keen Nose, see All Scents, below.
Overwhelming Success	All Scents. You can detect trace odors clearly enough to discriminate between one person or another.
Conditions	Suggested Difficulty
Nice calm day, or indoors	2d6
Targets are upwind of you	2d6
Targets are downwind of you	2d10
You've personally been Sprayed by Musk	all Smell Rolls are impossible for you
Your target has been Sprayed by Musk	1d4

If you are in complete darkness or blind, you can try to find a target using your sense of smell. Choose a target, then make a Smell Test against that target. If you get an outcome of "All Scents", you have a *scent lock* on that target for the rest of the encounter. Your visibility penalty drops to a maximum of -2 vs. that target alone. (Fighters with Keen Noses and Night Vision are fearsome in the dark.) Note that if you were blinded as a result of a skunk's Spray (p. 86), you won't be able to Smell anything at all.

Sneak (*Stealth vs. difficulty*)

Inevitably, a Player Character will try to get past someone and not be seen. The Game Host can call for a simple roll of Stealth vs. difficulty, based on the situation. Or the Host may opt for greater complexity, using Listen Tests and maybe Spot Tests for sentries to try to locate you (p. 150). Compare your Stealth Dice against the sense rolls of people trying to Listen to you and to Spot you. Success means you sneak by.

To remain in one place and avoid detection, use the Hide Test, p. 138.

To sneak up on someone and to strike from surprise, use an Ambush Test, p. 127.



Spark (Spark dice vs. conditions)

For a gunpowder weapon (such as a pistol or a cannon) to fire, it must pass a Spark Test, a special kind of Reliability Test. The Spark Test is detailed in the Combat section, p. 177.

Spot (Mind and Observation vs. difficulty)

Strangely enough, the sense of vision is rarely keen among the races of *Ironclaw*. Use Spot Tests when your ability to see things comes into doubt.

Result	Outcome
Botch, Overwhelming Failure, Failure	Missed it. Whatever it was, you didn't see it.
Tie	Fleeting glimpse. You saw it just for a moment, out of the corner of your eye.
Success	Spotted! You get a good look.
Overwhelming Success	Scrutinized. You get a really good look, and see a lot of details.

Situation	Suggested Difficulty
One nondescript person in a crowd	2d6
A concealed knife or pistol on someone's person	2d8
A shiny ring on a busy street	2d10
Someone standing still and shrouded in darkness	2d12

Circumstance	Suggested Modifier
You have the Gift of Night Vision	Ignore penalties due to darkness. (The Host should lower the difficulty if part of it is due to darkness.)
You have the Gift of Keen Eyes	Treat Results as one level higher. Failures become Ties; Ties become Successes; Successes become Overwhelming Successes.
You have the Flaw of Poor Vision	Treat Results as one level lower. Overwhelming Successes become Successes; Successes become Ties; Ties become Failures.

Strength (Lift Bonus vs. difficulty)

Bending bars, lifting gates, toppling pillars, overturning carts—the world is full of ways to show off brute strength, which will call for a Strength Test

Feat	Suggested Difficulty
Break down an interior door	2d8
Break down a barred door	2d12
Lift a town gate	4d12
Arm-wrestle someone	Opponent's Lift Bonus

An Overwhelming Failure on a Strength Test usually means a pulled muscle or other injury—suffer one Fatigue or some other infirmity at the Host's discretion.



To-Hit (*Speed and Weapon Skill vs. Speed and Defense*)

In order to hit someone in combat, you must pass a To-Hit Test, which is more often called a *To-Hit Roll*. To-Hit Rolls are covered in greater detail in the "Combat" section, p. 171 & 175.

Travel (*Body and Hiking vs. difficulty*)

Player Characters are an adventuresome lot—and often one has to go far to find adventure. Travelling from place to place happens a lot in the *Ironclaw* role-playing game.

Transportation

The easiest and most common form of transportation is walking. Those that walk a lot try to invest in a good set of boots.

Between major cities, there are coaches available. Coaches have no suspension, so the ride is often bumpy. An average coach can seat six people, and since the fare is by the trip and not by the seat, a coach usually waits until it has a full docket. The coach's passengers split the fare equally amongst themselves. The better (and more expensive) coaches have a guard or two in case of trouble; the best ones have guards with blunderbusses.

Those who can afford riding mounts will ride if they can. Not only are mounts expensive to acquire, they are also expensive to maintain, requiring stables, saddles and reins (or "furniture"), food (hay and alfalfa, not just grass), and water.

<i>Terrain</i>	<i>Leisurely Pace</i>	<i>Forced March Difficulty</i>
Sky (only for those who can fly)	8 leagues/day	2d6
Roads	7 leagues/day	2d8
Plains	6 leagues/day	2d10
Grasslands	5 leagues/day	2d12
Hills	4 leagues/day	3d12
Swamp	3 leagues/day	4d12
Mountains	2 leagues/day	5d12

Terrain is the general landscape that you're crossing. If you're crossing mixed terrain, the Game Host can either proportion out the travelling speed over the diverse terrain or simply use the worst terrain.

Leisurely Pace is the number of leagues you travel after a whole day's worth of effort, which is assumed to be 9 hours (including a an hour break for lunch). A league is about 5.6 kilometers. To travel farther than the *Leisurely Pace*, you can do a *Forced March* (see below).

Forced March Difficulty is the difficulty of the roll of a *Forced March*.

Forced March

You can also try to pick up the pace, with a *Forced March*. You can try one roll of your *Body and Hiking* vs. the *Forced March Difficulty*, as a *Damage Roll*. For each Hit, you can travel one extra league.



Example: Miserikadio is travelling across hills, good for 4 leagues a day at a leisurely pace. To cross more ground, he tries a Forced March. His Body is d12, and his Hiking skill is d6—he is also a Wolf, and his Race Trait of d6 is included with Tests where Hiking is relevant.

Miserikadio's player rolls 9, 5, and 3. The difficulty dice come up 3 and 1. Miserikadio has scored 4 hits, so he travels 4 extra leagues that day, for a total of 8.

In a party of two or more, each traveler must make separate rolls against the difficulty roll. The distance a party travels is the slowest of all people involved.

Travelling costs *Fatigue* — 1 for every two hours. Since Travelling assumes an hour “rest” for lunch, you can assume that, on a day of nothing but Travelling, you're down 2 *Fatigue* after the morning walk, you're only down 1 after lunch, then you're down 3 at the end of the day. This *Fatigue* may be relevant if you're waylaid while on the road for a fight.

A Forced March costs double: 1 *Fatigue* every hour. That means that you're down 4 *Fatigue* in the morning, 3 after lunch, then 5 at the end of the day. You're also very, very tired.

Fatigue losses from travel represent a gradual “wearing down” during the day—as such, they don't force rolls for Unconsciousness. However, if you get involved in a fight, the hits caused by *Fatigue* will penalize you in Combat — see “Unconsciousness,” page 183.

Modifiers to Travel Tests

Circumstance	Modifier
You have Encumbrance that limits die sizes to d10, d8, d6, or d4.	The dice you roll are limited in size by your Encumbrance.
You are crossing Mountains	Include your Climbing Skill Dice with your roll.
You are on a riding animal or in a coach or other transportation.	Use the mount's Body and your Riding skill instead of any other dice. Only the mount suffers <i>Fatigue</i> .
The weather is bad.	The number of leagues you travel per day is reduced. Severe weather may make travel impossible, especially for fliers.

Warfare (variable)

In the savage world of *Ironclaw*, sporadic outbreaks of war are a grim fact of life. Characters may be pressed into militias or other levies to participate in large-scale battles. Sometimes, parts of these battles may be “gamed out” using the Advanced Combat rules (p. 167). Other times, it's not necessary, especially if the war is a “backdrop” for the main role-playing setting of an adventure. For quickly resolving the effects of warfare, the Game Host may call for a Warfare Test.

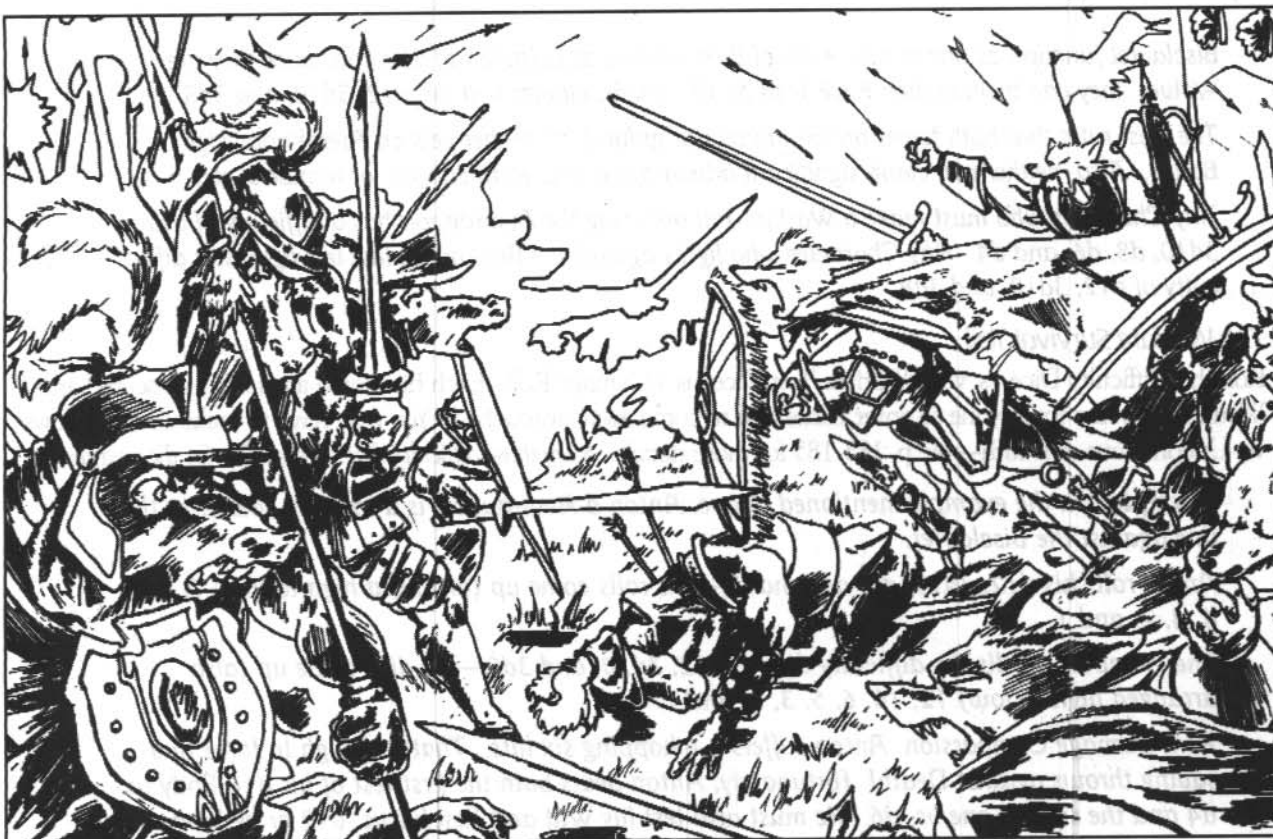
The Warfare Test involves a lot of dice—basically, almost every die you have that's useful for surviving in wartime. It also has two parts—the *Warfare Survival Test* and the *Warfare Glory Test*.

Your Relevant Warfare Dice include:

- Your To-Hit Dice for the Weapon that you'll be using during the battle. (E.g., If you have Sword skill, but are forced to use a Spear, then you can't use your Sword skill dice.)
- Your Shield Skill Dice.
- Your Soak Dice and Armor Dice.
- Your Shield Cover Dice
- All your Tactics Dice

If you have spells that the Host rules are useful for warfare, you may include your Wizard Trait Dice.





If you have Atavist skills that the Host rules are useful for warfare, you may include the dice for the highest level skill.

If you have Area Knowledge Skill relevant to the battlefield, you may include those dice (home turf advantage).

Game Hosts may allow Players to include other dice, if the Players can come up with some very convincing and clever reasons to do so. Note that, in the chaotic and shifting field of battle, your personal ability matters less than your ability to work with others... thus "typical" combat skills such as Dodge and Resolve do not show up on this list, nor does the Speed Trait.

Battle Situation	Difficulty Dice
Easy Battle. You outnumber the opposition 2 to 1, or the opposing troops are "green" and are poor fighters, etc.	4d10
Normal Battle. You and your opposing forces are about even.	4d12
Formidable Battle. The opposing forces have better equipment, or greater numbers, etc.	5d12 or greater

Alternatively, the Game Host can find the Warfare Test Dice of the "typical" soldier in the opposing forces, and use that as the difficulty dice.

Example: On a grim winter morning, the Avoirdupois advance guard prepares to engage a company of Bisclavret.

The average Avoirdupois soldier has a Weapon skill of d12 and a Shield skill of d10. Troops have a Soak of d10, on average, and no one wears worse than reinforced leather, which is good for a d8 and d4 on Armor rolls. All troops have Medium Shields (d10) and strong training in Tactics, for a d6. The Avoirdupois get to roll d12, 3d10, d8, d6, and d4

The Bisclavret, on the other hand, have Weapon skills of d10 and Shield skills of d8. Their average Soak Die is a d8, but their armor is Chain Mail (d10) and their shields are Large (d12). The



Bisclavret function as one mind—each of their soldiers as a Tactics of d10 and, since they are Wolves, they can include their Race Trait of d8. The Bisclavret will roll d12, 3d10, and 3d8.

The Host rules that both forces are on unfamiliar ground, so neither gets an Area Knowledge Bonus. Also, neither can claim significant advantage due to fortifications, or numbers, etc.

Any Character who must make a Warfare Test opposing the Avoirdupois has a difficulty of d12, 3d10, d8, d6, and d4. Any Character who fights against the Bisclavret must test against a difficulty of d12, 3d10, and 3d8.

The Warfare Survival Test

Roll the Difficulty Dice vs. your Warfare Test Dice, as a Damage Roll. Each hit scored against you is scored as one Wound. It is rare for anyone to enter battle and to come away untouched. You may have to make saving throws vs. Unconscious or Death—see p. 183-185 for more details. Keep those difficulty dice on the table for the next test!

Example: In the example mentioned above, Anton d'Avoirdupois is a random soldier in the line against the Bisclavret.

Anton rolls his d12, 3d10, d8, d6, and d4—his rolls come up (arranged high to low) 7, 7, 6, 4, 4, 2, and 1

The Game Host rolls the difficulty dice of d12, 3d10, and 3d8—the dice come up (also arranged high to low) 12, 10, 6, 5, 3, 3, and 2.

As a Damage Comparison, Anton suffers a whopping six hits. That's enough to force two saving throws against Death! Fortunately, Anton beats both the first test of his d10 Body vs. d4 and the second one vs. d6. He must also test his Will and Resolve vs. d12 or he'll pass out on the field, which may or may not have campaign effects.

The Host keeps those difficulty dice on the table for the Glory Test.

The Warfare Glory Test

Compare the same difficulty dice against a separate roll 6d6 as a Damage Roll. For each hit the Difficulty Dice score against that 6d6, you have earned one Point of Glory.

Number of hits scored	Glory Achieved
no hits	Miserable performance. Your commander will hear of this, and you will be punished somehow—a demotion, if you're lucky.
1 to 2 hits	Poor performance. Others who fight along side you whisper about you behind your back. Perhaps you were just unlucky, and they fear you're some kind of jinx. Or perhaps they joke about your combat prowess.
3 to 4 hits	Acceptable performance. You fight capably.
5 to 6 hits	Good performance. You managed to strike down a commander, or dodge some "impossible" attack. Others were impressed.
7 to 8 hits	Excellent performance. You were the first to break through the line, or you stole the foe's standard. Your commander will probably award you a medal.
9 hits or more	Phenomenal performance. You managed a feat only the grandest heroes are capable of.

Example: Anton has had a tough day. Let's see how well he did in the eyes of his fellows.

The Game Host rolls 6d6 for the Glory Test. The dice come up 6, 6, 5, 3, 2, and 1.

The difficulty dice of the Survival Test, from before, are compared against the Glory dice: 12, 10, 6, 5, 3, 3, and 2 against 6, 6, 5, 3, 2, and 1.



The comparison yields 8 hits. That's enough for an Excellent Performance. It looks like Anton fought well today.

The Warfare Test simulates one day of grim battle. At the Host's discretion, more tests may be called for. In *Ironclaw*, large-scale battles are not uncommon but are hardly a daily occurrence. Most battles are either quick and decisive, over one day — the losing side usually retreats to re-group. A longer, protracted war is usually a siege — a large army surrounds a fortified town or castle, preventing reinforcements and supplies from arriving, attempting to starve the people inside until they surrender.

Getting Complicated: Glory Dice and Survival Dice

Everyone fights differently. Some are bold and daring, at the front of their line with a strong heart and a quick blade. Others are more reserved, placing greater value on their own lives than the victory of their own side. To simulate this, a Warfare Test can employ Glory Dice and Survival Dice.

- **Glory Dice:** You may add dice from d4 to 3d12 to the difficulty dice on your Warfare Survival Test. These dice will mean you're more likely to take damage ... but you'll also reap greater rewards on your Warfare Glory Test.
- **Survival Dice:** Or you may add dice from d4 to 3d12 to your own dice for the Warfare Survival Test AND the Glory Test Dice. This will mean you're less likely to take damage, but you'll also reap less reward.

You may not add both Glory Dice and Survival Dice. This is an either-or proposition.

Example: Some might say Hendrick is "craven"—he prefers to think of himself as "self-preserving."

Hendrick finds himself pressed into the Avoirdupois-Bisclavret battle mentioned above, on the side of the Bisclavret. Hendrick is a poor fighter—even with arms and armor provided to him, he rates as only 3d8, 2d6, and d4. More concerned with survival than glory, Hendrick chooses Survival Dice: he increases his own pool to 3d12, 3d8, 2d6, and d4.

When Hendrick rolls his Survival Test, his dice come up 11, 11, 6, 5, 4, 4, 3, 3, and 1. The difficulty dice, are based on the Avoirdupois' ability: d12, 3d10, d8, d6, and d4. Their dice come up 9, 8, 7, 5, 5, 2, and 2. Hendrick takes only 2 hits—a good day. If he can get some decent First Aid, he'll be fine.

Hendrick now rolls for Glory—and those 3d12 count against him. It's now a roll of 3d12 and 6d6 vs. the Avoirdupois' dice. The Glory Dice yield 11, 6, 6, 4, 3, 3, 3, 3, and 1. Compared to the Avoirdupois' dice, that's only 3 hits. Hendrick barely manages to put in a good show.

After the first battle, troops tend to think less of Glory and more of Survival. If NPCs are to make two or more Warfare Tests back-to-back, they will most likely start adding Survival Dice.

Use Warfare Tests when the backdrop of war is important but not the focus of action.

Role-playing is about dynamic conflict, and the Warfare Test is very "abstract" and impersonal. This test is designed to simulate when the Player Characters or Major NPCs are involved in large-scale battles involving more than two dozen combatants—armed conflict well beyond the focus of the *Ironclaw* game, which is geared towards "one-on-one" affairs. The Warfare Test should be used to remind Players how dangerous war can be without bogging down the game. This test should never seem arbitrary or random, but a "plot point" in the framework of a larger adventure.



Frequently Asked Questions about Tests

I want to pass a Test, but I don't have any of the Skill Dice or Trait Dice that are listed as relevant. What can I do?

You can always try to get a +1 Bonus, using extra time, extra materials, or other resources at hand. A +1 Bonus will raise no dice at all (Level "zero") to a d4 (Level 1).

If that doesn't work, be creative. Is this something that might apply to your Race, or your Career?

Since most Tests involve the ability to think quickly, the Game Host may let you use your Mind Dice, perhaps with a -1 Penalty or worse.

Example: Kolenka wants to haggle over the price of a crossbow. He wants to try a Haggling Test (p. 137). Unfortunately, he does not have the Haggling skill. A Scholar by trade, Kolenka knows nothing of the finer points of heft, balance, draw length, and trigger-locks of a finely-made crossbow. The Game Host decides that Kolenka may substitute his Mind Dice, but at a -1 Penalty.

Kolenka has a Mind Die of d12. With his -1 Penalty, he must roll the die twice and take the lower roll. He first throws an 8, then he throws a 4. Kolenka compares the 4 vs. the merchant's score of 8. It's a Failure, but not an overwhelming one—Kolenka may not be a good judge of weapons, but he's worldly enough to not be taken to the cleaners.

Can other kinds of dice be used in Tests?

Absolutely! The Players and Game Host are encouraged to come up with creative ways to use their Races, Careers, and other Traits to their advantage. See the *Skills* chapter, p. 77, for some ideas.

How many times can I try a Test?

For some tests, you either succeeded or you didn't, and can try again. For example, if you failed to Climb the wall the first time, you can try again later. Most activities take about five minutes, although the Game Host should make their best judgment.

For tests involving personal interactions, such as Gossip Tests and Influence Tests, usually only one try is permitted — people get tired of constantly being bothered, so repeated attempts will usually only annoy the NPCs.

Quick Reference to Tests

<i>I want to...</i>	<i>Test</i>	<i>Typical Dice Rolled</i>	<i>Page</i>
Argue over the price of something.	Haggle	Haggling vs. Haggling	137
Attack from surprise.	Ambush	Speed vs. Sixth Sense (with Mind for vigilant folks)	127
Bribe someone.	Bribe	Bribery vs. Will	132
Browbeat someone for information.	Interrogate	Body and Intimidation vs. Will and Resolve)	140
Cast a spell.	Casting	Mind, Wizard Trait vs. difficulty	195, 133
Catch someone who's running away.	Chase	Speed vs. Speed	133
Change someone's mind.	Influence	Mind OR Will, Charisma, skill vs. difficulty & Will	139
Chat with folks, learn what's news.	Gossip	Carousing, Etiquette, OR Streetwise vs. difficulty	137
Cheat at gambling.	Gamble	Gambling vs. Gambling	136
Detect magic.	Scry	Mind, appropriate Lore vs. 2d10, 2d8, 2d6, OR 2d4	148
Entertain a crowd.	Perform	performing skill vs. difficulty	145
Fight in a war.	Warfare	varies	152
Find out how much something is worth.	Appraisal	Mind, Career vs. difficulty (and Forgery)	128
Find out where they sell something I want.	Availability	area size vs. difficulty	129
Find somebody who can do something I need done.	Availability	area size vs. difficulty	129



<i>I want to...</i>	<i>Test</i>	<i>Typical Dice Rolled</i>	<i>Page</i>
Find something hidden.	Search	Mind, Criminology, Observation vs. Mind, Camouflage	149
Fix something.	Repair	appropriate craft skill vs. difficulty	147
Forage for food in the wilderness.	Foraging	Mind, Survival (appropriate Race Habitat Dice) vs. difficulty	135
Gamble.	Gamble	Gambling vs. Gambling	136
Get "the word on the street."	Gossip	Carousing, Etiquette, OR Streetwise vs. difficulty	137
Get my Magic Points back (without sleeping).	Meditation	Meditation vs. difficulty	145
Get the drop on someone.	Ambush	Speed vs. Sixth Sense (with Mind for vigilant folks)	127
Hear something.	Listen	Mind, Observation, appropriate Race vs. difficulty	144
Hide.	Hide	Camouflage, Stealth vs. Mind and Observation	138
Hit someone with my weapon.	To-Hit	Speed, Weapon Skill vs. Speed, Defense	170, 151
Hunt for food.	Foraging	Mind, Survival (appropriate Race Habitat Dice) vs. difficulty	135
Jump a great distance.	Jump	Body, Jumping	140
Keep my allies from fleeing or routing.	Leadership	Charisma, Leadership vs. difficulty	143
Know if someone's telling me the truth.	Bluff	Mind OR Will, Charisma, Fast-Talk vs. Mind and Psychology	131
Lead your allies into battle.	Leadership	Charisma, Leadership vs. difficulty	143
Lie to someone.	Bluff	Mind OR Will, Charisma, Fast-Talk vs. Mind and Psychology	131
Live off the land.	Foraging	Mind, Survival (appropriate Race Habitat Dice) vs. difficulty	135
Look something up in a library.	Research	Mind, Research vs. difficulty	147
Make someone do something.	Influence	Mind OR Will, Charisma, skill vs. difficulty & Will	139
Make something.	Build	Mind, appropriate craft skill vs. difficulty	132
Move silently.	Sneak	Stealth vs. difficulty	149
Pick a lock.	Lock-picking	Dexterity, Lock-picking vs. difficulty	144
Pick someone's pocket.	Pickpocket	Dexterity, Pickpocket, Sleight of Hand vs. Mind, Observation	145
Play dumb; pretend I don't know something I do.	Bluff	Mind OR Will, Charisma, Fast-Talk vs. Mind and Psychology	131
Remember something that my Character should know but I don't.	Know	Mind vs. difficulty	142
Repair something.	Repair	appropriate craft skill vs. difficulty	147
Resist pain.	Resolve	Will, Resolve vs. Damage Dice	148
Resist supernatural fear.	Fear	Will, Resolve vs. difficulty	134
Run away.	Chase	Speed vs. Speed	133
Scan for magical effects.	Scry	Mind, appropriate Lore vs. 2d10, 2d8, 2d6, OR 2d4	148
See if I know something.	Know	Mind vs. difficulty	142
See something.	Spot	Mind, Observation, appropriate Race vs. difficulty	150
Smell something.	Smell	Mind, Observation, appropriate Race vs. difficulty	149
Snap someone out of an Abnormal Mental State.	Leadership	Charisma, Leadership vs. difficulty	143
Sneak past someone.	Sneak	Stealth vs. difficulty	149
Torture someone.	Interrogate	Body and Intimidation vs. Will and Resolve)	140
Use a gun.	Spark	Spark dice vs. conditions	177, 150
Use a machine.	Reliability	Reliability dice vs. difficulty	146
Use my mighty strength.	Strength	Strength vs. difficulty	150
Walk a long distance.	Travel	Body, Hiking vs. difficulty	151
Work a crowd, picking pockets for quick funds.	Pickpocket	Dexterity, Pickpocket, Sleight of Hand vs. Mind, Observation	145



COMBAT

"The time for subtlety has ended."

—THE HORN

Overview

Sometimes, conflict becomes dire. Tempers flare, hackles rise, and swords are drawn. When two or more characters have at one another, this is called *Combat*. In *Ironclaw*, we have tried to make room for those players that wish to model more complex combat situations while not jeopardizing game flow. The rules provide for both *Basic Combat* and *Advanced Combat*, which can be used at the Host's discretion.

Combat Time, Game Time, and Real Time

Much like a movie or a book, a role-playing game setting can often span long periods of time, such as months or years. For example, if nothing much interesting is going to happen until the Summer Solstice, then all the players and the Host may agree to "fast forward" until the setting's date is the Solstice. We call this sort of time *game time* because it's the time that takes place for the characters in the game. This is different from "real time," which is what's going on for the players and Host and can't be glossed over or slowed down no matter what.

On the other hand, sometimes it becomes important to describe everything in meticulous detail, moment by moment—and that time is when lives are at stake. We call this *Combat Time*. It's similar to the way novels suddenly expand in detail during a particularly grim action sequence, or they way a movie might lurch into slow motion.

Combat time is further broken down into *Rounds*. Simply put, each combatant gets one swing in each Round. Since a Round is about the time it takes each person to do something, it's not a precise measure of time, but somewhere around six seconds or so.





Terms

Awkwardness

Some weapons, usually ones that you're not strong enough to use properly, are called awkward weapons. Awkward weapons may only be used with "Awkward Maneuvers."

When is a weapon Awkward?

- **When a very heavy weapon is used by a weak combatant.** A combatant's weapon will be awkward if he or she only has enough of a *Lift Bonus* (q.v.) to use it in two hands awkwardly (I.E., only has enough *Lift Bonus* to qualify for "Heavy"). The weapon will also be awkward if the character only has enough *Lift* for the "Medium" rating and uses the weapon in only one hand.
- **When the weapon isn't ready.** Swords that are still in their scabbards aren't ready. Neither are staves being used as walking sticks. In general, weapons aren't ready when the combatant is "at ease" or "out of combat". With very rare exceptions, it's always obvious to another combatant when another's weapons are "ready" or not.
- **When the weapon has to be picked up off the ground.** This is the same as "not ready", above.
- **When the combatant fights while Kneeling.** Note that fighting while *Lying Down* has a worse penalty (see "Position", p. 168).



Awkwardness is not "cumulative," just an all-or-nothing quality. For example, there are no additional penalties if your very heavy axe has to be picked up off the ground.

"Natural weapons", such as fists, claws, teeth, etc., are always *Easy* and never *Awkward*. In a pinch, combatants in *Ironclaw* often make use of their inherent gifts. Compare *Easy*, below.

Focus can be used to eliminate the Awkwardness penalty — see page 179.

Block

One of the three kinds of Defenses, a *Block* is using a cloak or shield to stop an attack. A cloak or shield has to be readied before it can Block. You need to use one hand with your cloak to use it to Block.

A combatant gets one Block per cloak or shield per Round.

Unlike Parries, Blocks are fully effective against missile weapons and thrown weapons. Gun bullets cannot be Blocked (but any Cover Dice [see below] due to carrying a shield still apply).

Your Block Dice are your *Speed Trait Dice* and your *Block Skill Dice*; other dice may apply, as well. Unlike Dodge, Block is not lowered by Encumbrance.



Charge

A *Charge* is a berserker-type attack, when a combatant runs headlong at a foe, heedless of danger. A combatant who Charges can move their *Dash* distance in paces (instead of their *Stride*); after the Charge, the combatant is automatically sent Reeling (see page 164).

Cover Dice

Being behind something, such as a cloak, a shield, or defensive magic, can give you additional dice to roll on your Defenses. Such dice are called *Cover Dice*. Include Cover Dice with all Parry, Block, and Dodge Rolls. See page 174 for additional kinds of Cover Dice.

Even though you only get one Block per cloak or shield, you will still get the Cover Dice with *all* your Defenses.

Damage Roll

The power of an attack to hurt people is measured in *Damage Dice*. Damage Dice are unlike other rolls in the fact that each die you roll will be compared to your opponent's Soak and Armor die separately, unlike most other rolls where only the highest die is compared. See the section on Conflict for all the details on Damage Rolls.

Damage Rolls are described on page 119.

Defense

To avoid being hit by a strike, you may attempt a *Defense Roll*. A Defense Roll is the combination of your Speed Trait, your Skill Dice with the Defense, and any other dice gained by shields, cloaks, cover, etc.

Defenses include *Parries* (p. 163), *Blocks* (p. 160), and *Dodges* (see below). A Wizard may have one *Spell Defense*, as well — see page 197 in the “Magic” section for more details.

You may be able to gain secondary Defense dice by *Retreating*. Defensive arms such as shields, cloaks, and some magical items may give you secondary dice, as well.

Even though you may have multiple Defenses, *you only may use one Defense per attack per Round*. For example, if attacked with a sword, you could Parry with your own weapon or Dodge, but not both.

Dodge

One of the three kinds of Defenses, *Dodging* is simply getting out of the way of an attack. Dodging is fully effective against all attacks. You can even Dodge bullets.

Unlike Parries and Blocks, there is *no limit* to the number of times you may Dodge in a round.

Your Dodge Dice are your *Speed Dice* and your *Dodge Skill Dice*. Other Trait Dice may apply as well. However, your Encumbrance limits the maximum size dice you are allowed to roll. Reduce the size of your Dodge Dice to the maximum permitted by your Encumbrance.

Easy

Weapons that your character can use without undue penalties are called “Easy” Weapons.

A weapon is “Easy” if and only if:

- The weapon is used one-handed by a combatant whose Lift Bonus is at least equal to the weapon's “Light” Lift Bonus, OR in two hands by a combatant whose Lift Bonus is at least equal to the weapon's “Medium” Lift Bonus.



- **The weapon is "at the ready".** Swords that are still in their scabbards aren't ready. Neither are staves being used as walking sticks. Nor is a weapon that has to be picked off the ground. In general, weapons aren't ready when the combatant is "at ease" or "out of combat". With very rare exceptions, it's always obvious to another combatant when another's weapons are "ready" or not.
- **The combatant is not Kneeling.** (A combatant who is Lying Down has a different penalty.)

Natural Weapons, such as fists, claws, teeth, etc., are always "ready" and are always "Easy". In a pinch, combatants in *Ironclaw* often make use of their inherent gifts.

Focus (below) can be used to make a weapon "Easy" — see page 179.

Focus

Combatants who "take extra time", or "aim", or otherwise spend a Rull round not doing anything but gathering their wits are called *Focused* combatants. Focused combatants have a "Focus bonus" that they may use for advantage; see page 179 for more details.

Guarding

Guarding is a maneuver that forgoes your attack in favor of a bonus to all your defenses for that round. You may *not* attack in the same round that you Guard.

While Guarding, you are entitled to *two Parries per weapon you carry* and *two Blocks per shield*, instead of the normal one, as appropriate. You still only get one Defense Roll per attack, but you can now defend against many more foes.

You get a +2 *Bonus* to your Parry, Block, and Dodge Dice rolls while Guarding. (See Bonuses and Penalties earlier in this text for more information.) This Bonus does *not* apply to other kinds of Defense Dice, such as Cover Dice from a shield, Retreat Dice, or

Example 1: *Mulciber draws in on himself and covers up. When Guarding, he Defends with two Bonuses. His Weapon Skill of d10 & d8 increases to 2d12, for Parrying.*

Example 2: *Threatened by many sides, Arnoux chooses to Guard. When he does so, his Dodge Dice increase from 2d6 to 2d10. He is also carrying a shield, which is good for a Cover Die of d8, but the +2 Bonus for Guarding does not improve that; when he Dodges, he rolls 2d10 & d8. If he Retreats (p. 164, that's good for another d8, for a Dodge roll of 2d10 & 2d8.*

Guarding is a "beginning of Round" Zero-Rank Initiative Maneuver. It takes effect immediately, on your entire defense rolls that Round, even for people who rolled higher on the Initiative than you did. Other combatants will be fully aware when a target is Guarding.

Handedness

Each weapon requires a certain number of hands on its grip to use it properly. The number of hands you need is dependent on your Lift Bonus and the size of the weapon. Stronger characters will be able to use larger weapons with greater facility than weaker ones can.

Some weapons are *Light* and can be used in one hand with no penalties.

Some weapons are *Medium* or "hand and a half" weapons. Such weapons can be used in two hands with no penalties. They can also be used one-handed, but then they are *Awkward* weapons and will have slower Initiative. (See "Awkwardness", earlier in this section.)

Some weapons are *Heavy* and must be used in two hands and are always *Awkward*.



Hit Points, Fatigue, and Wounds

The health of a combatant is determined by *Hit Points*. Most combatants have 12 Hit Points, although the Gift of Extra Hit Points (p. 79) and the Flaw of Failing Health (p. 94) will change this number.

Wounds (representing lethal damage) and *Fatigue* (representing exhaustion) diminish a combatant's Hit Points. (See p. 181-183 for their effects.)

Initiative Dice and Leadership

To represent who goes first, each combatant has *Initiative Dice*, which are typically the combatant's *Speed Dice* and *Mind Dice*.

Any group of combatants may have someone they designate as the *Leader*. Leaders should be chosen by combatants in advance, before combat starts in earnest. Parties with a Leader may use different Initiative Dice — see p. 167. A Leader must be both competent and confident, and not suffering from a crisis or abnormal status such as *Confusion*, *Fear*, *Silence*, etc.



Maneuver

Each combatant may perform one Maneuver per combat round. A Maneuver represents what the character is doing, whether it's attacking, defending, charging, or just standing still. In this book, a Maneuver is described like this:

<i>Maneuver</i>	<i>Initiative Ranks</i>	<i>Move</i>	<i>Defense</i>	<i>Effect</i>
Name	First, Second & Third	Type of Move	Modifier	Effect

Initiative Ranks are the Ranks in the combat round when the Maneuver is performed. See "Rank," p. 164, and "Advanced Combat", p. 167.

Move is the distance in paces your character can move when performing the Maneuver. (This is relevant mostly for players using miniatures.) The Move permitted may be your Dash, your Stride, or nothing.

Defense tells you what kind of Defenses are permitted. "Normal" means there are no modifiers. A "Penalty" or "Bonus" affects your rolls. "None" means that no Defense Rolls at all are permitted during this Maneuver. "Abort" means this is a *Long Maneuver* and that Defending ends it — see page 175.

Effect is what actually happens as a result of the Maneuver.

Natural Weapons

A combatant's fists, claws, teeth, etc. are *Natural Weapons*. Such weapons are always ready for use. Your To-Hit Roll is your *Speed Trait Dice* & *Brawling Skill Dice*. For your Racial Weapons (such as Claws or teeth), you may include your *Race Trait Dice* to hit.

Pace

The standard measure of distance in *Ironclaw* is the "Pace", which is about one meter in length.

Parry

A *Parry* is a type of Defense roll. All melee weapons, except for Flails and Natural Weapons, may Parry. Parries are good against melee weapons. You cannot Parry arrows, crossbow bolts, or gun bullets.

Your Parry Dice are your *Speed Trait Dice* and your *Weapon Skill Dice*. (If you Parry without a weapon, then use your *Speed Trait Dice* and your *Brawling Skill Dice*, if any.)

Unless one is *Ambidextrous*, a one-handed weapon carried in the off-hand has a -1 Penalty to Parry. You are entitled to Parry once with each weapon that you have out and ready. Both Easy and Awkward weapons can Parry.



Position

Each combatant takes a *Position* on the battlefield. The typical ones are standing, kneeling, sitting, or lying down. Some characters may take a "flying" position. Sometimes a combatant is forced into an "off-balance" position. See the rules on Positions, page 168.

Range

Range is the distance between yourself and your target. *Ironclaw* measures distance in "paces". The greater the range between an attacker and his target, the less likely that his missile attacks will hit their target. Ranges can be *Point-Blank*, *Short*, *Medium*, *Long*, and *eXtreme*. Range is explained in greater detail in the "Ranged Combat" section, p. 172.

Rank

The Round is divided into "Ranks" of Initiative. Each Rank acts in order: *First-Rank*, *Second-Rank*, and then *Third-Rank*.

The only two "Zero-Rank" actions are *Guarding* (p. 161) and *Recovering from Reeling* (see below). It's not until the First Rank that a combatant can move or attack.

Reach

Some weapons, such as spears and pole-arms, are longer than others. The striking range of a weapon is measured in Paces. The "Reach" of a weapon is more for the benefit of players who use miniatures.

Ready Weapons

Weapons that are being wielded for maximum effect are said to be *Ready*. A weapon must be *Ready* to be used to Parry. Weapons that are in scabbards, slung over the back, etc. are not *Ready*. A weapon can be used in the same round that it is not *Ready* — such weapons are *Awkward* (p. 160) for that Round, but they can be used to Parry as soon as the First Rank. Natural Weapons (p. 163) are always *Ready*.

Reeling

A *Reeling* combatant is one who is off-balance and at a disadvantage. A character who sustains an injury may be sent *Reeling* from the blow. Combatants who try risky Acrobatic moves may instead send themselves *Reeling*. A skillful Parry, Block, or Dodge can also send a foe *Reeling*.

Resolve

A combatant's ability to resist pain and shock is called *Resolve*. Whenever a character takes damage, they must make a *Resolve Roll*. Your *Resolve Dice* is the combination of your *Will Trait Dice* and your *Resolve Skill Dice*. Other dice may apply as well.

Retreat

Each combatant is normally permitted one *Stride* per combat Round. However, you also are entitled to one "free" *Stride* that may be combined with a *Defense*, provided that *Stride* is one that moves you away from a foe who strikes at you. Such a move is called a *Retreat*.



Each combatant gets only one Retreat per Round.

Retreating entitles you to a Secondary Die of d8 on your Blocks, Parries, and Dodges against one opponent's Melee Attack per Round. That opponent must be the one you Retreat from. If you cannot move at least one Pace away from your attacker — because the way is blocked by walls, furniture, other combatants, etc. — then you *cannot* Retreat, and thus you gain no extra d8.

You do not get the bonus d8 against Ranged Attacks or Homing Attacks. You can still Retreat from Ranged Attacks; you just don't get the d8 bonus to your Defense Rolls. At the Host's option, you may retreat behind something to gain a Cover bonus from Ranged Attacks; see the *Ranged Attack* section for more details (p. 172). You *do* get the extra d8 against *Explosion Attacks* (p. 197) as long as you can Retreat away from the center of the Explosion.

You cannot Retreat if you are Reeling. (Since a Charge sends you Reeling, then you also cannot Retreat after a Charge.)

If a combatant is Running, they can choose to be Retreating from any one opponent that they're running away from. A combatant cannot gain an extra Stride of distance on your Run by running their full movement, then "retreat" away from someone behind them. (They may Retreat from an opponent at the end of their move who is in front of them—in effect, back-pedaling.)

Retreating never stops an attack—it just provides an extra d8 Defense Die. Even if you Retreat out of weapon range or behind cover, your opponent still gets a roll to hit you.

If you Retreat while Guarding (p. 161), that +2 bonus does *not* carry over to the d8 Retreat Die.

Round

A *Round* is an arbitrary unit of time used to measure combat. A combat Round is variable in length, but mostly assumed to be about 6 seconds.

Run

A combatant may choose to *Run* instead of attacking. The combatant may move three times their *Dash*, in paces. The Host may rule this happens instantly, or may space it out to one Dash in each of the First, Second, and Third Ranks of Initiative. In "Advanced Combat", Running is a Maneuver — see p. 170.

Soak Dice

Your "basic" ability to resist damage is measured in *Soak Dice*, as in "ability to soak up damage".

Your Soak Dice starts equal to your *Body Trait Dice*, but it can be modified by Gifts and Flaws. You also include your *Armor Dice*, which you get from wearing armor, from magical protections, and other sources.

Stride

Your *Stride* is the distance in paces that you can move during combat Maneuvers that permit a Stride. Normally you are permitted one Stride throughout the combat Round to be used during any one initiative Rank. Your Stride is equal to one-fourth your Dash, rounded down, to a minimum of one pace.

Strike

The "generic combat maneuver" is the *Strike*. This is the maneuver of trying to hit an opponent to cause damage. There are three kinds: the *Strike First*, the *Strike Hard*, and the *Strike True*.

To-Hit Roll

A *To-Hit Roll* is the dice roll you make "to hit" your foe with an attack. A typical To-Hit Roll is your *Speed Trait Dice* and your *Weapon Skill Dice*, plus any dice from other Traits that may apply. Your foe defends with their Defense Roll (p. 161).



Procedure for Basic Combat

Basic Combat is a simple method for resolving armed conflict. It sacrifices diversity of play and environment for something "quick and dirty". We recommend using the Basic Combat system for beginning role-players. After a few sessions of *Ironclaw*, you may decide to try the greater complexity of Advanced Combat.

The Basic Combat system is also good if you want to resolve more quickly than Advanced Combat (with its complexity and large level of detail) can. It's also more abstract and works better when you are not using miniatures or tactical battle maps.

The Host asks the Players which of their Characters are going to forgo their attacks this Round in favor of "Guarding". Combatants that Guard may not attack.

All combatants (both PCs and NPCs) who were sent "Reeling" last round must spend this round "Recovering" from Reeling.

Recovering combatants may not attack or Guard.

Next, all PCs with Easy Weapons may attack. PCs with Awkward Weapons or PCs who intend to cast spells must wait.

In the Basic Combat System, PCs always "win the initiative" and have the option of going first.

In Basic Combat, the complex Maneuvers are not used. When combatants attack, they have three options open to them:

- *Strike* at a foe within reach of their weapon;
- *Move* their "Dash" Movement, either towards the enemy or away from them; or
- *Hold fast*, and wait for an opening to arise.

Next, all NPCs with Easy Weapons may attack. NPCs with Awkward Weapons or who intend to cast spells must wait.

NPCs have the same options available to them that PCs do, as mentioned above.

Next, PCs with Awkward Weapons may attack, and PC spell-casters may cast spells.

Next, NPCs with Awkward Weapons may attack, and NPC spell-casters may cast spells.

At the end of the round, Characters who have 3 or more Wounds must save vs. Unconsciousness. Then the new Round may begin.



Procedure for Advanced Combat

After you and the other players are familiar with the way *Ironclaw* combat works, you may want to try using the Advanced Combat rules. These rules use a more complex system of time and Initiative, and it does not give the PCs an automatic edge over the NPCs.

The Host asks the Players which of their Characters are going to forgo their attacks this Round in favor of Guarding. Combatants that Guard do not roll Initiative. (Reeling combatants may *not* Guard.)

In most cases, this can be done informally, with the Host just asking the Players who's going to Guard. If any one combatant demands it, the Game Host may call for all combatants to roll their Initiative Dice, with the lowest roller declaring if they want to Guard or not, on up to the highest.

If you are using miniatures, place a "Guarding" counter next to each combatant that is Guarding.

Each combatant (PC or NPC) rolls their Initiative. Characters who are Recovering from Reeling do not roll Initiative.

If you are using miniatures, place an "Action" counter next to each figure that rolls Initiative (and who doesn't have a "Focused" counter). After placing all action counters, remove the "Reeling" counters.

Special Rule: Substituting Leadership and Tactics for Initiative Dice

Any group of combatants that has a leader — that is, one of their members has a Leadership die of d4 or more and is universally accepted as the party leader — may substitute their own Tactics dice and the leader's Leadership Dice for their Initiative Dice.

Example: *Albus has Leadership of d8 and Tactics d12, Balthor has Tactics d8 and Cadolf has no Tactics dice at all. After declaring Albus the leader, the combatants will instead use their own Tactics Dice and Albus' Leadership. Albus will roll d12 & d8, Balthor will roll d8 & d6, and Cadolf will roll d8. If Cadolf decides he doesn't like rolling a lone d8, he may "break ranks" and roll his own Initiative Dice instead.*

For simplicity, the Host may roll choose to roll "group Initiative" for a group of NPC combatants. For example, if he's controlling six brigands who all roll 2d6 for Initiative, the Host could simply roll the 2d6 and assign the Score as the Initiative to every brigand; this method works well with Tactics, as described above. Individualized Initiative is recommended for PCs and major NPCs.

Resolving Ties: if any combatants are tied on their Initiative Score, then the combatant with the higher *Speed Trait* acts first. If the Speed Traits are the same, the combatant with the higher *Mind Trait* goes first. If the combatants have the same Speed & Mind Traits, they act simultaneously.

Next, the First Rank of Initiative occurs. The Host counts down from 12 to 1. When a combatant's Initiative number is called out, they may perform a *First-Rank Maneuver*, or hold and wait for the Second Rank.

If you are using miniatures, remove the "action" counters of figures that attack in the First Rank.

If any combatant is sent Reeling *before* their Initiative comes up, then that figure forgoes their action to Recover. (If you are using miniatures, remove the figure's "Action" counter.) If a combatant who has already acted is sent Reeling, then they are Reeling for the rest of the Round — next Round, they will be forced to choose to Recover. (If you are using miniatures, place a "Reeling" counter next to the figure.)



After all First-Rank actions are done, the Second Rank of Initiative occurs. Again, the Host counts down from 12 to 1. When a combatant's Initiative number is called out, they may perform a First-Rank or Second-Rank Maneuver, or hold and wait for the Third Rank.

If you are using miniatures, remove the "action" counters of figures that attack in the Second Rank.

Once again, any combatant that is sent Reeling which hasn't acted yet Recovers instantly and loses their upcoming action. Any combatant that has already acted and is sent Reeling will be forced to Recover next Round.

After all Second-Rank actions are done, the Third (and last) Rank of Initiative occurs. Again, the Host counts down from 12 to 1. When a combatant's Initiative number is called out, they may perform a First-Rank, Second-Rank, or Third-Rank Maneuver.

If you are using miniatures, remove the "Action" counters of figures that attack in the Third Rank. As above, combatants who are sent Reeling lose their action if they haven't acted yet, or are Reeling until next round.

Something for Nothing — "Focus": Note that the "Focus" Maneuver is a Third-Rank Maneuver. Any combatant who hasn't used their action to attack may declare Focus. (If you are using miniatures, replace the figure's "Action" counter with a "Focused" counter.) Since Focus allows a combatant to Interrupt another one (see below), Focus simulates a combatant who is "waiting for an opening." See p. 179.

At the end of the round, Characters must save vs. Unconsciousness, as appropriate.

Other end-of-Round events include attempting to snap out of certain Magical Spells (see the "Magic" section for more details, p. 193-243). Also at the end of each round, the combatants should parley with one another, issuing threats, demanding surrender, shouting insults, etc., as combat should not be exclusive to role-play.



Interrupting

Any combatant that has Focus may *Interrupt* another combatant who has won the Initiative. An Interrupting combatant acts before the combatant they interrupt. They may still only choose a Maneuver appropriate to the Rank (First, Second, or Third.) The act of Interrupting spends the Focus so it cannot be used on another advantage. See page 179 for more information.

Position

Ideally, most combatants would like to be standing up, in good fighting stance, hands gripped firmly on their weapons. This is not always the case. Whether a combatant is standing, sitting, flying, etc. is called their *Position*.



The Table of Positions

Position	Defense	Attack	Movement	Acrobatics?
Standing	Normal	Normal	Normal	
Kneeling	-1 to Dodge; may not Retreat	Melee and bow attacks become Awkward; no penalties for guns, crossbows, or magic	None	2d8 to stand
Lying Down	-1 to all Defenses; may still Retreat by rolling away	-1 to melee and bow attacks; no penalties for guns crossbows, or magic	May roll at one's Stride	2d10 to stand
Flying	Normal	Normal, but may not use weapons in 2 hands	Normal	
Falling	-1 to all; may not Retreat	-1 to attack	Only downwards	2d8 to fly (if appropriate)
Off Balance (from Reeling)	-1 to all; may not Retreat	May not attack	No Movement permitted.	No attempts permitted

Position is the name of the position for combat purposes. *Defense*, *Attack*, and *Movement* are the restrictions or penalties on defenses from the Position, if any.

Acrobatics? is whether (by using an Optional Rule) an Acrobatics skill roll is permitted to move to a different position, and at what difficulty — see below.

Note: The “Off-Balance (from Reeling)” penalty is *cumulative* with other Position penalties. For example, a combatant who is Lying Down and Off-Balance from Reeling has a -2 to all Defenses.

Optional Rule: Leaping to Your Feet

This rule adds more complexity to game-play, but it also lets agile characters bounce back from adversity like movie-style action heroes. When this rule is used, the Acrobatics skill holds a greater role.

When a combatant first declares their Maneuver for the Round, they may choose to use Acrobatics to change to a more favorable position. Roll their *Speed Dice & Acrobatics Dice* vs. the difficulty listed above (2d8 from Kneeling, 2d10 from Lying Down). Acrobatics Dice suffer the *Encumbrance Limit* (p. 13).

Result	Outcome
Botch, Overwhelming Failure	Hurt yourself. Suffer 1 Fatigue, and you are automatically sent Reeling. Your position is unchanged. Onlookers are likely to be amused.
Failure	Reeling. You are automatically sent Reeling. Your position is unchanged.
Tie	No effect. Your position is unchanged, but you may act normally this round.
Success, Overwhelming Success	Free Position Change! Your position change takes effect immediately! Choose a new Maneuver for this round.



Choose your Attack...

The following is a list of the common Melee Combat Maneuvers, used with hand-to-hand weapons. (For Ranged combat, see p. 176; for other kinds of Maneuvers, refer to p. 180; for Magic, refer to p. 195.)

Melee Combat Maneuvers

<i>Maneuver</i>	<i>Initiative Ranks</i>	<i>Move</i>	<i>Defense</i>	<i>Effect</i>
Guard	Zero	Stride	+ 2 Bonus	Double normal Parries & blocks; do not Attack.
Recover	Zero	Stride	Normal	Recover from Reeling.
Charge	First	Dash	none	Attack quickly and move a lot; attacker is sent Reeling.
Strike First	First	Stride	Normal	Attack First.
Strike Sure	Second	Stride	Normal	Attack with +1 Bonus to Skill.
Strike Hard	Second	Stride	Normal	Attack with +1 Bonus to Damage.
Strike Awkwardly	Second	Stride	Normal	Attack with an Awkward weapon.
Strike Tandem	Second	Stride	Normal	Attack First with Good Hand, then Attack Second with Off-Hand; Weapon in off-hand has -1 Penalty to hit unless Ambidextrous
Change Position	Second	Stride	Normal	Change to new position. No roll is required. The new position will affect attacks and defenses.
Focus	Third	Stride	Normal	Build Focus for next round
Move	First, Second & Third	3 Strides	Normal	Do not attack.
Run	First, Second & Third	3 Dashes	Abort	Do not attack.

In "Basic Combat", all combatants are assumed to either Strike First, Strike Awkwardly, or Move.

...Now, Strike!

To strike your opponent, you must win a *To-Hit Roll*. Roll your To-Hit Dice. For most hand-to-hand weapons, this will be your *Speed Trait Dice* & your *Weapon Skill Dice*. (You may get to roll other dice, as well, such as an included Career Trait.) Your opponent then chooses one *Defense* to use — *Parry*, *Block*, or *Dodge*; those dice are your target's *Defense Dice*. Compare the Score of the To-Hit Dice vs. the Defense Dice. If the attacker *Succeeds*, the target is hit! Consult the following table for results.

How Many Defenses Do You Get?

You get one Parry per weapon per Round. To Parry using Brawling or Wrestling, you need a free hand as a "weapon". Of the Natural Weapons, only Antlers and Horns may be used to Parry (and do not require free hands to do so.) Note that weapons carried in the Off-Hand will suffer a -1 Penalty on their Parries. You may also use one Block per cloak or shield, per Round.

Note that the Cover Dice you get from your shield is included with *all* your Defenses (Parry, Block or Dodge). There is no limit to the number of times you may Dodge per Round.

A helpless combatant (such as one that's *Asleep* or *Paralyzed*) gets *no* Defenses. In most cases, the Difficulty to strike them will be Level Zero; any attackers roll vs. "1", and are *very* likely to Overwhelm.



Melee Attack Resolution Table (To-Hit Dice vs. Defense Dice)

Result	Outcome
Botch	Disastrous Failure
Overwhelming Failure	Miss; Attacker is sent Reeling
Failure	Miss
Tie	Miss (Ties go to the Defender)
Success	Target is Hit
Overwhelming Success	Target receives a Special Hit

Disastrous Failure means the attack failed in some horrible way. Perhaps you accidentally drop your sword down the sewer grate, or you trip over your own cape and fall flat on your face, or you strike a friend instead of your foe. The Game Host and Players are encouraged to come up with creative Botches. The "default" Botch is that the attacker falls down and is sent Reeling.

Miss is just that—you miss your target, probably because your opponent skillfully avoided your attack or swept it aside.

Attacker is sent Reeling means that your target defended so well, you are left vulnerable and off-balance. Perhaps they ducked under your swinging blade and sidestepped you. Perhaps they feinted with a false counter-attack, and you fell for it. The Game Host and PCs are encouraged to come up with a good explanation. Whatever the result, you are now Reeling and must spend your next combat round Recovering.

Target is Hit means you landed a good, square blow on your target. Damage Rolls are described on page 119.

Special Hit means the attack was a skillful blow that awes all onlookers and lands true upon your foe. Choose one and only one of the following *Special Results*:

Trip: Roll Damage as normal, and your opponent falls to a Kneeling position.

Disarm: Your target suffers no Damage. If your weapon weighs the same or more than the target's weapon, they are automatically disarmed. If your weapon weighs less (or you only have a Natural Weapon), then roll a contest of your Strength vs. your target's Strength; if you *Tie* or better, your foe is disarmed.

Weapon's Special: Every Weapon has one or more Specials that are particular to that weapon — choose one of them. (See p. 113-115.)

Something Else: The Game Host and the Players are encouraged to come up with other Special Results.





Modifiers to Melee Combat

There are lots of things that can affect your skill. Here are some of the typical modifiers. The Game Host may have to make judgment calls on other kinds of modifiers.

<i>Circumstance</i>	<i>Modifier</i>	<i>How to Avoid</i>
You're lying down.	-1 Penalty	Get up as a Change Position maneuver.
Your weapon is Awkward.	Can only Strike Awkwardly or Charge	Use an Easy weapon instead of an Awkward one, or use Focus to eliminate Awkwardness.
You are using a one-handed weapon in your off-hand.	-1 Penalty	Have the Gift of Ambidexterity.
You have bad footing.	-1 Penalty	Have the Gift of Sure-Footed, or move to better ground.
The lighting is torchlight or poorer.	-1 Penalty	Have the Gift of Night Vision or Echolocation.
The lighting is starlight or poorer.	-2 Penalty	Have the Gift of Night Vision or Echolocation.
You're blinded, or in pitch darkness, such as a cave.	-3 Penalty	Have the Gift of Echolocation
You're Riding on a destrier.	No attack die may be higher than your highest Riding Die (the "Riding Limit")	Dismount, or get a Riding die of d12.
You attack from behind.	+1 Bonus; target gets no Cover from shield or cloak	If you are Honorable, you cannot attack from behind
You're attacking an unsuspecting target.	+1 Bonus; target gets no Defense dice or Cover from shield or cloak	If you are Honorable, you cannot attack unsuspecting targets. You must shout a warning to your target, or move to where they can see you.

Ranged Combat

Ranged Combat is similar to hand-to-hand combat, with one major addition: the target gets a secondary roll for defense called the *Range Dice*. The farther away the target is, the bigger the more Range Dice you have to beat.

<i>Range</i>	<i>Point-Blank (PB)</i>	<i>Short (S)</i>	<i>Medium (M)</i>	<i>Long (L)</i>	<i>eXtreme (X)</i>
Range Die	none	d10	2d10	3d10	4d10

Each Ranged Weapon has different ranges, measured in Paces.

Example 1: You're trying to spear a target at Short Range. You have to beat a d10 roll to hit the target.



Example 2: Malsippus fires his pistol crossbow at a ruffian standing sixteen paces away. For a Pistol Crossbow, anything greater than 8 paces, but less than or equal to 20 paces, is at "Long" range. Malsippus must beat a 2d10 to hit the target.

If the target is aware of the attack, he or she may Dodge. Any ranged attack may be dodged—arrows, thrown knives, bullets, lightning bolts, etc. Thrown weapons and arrows may be Blocked, but gun bullets and many kinds of magic cannot.

Thrown Weapon ranges depend on the "Light" Handedness of the weapon and the Lift Bonus of the thrower. Use the difference between the throwers lift bonus and the weapon's "Light" Handedness to determine the range using the following table. If the weapon is not Light for the throwing character, then it cannot be thrown effectively.



Lift Bonus minus "Light" rating	Range Band			
	Short	Medium	Long	eXtreme
zero	-	1	2	5
1	1	2	5	10
2	2	4	10	20
3	3	6	15	30
4	4	8	20	40
5	5	10	25	50
6	6	12	30	60

Thrown weapons have no Point-Blank range — swing at your target, instead.

Example 1: The Horn has a Lift Bonus of 7, his dagger requires a "Light" Lift requirement of 1, so when he throws the dagger, his Short Range is anything within 6 paces.

Example 2: Ferghus has a Lift Bonus of 5, his axe has a "Light" Lift requirement of 5. When thrown, he has no Short Range, and everything is at least medium range.

Thrown weapons do the same damage as when held by the thrower: the Weapon Damage Dice and the thrower's Strength Dice.

When striking at range, the defender includes the Range Dice with their Defense Dice.

Example: Malsippus' target (who is at Medium Range) readies a shield for a Block. The defender has Range Dice of 2d10, a Block of d8, and a Shield Cover Die of d6. If Malsippus shoots, he has to beat 2d10, d8 & d6.

The Aim Maneuver: If you successfully Aim at a target for one Round, any Ranged Attacks you launch next Round are treated as one Range Band closer for To-Hit Rolls.

Example: if Malsippus had Aimed last round at his foe, his target would be treated as Short Range instead of Medium, and would only be rolling against d10, d8 & d6.



Ranged Weapon Maneuvers

Thrown Weapons	Initiative Ranks	Move	Defense	Effect
Throw a Light Axe, Spear, or Sword	First	Stride	Normal	See p. 173
Throw a Light Flail, Mace or Barbed Spine	Second	Stride	Normal	See p. 173
Slings				
Fire a loaded, Easy Sling	First	Stride	Normal	Fire an Easy sling
Fire a loaded, Awkward Sling	Second	Stride	Normal	Fire an Awkward sling.
Load a Sling	Second	Stride	Normal	Load a sling
Bows				
Fire a loaded Easy Bow	First	Stride	Normal	Fire
Fire a loaded Awkward Bow	Second	Stride	Normal	Fire
Load and Fire an Easy Bow	Second	Stride	Normal	Fire
Load and Fire an Awkward Bow	Third	Stride	Normal	Fire with an Awkward Weapon
Crossbows				
Fire a loaded, Easy Crossbow	First	Stride	Normal	Fire an Easy-Handed Crossbow.
Fire a loaded, Awkward Crossbow	Second	Stride	Normal	
Fire an Awkward Crossbow	Second	Stride	Normal	
Load a Light Crossbow using bare hands	First, Second	none	Abort*	Load a crossbow; requires two hands
Load a Medium Crossbow using a gaffle	First, Second & Third	none	Abort*	Load a crossbow; requires two hands and a foot
Prepare a Heavy Crossbow's cranquelin	First, Second & Third	none	Abort*	Prepares a winch for crossbow loading; requires two hands. (Part 1 of 2)
Load a Heavy Crossbow using a cranquelin	First, Second & Third	none	Abort*	Use a winch to load a crossbow; requires two hands (Part 2 of 2)
Guns				
Fire an Easy Gun	First	Stride	Normal	Fire an Easy Gun; Roll for Spark (p. 177)
Fire an Awkward Gun	Second	Stride	Normal	Fire an Awkward Gun; Roll for Spark (p. 177)
Fire a Gun that has Hanged-Fire	Special — see p. 177 (Third)	none	Normal	Fire a gun that did not Spark earlier in the round.

All missile weapons require two hands to load. Light Crossbows may be loaded and primed using your bare hands. A Medium Crossbow requires you to put your foot in a *gaffle*, as you pull back the string with both hands. A Heavy Crossbow requires the use of a two-handed mechanism called a *cranquelin* — there is one pictured on page 42.

Loading a gun takes a full minute, or about 10 rounds, with no Move and no Defense. Most folks won't even attempt that in combat.



Other Ranged Weapons Maneuvers

Maneuver	Initiative Ranks	Move	Defense	Effect
Aim	First, Second & Third	Stride	Abort*	Long Maneuver; Aim at a single combatant; reduce range band by one step for the next shot.
Focus	Third	Stride	Normal	Build Focus for next round

Aborting a Long Maneuver: Some Missile Weapon Maneuvers do not permit any Defense Rolls and are Long Maneuvers, spanning several Ranks of Initiative. You can still Defend yourself, but at a price. If you make a Defense Roll before these maneuvers are complete, you Abort the action — you give up early and fail to perform the action. You will have to start over next Round. If you choose not to Defend yourself, your attacker will roll To-Hit vs. no Difficulty at all — that is, a “1”.

Example: Tybault is trying to load his Awkward Crossbow. Mercutio attacks Tybault on the Second Rank. Tybault won't be done reloading until the Third Rank. Tybault has two options: he could continue to reload, but he'll have no defense—Mercutio's Attack Dice will go against a mere “1”; or Tybault could Abort the loading and just Dodge. He'll have to start over completely and try again next round.

Ranged Attack Resolution Table

Score	Result
Botch	Disastrous Failure
Overwhelming Failure	Miss (Large Scatter)
Failure	Miss (Small Scatter)
Tie	Near Miss (Ties go to the Defender)
Success	Target is Hit
Overwhelming Success	Target receives Special Hit

Disastrous Failure means the attack failed in some horrible way. Perhaps your bowstring breaks, you spill your quiver of arrows, or you strike a friend instead of your foe. The Game Host and Players are encouraged to come up with creative Botches. The “default” Botch is that the attacker falls down and is sent Reeling.

Miss is just that—you miss your target. If you want to know where the missile went off to, see the optional Scatter rules, p. 178.

Target is Hit means you landed a good, square blow on your target — roll your Weapon Damage vs. the target's Armor & Soak Dice. For thrown weapons and slings, include your Strength Dice. Do not include Strength for bows, crossbows, or guns.

Special Hit means that you may choose one and only one of the following:

Disarm: Your target suffers no Damage. Roll a contest of your Damage (and Strength, for thrown weapons & slings) vs. your target's Strength; if you Tie or better, your foe is disarmed.

Weapon's Special: Every Weapon has one or more Specials that are particular to that weapon — choose one of them. (See p. 113-115.)

Something Else: The Game Host and the Players are encouraged to come up with other Special Results.



Modifiers to Ranged Combat

There are lots of things that can affect your skill. Here are some of the typical modifiers, although the Game Host may think of new ones.

<i>Circumstance</i>	<i>Modifier</i>	<i>How to Avoid</i>
You're lying down and trying to use a bow or a sling.	-1 Penalty	Get up as a Change Position Maneuver.
Your weapon is Awkward	Must use the Awkward Maneuvers instead of the Easy ones	Use an Easy weapon instead of an Awkward one, or use Focus to eliminate Awkwardness.
You are using a one-handed weapon in your off-hand.	-1 Penalty	Have the Gift of Ambidexterity.
The lighting is torchlight or dusk.	-1 Penalty	Have the Gift of Night Vision or Echolocation.
The lighting is starlight or otherwise very poor.	-2 Penalty	Have the Gift of Night Vision or Echolocation.
You're blinded, or in pitch darkness, such as a cave.	-3 Penalty	Have the Gift of Echolocation.
Your target has a cloak or shield, and you're attacking from their front.	Target rolls Cover Dice	Attack target from behind.
You're attacking from behind.	+1 Bonus; target gets no Cover from shield or cloak	If you are Honorable, you cannot attack from behind.
You're attacking an unsuspecting target.	+1 Bonus; target gets no Defense dice or Cover from shield or cloak	If you are Honorable, you cannot attack unsuspecting targets. You must warning your target, or move to where they can see you.
Target is behind soft cover, such as bushes or a fence	Target rolls an extra d8 for Cover	Find a new route for line of sight.
Target is behind hard cover, such as a stone wall, with only part of their body exposed.	Target rolls an extra d12 for Cover	Find a new route for line of sight.
Target is wholly obscured by hard cover.	Shot is impossible.	Find a new route for line of sight.
You must trace line of sight through other combatants	Target rolls an extra d8 for defense. (See "Hitting the Wrong Thing" later in this section.)	Find a new route for line of sight.
You are using a crossbow or gun, and you have something to brace against.	+1 Bonus, but you may not Defend	If you need to Defend, you lose your bonus.



The penalties on this table are cumulative. For example, if you're trying to shoot by light of the evening stars at a brigand who's hiding in the bushes, then your attack has -2 Penalties and the target gets an extra d8 for Defense.

The Trouble with Guns – Sparking and Hanging Fire

In the world of *Ironclaw*, the technology of handguns is a very new one and prone to failure.

When the trigger on a wheel-lock gun is pulled, a V-shaped spring straightens, pulling a chain that has been wound around a wheel. When the wheel spins, its serrated edges of iron pyrite strike against a priming pan, sending sparks that will hopefully cause the gunpowder in the barrel to flash and catch fire, creating a loud “bang” that sends your bullet toward your target.

If this sounds like some kind of Rube Goldberg contraption that's unlikely to work, you're right. *Before rolling a gun's To-Hit roll, you must roll the Spark Roll.* Each gun has a *Spark Trait*, usually d10, which determines how likely it is to spark.

<i>Conditions</i>	<i>Difficulty to spark</i>
Typical clear day.	None (Just don't Botch on the Spark Roll!)
Very windy, or in a fog or ocean spray.	2d4
Extremely windy, or in a light drizzle.	2d6
In an unpleasant rain.	2d8
In a driving rain, or with a gun that has frosted over due to cold.	2d10
Underwater	Impossible

<i>Results of Spark Die vs. Conditions</i>	<i>Outcome</i>
<i>Botch, Overwhelming Failure, Failure, Tie</i>	Hang Fire. Reduce the gun's Spark Die by one size. If this is the First or Second Rank, <i>you may try to fire again on the Third Rank</i> , as a “Hang-Fire” maneuver. You must roll to Spark again, with the newly-reduced Spark Die. A gun whose Spark Die is reduced below d4 can no longer fire until it is repaired.
<i>Success, Overwhelming Success</i>	Fire! The gun goes off with a loud bang and a thick cloud of smoke. Roll To-Hit.

Guns are notoriously unreliable machines. The pyrite wheels chip and get worn; the springs start to take a set; the chain gets weak and breaks, the barrel gets filled with ash and other gunk, etc. The gun's diminishing Spark Die represents its fickle nature. A gun must get new parts and be worked on by someone with the Gunsmith skill to restore its Spark Die to its original size. Game Hosts who feel their PCs are taking their rare gunpowder arms for granted are encouraged to come up with all sorts of minor glitches and problems to impose on their guns.



Optional Rule: Where Did Your Missile Go?

Sometimes you may want to know if a missile hit the wrong target, or exactly where it wound up. This type of thing is too complex to bother with for every little arrow. It's more important for thrown weapons, such as axes and spears, which a combatant might want to pick up from the battlefield.

Why You Missed	What Happened to Your Missile
You failed to beat the Ranged Dice.	Your missile went off course, and Scattered.
The target Blocked.	Your missile struck their Shield.
The target was saved by their Shield's Cover Die.	Your missile struck their Shield.
The target was saved by a Cover Die from cover.	Your missile struck the cover. It either stopped there, or was powerful enough to just be deflected and be Scattered.
The target was saved by a secondary die they got because other combatants were in the way.	The missile may have struck one of those combatants! Those combatants must defend themselves against the missile attack normally, at its original roll, or be struck.
The target Dodged.	Your missile soared past the target. (Others may be hit by accident, if the Host sees fit—roll d8 for each combatant in the line and if it comes up equal to the attack roll or better, they may be hit.)

Sometimes, one or more conditions might be tied. For example, you may roll a 5 to hit, your target may roll a 5 to dodge, and a secondary die for hard cover came up 5 as well. In that case, trace line of sight to the target, and apply results from attacker to defender. In this example, the cover is in front of the defender, so that gets hit first.

Arrows and crossbow bolts that strike hard cover such as stone or people's shields are likely to break and become unusable; ones that embed in forest and dirt might be salvageable unless they are stepped on or broken. Gun bullets are made of lead, and can be melted or pounded into shape with minimal difficulty. Sling stones usually aren't worth recovering—stones can be found almost anywhere.

Optional Rule: Scatter

Your missile may have flown off target. For those of you that need the detail, here's how to find out where it wound up.

Direction: Roll a d12 to determine direction of the Scatter. Assign a "clock face" to the target, with 12 o'clock being right past it or "long", 3 o'clock being to the relative right, 6 o'clock being relatively "short", etc.

Distance: For a *small scatter*, roll the Range Dice to see how many paces the missile scattered, and add the dice together. For example, if you were trying to hit a target at Long range, then roll 3d12. That's how many paces your shot scatters off course. For a *large scatter*, roll twice the number Range Dice to see how many paces the missile scatter, and add the dice together. In the above example, you'd roll 6d12 and add them together.

Scatter is one of the few instances where you add the dice together.





Maximum Scatter Distance

Thrown weapons and sling stones never scatter more than the distance between yourself and the target. If you threw a spear at a target 3 paces away and missed, your spear will not go off course by more than 3 paces. Treat any longer scatters as the maximum scatter.

Bow arrows, crossbow quarrels, and gun bullets may "overshoot" the target. The Host is the final arbiter of what makes sense. In general things like gun bullets and crossbow bolts can soar way past the target, but won't deviate too much in the 3 o'clock or 9 o'clock range.

As with other optional rules, there's a lot of complexity for little added play value, so use these rules as you see fit.

The Benefits of Focus

A *Focussed* combatant is one that is prepared and ready for trouble. A combatant can become Focussed by spending an entire Round not doing anything but waiting. Focus also represents combatants who are "lying in wait" for a foe, as in an Ambush (p. 127). If you are using miniatures, place a "Focused" counter next to the combatant's figure.

During a combat round, a combatant may spend the Focus to gain *one* of the following benefits. After choosing your benefit, remove the "Focused" counter. Each combatant may choose only one Focus benefit per combat Round. You must spend the Focus *before* making any relevant die rolls, such as To-Hit Rolls.

Focus Benefit	Result
Focus for Defense	You may spend your Focus on one Defense Roll, gaining a +1 Bonus on a single Defense roll (Parry, Block, or Dodge).
Focus for Hit	You can spend your Focus on an attack To-Hit roll, gaining a +1 Bonus on your To-Hit Dice.
Focus to Reduce Spell Cost	You may reduce the number of Magic Points spent on your spell by 1 point, down to zero.
Focus to Remove Awkwardness	You may spend your Focus to eliminate the Awkwardness disadvantage on your weapon. You may now choose an Easy Maneuver.
Interrupt	You can interrupt someone else with a higher Initiative. You may "act" before they do, because you are prepared. (If your target is also Focused, he or she may spend their Focus to Interrupt yours, negating both.)
Focussed Attack	As a <i>Third Rank Maneuver</i> (see next page), you may Attack your opponent (with a Melee or Ranged Attack). Treat any <i>Successful Hit</i> as an <i>Overwhelmingly Successful Hit</i> (and thus you can claim a Special Result).

Your Focus is cumulative with your Maneuver. For example, you may "Strike Sure" for a +1 Bonus to hit and use your Focus to Hit for another +1 Bonus, gaining a +2 Bonus on your To-Hit roll. The only exception is the Focussed Attack, which is its own Maneuver, as described on the next page.

If the combatant is sent Reeling, or Guards, or loses self-confidence and readiness for any reason, the Focus is lost. Likewise, abnormal mental status such as *Fear*, *Confusion*, or *Rage* will prevent a character from becoming Focused. A character can "maintain Focus" by doing nothing — in effect, taking the "Focus" Maneuver every round.



Special Maneuvers

In addition to the Maneuvers mentioned above, there are many other actions a combatant might want to do. Many special powers have their own specific Maneuvers to use them. The Game Host is encouraged to make up new Maneuvers — just be fair and consistent with how they are used.

Maneuver	Initiative Ranks	Move	Defense	Effect
Guard	Zero	Stride	+2 Bonus	Forgo attacks to only defend — see p. 162.
Leadership	Third	Stride	Normal	Attempt to rally your side or cure certain kinds of abnormal status; see <i>Leadership Test</i> , p. 149
Recover	Zero	Stride	Normal	Recover from Reeling — see p. 168
Focussed Attack	Third	Stride	Normal	Must have Focus; Attack where any hit is a Special Hit — see p. 179

Damage: Wounds and Fatigue

If you scored a Success, then your attack has struck true, and you may now roll for *Damage*.

For Melee Weapons, Thrown Weapons, and Slings, your *Damage Dice* is the combination of your *Strength Dice* & *Weapon Dice*. Other Missile Weapons and combat magic only have *Weapon Dice*. Your foe resists the damage using their *Soak Dice*, which is the combination of their *personal Soak Dice* & their *Armor Dice*.

Damage Rolls are described in the "Conflict" section, p. 119-120.

Example 1: Algernon smacks Ingard with his sword

Algernon's *Damage Dice* are d12 & d6 & d10. He rolls an 8, a 2, and a 10.

Ingard's *Soak Dice* are d10 & d10 & d4. He rolls a 5, a 3, and a 4.

Algernon compares his highest *Damage Die* to Ingard's highest *Soak Die*: 10 vs. 5. He scores one Wound because his die is higher, and another Wound because his Die is 5 or higher. Two Wounds so far.

They compare their second highest: 8 vs. 4. The *Damage Die* is higher but not overwhelmingly so. Ingard takes another Wound. Three Wounds so far.

They compare the last attack die: 2 vs. 3. Ingard's is higher; he takes no more Wounds.

Ingard suffers three Wounds.

Example 2: Gradasso loses his temper and slashes a peasant with his flamberge.

Gradasso's *Damage Dice* are d10 & d8 & d8. He rolls a 7, a 3, and a 9.

The peasant has no armor, and relies on his *Soak* of d8. He rolls a 1—a Botch!

Gradasso scores one Wound immediately because his target fumbled. One Wound so far.

Gradasso compares his highest die, showing 9, vs. the peasant's highest (and only) die, showing 1. It's an overwhelming success for two more Wounds. Three Wounds so far.

Gradasso's remaining dice are compared to the number 1. His 7 is an overwhelming success (two Wounds) and his 3 is a regular success (one Wound).

The poor peasant takes 6 Wounds in a single blow.



Example 3: Hendrick hacks at a guard with his rapier. His damage dice are d8 & d8. The guard has a soak of d8 & d8 & d4.

Hendrick rolls a 1 and a 6. The guard rolls 8, 5, and 2.

Hendrick's best die of 6 is less than the guard's best roll of 8. Hendrick's next die is a 1, and ones never score any damage.

The target's Soak score is higher than any of Hendrick's Damage Dice. The guard takes no injury at all.

An Attack can be launched even if it rolls no Dice for damage. In that case, it only injures if the target Botches on the Soak Dice, and then it only does 1 Wound.

The more dice you roll, the more Hits you can score. Bigger dice are more likely to injure, though. (The best attacks have lots of big Damage Dice.)



Types of Damage

Damage in Ironclaw is marked against a character's Hit Points in two ways: *Fatigue* and *Wounds*

Fatigue represents how a combatant is generally wearing out and getting tired. On the *Ironclaw* Character Sheet, *Fatigue* is represented by a single slash through each circle ("/").

Fatigue hits are recovered by rest. *Fatigue* can force a combatant to fall unconscious. *Fatigue* points are not fatal... but once a character is completely exhausted, *Fatigue* becomes *Wounds*, below.

Wounds are more severe; they represent cuts, bruises, broken bones, and other sorts of dire harm—the typical results of weapon hits. On the *Ironclaw* Character Sheet, *Wounds* are represented by an X through each circle ("X").

Wounds are recovered by convalescence, medicine, and magic. *Wounds* can cause unconsciousness and even death.

Wounds to the left, Fatigue to the right

On the *Ironclaw* Character Sheet, new *Wounds* "bump" *Fatigue* down the scale. *Fatigue* is always to the right of *Wounds*.

Example: When Concoran is "fresh for battle", his Hit Points look like this:

000 000 000 000

After a long trek, Concoran suffers one point of *Fatigue*.

/00 000 000 000

Later, Concoran suffers two *Wounds*. This "bumps down" his *Fatigue* point.

XX/ 000 000 000

If you run out of room to bump down your *Fatigue* points, starting from the left, convert *Fatigue* points to *Wound* points by adding an extra line.



Example: After a long struggle with his tireless foes, Concoran isn't looking too good:

XXX XXX /// ///

He's then struck with a Life Draining spell that inflicts 3 Fatigue points. Unfortunately, he's out of spaces to record Fatigue, so he starts adding Wounds from the left. After three more slash marks, Concoran's Hit Points look like this:

XXX XXX XXX ///

Concoran's one more hit away from joining the choir invisible.

Reeling and the Resolve Test

A character that has been injured may be sent Reeling from the pain and shock. This is called the Resolve Test. Only attacks that cause at least one hit of damage force a Resolve Test.

When struck by an attack that causes damage, the target must roll their Will Trait Dice and Resolve Skill Dice vs. the Damage Dice, as a simple contest (I.E., comparing for who rolled higher.)

Target's Resolve vs. Damage Die	Result
Botch	Target falls down, drops weapon, and is sent Reeling. The target also suffers one point of Fatigue. The target is in extreme pain and will whimper accordingly.
Overwhelming Failure	Target falls to a lying position and is sent Reeling.
Failure	Target is sent Reeling, but remains standing.
Tie	Target is in extreme pain ... but otherwise, no effect. (Ties go to the Defender)
Success	No effect.
Overwhelming Success	No effect; target may scoff at attacker.

Example 1: Ingard is a stubborn fellow, and has a Resolve of 2d10. Algernon's highest Damage Die was a 10. Ingard scores an 8—that's not enough. He utters a strangled curse and is sent Reeling.

Example 2: The poor peasant receiving Gradasso's ire has a Will of d8 and no Resolve skill. The highest Damage Die was a 9—the peasant can't beat that. He's just rolling to see if he falls down. He scores a 2, and Overwhelmingly Fails. He is sent Reeling and he falls down.

Example 3: Hendrick's guard wasn't injured. He doesn't test for Reeling.

Reeling combatants may not act for the rest of the Round, and will lose any actions they may have wanted to take later in the Round. They must take the "Recover" maneuver next round, a Zero-Rank Maneuver. If they have not yet acted, they lose their action and Recover instantly, since they may always choose an earlier Maneuver — see p. 167. If the combatant has already acted, then they will be Reeling until next Round, then they will Recover.

Example 1: Ingard had been hoping to perform a Second-Rank Maneuver in that Round, but he was sent Reeling on the First Rank. He is forced to take the "Recover" Maneuver, and thus he loses his attack this Round. However, he is no longer Reeling and may Defend normally.



Example 2: The poor peasant had already used a different Maneuver earlier this Round. Since he has already acted, he is Reeling for the rest of this Round (and thus suffers -1 to all Defenses) and will have to Recover next Round.

While Reeling, a character defends at -1 Penalty. For most combatants, this means rolling all Defense Dice twice and taking the worst out of both rolls.

Unconsciousness

After a combatant has suffered a total of 3 or more hits of injury, they are at risk of falling Unconscious. At the end of every round, roll your Will and Resolve Skill Dice vs. the Unconsciousness difficulty on the table below. Keep rolling at the end of each round until your character either passes out or gets medical attention.

Result	Outcome
Botch	Fall Unconscious and suffer one Fatigue.
Overwhelming Failure, Failure	Fall Unconscious. (Exception: if you are Enraged or Berserk, you remain conscious, but you lose the Enraged/Berserk state.)
Tie, Success	No effect, but you must roll again next round.
Overwhelming Success	Stabilization. You no longer have to check for Unconsciousness until you suffer another Wound or point of Fatigue.

Example 1: Ingard has suffered three Wounds. At the end of the Round, Ingard must roll his Resolve vs. d4 or pass out immediately. Ingard has a strong Will and a lot of Resolve, though: 2d10. He scores a 7, grits his teeth, and toughs it out this Round. Next Round, he'll have to roll again.

Example 2: The peasant fares worse, having suffered six Wounds: he must roll his Will Die of d8 vs. d10. He scores a 4, but the contested die comes up 7. The peasant crumples like a rag doll.

Character who fall Unconscious (and are not Mortally Wounded) will wake up hours later. The Game Host should make a new roll of the Unconsciousness Difficulty Dice in secret, and note the Score — the character will wake up that many hours later. (This sleep does not count for Fatigue or Magic Point recovery.) A character can be revived early, but at a cost: the reviver must roll Mind and First Aid vs. 2d8: if successful, the Unconscious character wakes up instantly but suffers 1 Fatigue.

Death

When a combatant has suffered a total of 6 or more hits of injury, they are now in mortal danger and must pass a Death Test. Roll the target's Body Trait Dice vs. the Difficulty of the Death Test, once per Wound.

When rolling vs. Death, you must make a separate test for each Wound you take at -6 or below. For example, if you're taken from -5 to -9 in a single blow, you must still make four tests: one vs. d4 (for -6), one vs. d6 (for -7), one vs. d8 (for -8) and one vs. d10 (for -9). You only Roll each test in order from lowest difficulty to highest.

Result	Outcome
Botch, Overwhelming Failure	Instantaneous, Gruesome Death.
Failure	Mortal Wound. You have suffered an injury that, unless treated by a skilled physician or powerful magic, will separate your spirit from this mortal coil. You immediately fall Unconscious. Do not roll any more Death Tests until you suffer another Wound from a new attack.
Tie	Brush with Death. You should probably take a moment to reflect on the transitory nature of life. Do not roll any more Death Tests until you suffer another Wound from a new attack.
Success, Overwhelming Success	No effect, but continue rolling any other Death Tests until you either pass them all or fail one of them.



Characters who suffer *Mortal Wounds* will die within an hour unless treated by either medicine or magic. Even if they are healed, they are *Unconscious* for a number of hours, as per p. 183. If they survive, continue play normally. Test for *Unconsciousness* at the end of the Round, as usual.

Example 1: Ingard has suffered three Wounds. Consulting the chart, he doesn't have to roll vs. Death.

Example 2: The poor peasant has suffered six Wounds. He must now test his Body (d8) vs. d4 or die. He scores a 5, and survives. He doesn't have to roll again until he takes another hit.

Example 3: From an earlier example, Concoran suffered an attack that caused three Wounds, forcing him from -6 to -9. Because he suffered 3 Wounds, he must make 3 Death Tests, at -7 (d6), -8 (d8), and -9 (d10). Concoran rolls his d10 Body and scores a 3 vs. the first d6 of 4. Concoran has failed the test, and is now *Mortally Wounded*! He need not make the d8 or d10 tests, because he has already failed one. Concoran will not have to roll any new Death Tests unless he suffers another Wound.

Damage Suffered	Unconsciousness (roll at end of Round)	Death (roll once per hit)
no Wounds	—	—
1	—	—
2	—	—
3	d4	—
4	d6	—
5	d8	—
6	d10	d4
7	d12	d6
8	2d12	d8
9	3d12	d10
10	4d12	d12
11	4d12	2d12
12	4d12	3d12
13	—	Automatic Death



Recovering from Damage

Recovering Fatigue is easy. A character recovers Fatigue by *resting*. An hour of rest recovers one Fatigue.

Short Term Healing: First Aid Skill

After any fight where you suffer Wounds, someone (either you or another character) may attempt to use the First Aid skill to try and restore a single Wound point. *Only one Wound point per combat can be restored.*

The difficulty for the test depends on how long is spent on the First Aid. For a proper dressing taking five minutes, roll vs. 2d6. For a rush job of only a minute, roll vs. 2d10. Roll your *Mind Trait* and *First Aid Skill Dice* vs. the difficulty and check your result on the table below.



Result	Outcome
Botch	Oops! Target suffers one Fatigue.
All Failures	No effect.
Ties and All Successes	Target converts one Wound to one Fatigue

You are only permitted one First Aid roll after each encounter. First Aid cannot heal the wounds you suffered during earlier battles—only this one. You may want to circle the wounds you suffered in previous fights, so you don't forget which ones you suffered in this last fight.

Only one successful First Aid attempt is permitted. If multiple people attempt, just take the first Success you get and convert one Wound to Fatigue.

Long Term Healing

After applying First Aid to your combat wounds, the rest of healing takes longer. Once per day (usually when your character wakes up in the morning in "game time"), you may roll to see if your character heals.

Your character rolls to heal using his or her *Body Trait Dice* vs. the *healing difficulty*, which is based on your living conditions.

Total Damage Suffered	Easy: A whole day of bed rest	Medium: A day of minimal physical activity, no more than walking	Hard: A day of travelling, or a day with strenuous activity, such as a combat encounter	Extreme: A day with extreme physical labor, or very poor living conditions
1	d4	2d4	2d6	2d8
2	d6	2d6	2d8	2d10
3	d8	2d8	2d10	2d12
4	d10	2d10	2d12	3d12
5	d12	2d12	3d12	3d12
6	2d12	3d12	3d12	4d12
7	2d12	3d12	4d12	4d12
8	3d12	4d12	4d12	4d12
9 or worse	3d12	4d12	5d12	6d12



Healing Results Table

Result	Outcome
Botch	<i>Backslide!</i> Your wounds have become infected, or some other complication. This can be as complex as the Host wants, or it can be as simple as suffering one Wound.
Overwhelming Failure, Failure, Tie	No effect.
Success, Overwhelming Success	Replace one Wound with one Fatigue.

Wounds caused by backsliding may force Death Tests, just like combat injuries — see page 184. Someone who is previously injured may be too hurt to be moved without risking a backslide.

Use Medicine Skill to Heal Faster

Characters treated by someone with the *Medicine Skill* will heal faster. Once per day, roll the *Medicine Skill Dice* against the *Long Term Healing Difficulty*, reading the table as above. Note that Botches on *Medicine* rolls can cause backslides — so always hire competent doctors!

Treating Mortal Wounds

A combatant who has been *Mortally Wounded* may be treated by a doctor. The doctor must make a test of their *Medicine Dice* vs. the current *Death Difficulty Dice*. If the doctor ties or succeeds, the patient is no longer in mortal danger, and may start healing, as above. Such an attempt takes 15 minutes; since the combatant has only an hour to live, a maximum of only four tries can be made.

Certain magical spells may save one from Mortal Wounds, as well, or even a good First Aid roll. *If a Mortally Wounded combatant can be healed to 5 Wounds or less, and thus out of mortal danger, then the combatant is no longer in mortal danger.* Combatants who are *not* healed out of mortal danger must still be treated, but the *Death Difficulty Dice* will be smaller.

Raising the Dead

A character who is *Dead* can only be revived by use of the spells that allow re-rolls of the *Death Test* (*Life's Whisper*, *Life's Breath*, and *Life's Touch*). However, even these powerful spells are not without limits. A *Dead* character suffers one Wound every hour after they have died — if this Wound loss brings a character beyond the threshold of life-returning spells, the character is beyond the help of even *White Magic*.

Optional Rule: Debilitating Injury

Some Game Hosts may find that the *Mortal Wound* rule is too severe, especially on their *Player-Characters*. Instead of a *Mortal Wound* resulting in *Death*, the Game Host may choose for the character to suffer a *Debilitating Injury*. The character acquires a new *Flaw* or loses a *Gift*, based on the injury they suffered. The Game Host can assign the injury randomly, or choose from the list below:

- Eye:** Flaw of Poor Vision
- Ear:** Flaw of Hard of Hearing
- Arm:** Flaw of One Arm
- Leg:** Flaw of Lameness
- Guts:** Flaw of Failing Health, or loss of one Level of Body
- Head:** Loss of one Level of Speed or Mind
- Tail:** Loss of the Gift of Prehensile Tail
- Wing:** Loss of the Gift of Flight

To fix the injury, the character must earn experience to buy off the *Flaw* or buy back the *Gift* or *Trait Level* that they lost. See *Self-Improvement*, page 251. Also, a powerful *Cure* spell may repair the damage.



The Hostile Environment

There are lots of things other than just the slings and arrows of outrageous fortune that can hurt a character. Here's a listing of the more common ones, but the Host should feel free to invent new ones if needed.

Falling

Sometimes, a character may take a bad spill, either because he's knocked off a cliff, or perhaps he's been bodily thrown by a disagreeable fellow, or maybe he's a flying character who has lost balance and failed to recover. For falling, the Damage is one Level per pace fallen, up to a maximum of 50 Levels (10d12). (See "Levels", p. 9.) So, if you fall off an eight-Pace cliff, that's Level 8 damage, or d12 & d8.

Armor is less protective against falling damage. *Only roll your single highest Armor Die vs. falling damage.* For example, if your armor is good for d12, d10 & d8, you only roll the d12 with your Soak roll. Your Soak is still fully effective.

Characters with *Acrobatics* skill may take less damage when falling. Roll your *Acrobatics* Skill Dice with your Soak Dice when resisting falling damage. (Do not include the Speed Dice.) This assumes that you're reasonably active and awake—the Host should decide when *Acrobatics* can and cannot be used.

Example: *Mavra takes a bad spill—and a five-story fall. That's 15 paces down, which is Level 15 damage, or 3d12. Mavra's Soak against the damage is a d6 from her Body, plus her best armor die of d10. She also has Acrobatics at Level 7, good for d12 & d6.*

The falling damage comes up 11, 7, and 4. Mavra rolls d12, d10, and d6 for 9, 9, and 2. She suffers 2 Wounds.

An object falls about 170 paces in a single round, so only high-altitude fliers will take more than one round to hit the ground.

Fire

In a low-tech fantasy setting such as *Ironclaw*, illumination is commonly torches or oil-lamps, which are a constant fire hazard. Magical fire, such as "Pilum of Fire," not only causes damage as a typical attack but may also set someone on fire.

A character on fire suffers 2d6 damage every Round. Armor is less protective against burning damage. *Only roll your single highest Armor Die vs. burning damage.* For example, if your armor is good for d12, d10 & d8, you only roll the d12 for your Armor roll. You still roll all Soak Dice, as appropriate.

Being on fire is very distracting. *A character on fire suffers a -1 Penalty to all their actions.*

A character can put out their fire by smothering it. The best way is by total immersion in water, such as jumping into a river. Failing that, a character can "stop, drop, and roll": i.e., Change Position to a lying position and roll Speed vs. d10 (one try per round.) At the Host's discretion, the fire will also go out if it Botches a damage roll, rolling all ones.

Buildings may catch on fire as well. In general, standing in flames does 2d6 damage, the same as being on fire, and people standing in flames may catch on fire themselves at the Host's discretion. Fire also causes smoke, which is not breathable—in smoke-filled spaces, people will suffocate, as detailed below.

Suffocation

A character can hold their breath for about three minutes, if they are inactive, doing nothing. In full fighting form, a character who cannot breathe suffers a 2d6 Damage roll vs. their Body Dice Trait (not Soak) at the Beginning of the Round. Armor dice does not apply. Each hit causes one Fatigue. After



all Fatigue are exhausted, apply hits as Wounds, as normal, until the character either dies or can breathe again.

The skill of *Breath-Holding* can greatly increase the amount of time one can hold their breath. Include *Breath-Holding Skill Dice* with your *Body Dice* when resisting the 2d6 damage from suffocation.

Starvation and Thirst

A character who misses one day's worth of meals cannot recover Fatigue or heal by natural means. They must still make *Healing Tests* (p. 185), but they can only backslide or stay the same. Magical healing will still be effective. A character who misses two days worth of meals will suffer one Fatigue. Each subsequent day without food inflicts one Fatigue, until the character can finally eat or collapses.

A character who goes without water for one day also cannot recover Fatigue or heal by natural means. After 24 hours without water, the character will suffer one Fatigue every *hour*, until they can finally drink.

Grappling, Entangling, and Wrestling

Combatants may use the *Wrestling* skill (*not* *Brawling*) to Grapple opponents. Grappling is when you grab someone and hold them against their will. Unconscious or willing people need not be Grappled—they merely count as *Encumbrance*.

The following maneuvers can be performed using *Speed & Wrestling Dice* for the To-Hit Roll. Your target may Defend with the standard *Parry*, *Block*, or *Dodge*.

Effects of Being Grappled

Neither combatant may *Dodge*. The grappler may choose to *Dodge* at any moment—but he or she must let go of their foe to do so, immediately ending the Grapple. Neither combatant may *Move*. To move with a Grappled foe, you perform the "*Shove*" follow-up maneuver (see below).

Types of Grapples

Grappling occurs when the attacker tries to immobilize or crush the target's limbs. The attacker must use both hands or suffer a -1 Penalty on all *Grappling* rolls. Both hands must be free to Grapple.

Biting To Grapple is a *Special Hit* that can happen when an attacker scores an *Overwhelming Success* when using *Teeth* as a *Natural Weapon*. *Biting to Grapple* not only does damage, it lets you hold onto your foe with your teeth. *Biting to Grapple* leaves both hands free for both combatants. Only "short" weapons, such as daggers and *Claws*, can be used against one another.

An *Entangle* is a *Special Result* for the *Flail*. One of the target's limbs is immobilized.

A *Weapon Grab* is when the attacker tries to wrest a weapon away from their foe.



Grappling Maneuvers

Maneuver	Initiative Ranks	Move	Defense	Effect
Grapple	Second	Stride	Normal	Attempt to grapple with both hands. Attacker must have two grabbers free.
Weapon Grab	Second	Stride	Normal	Attempt to snatch foe's weapon. Attacker must have one free grabber.
Flying Tackle	First	Dash	-1 Penalty	Attempt to grapple foe; attacker automatically falls down.
Follow-up	First	(variable)	(variable)	Varies per follow-up; See p. 190.
Break Free	First	—	special	Attempt to break free.

Grappling Attack Resolution

Score	Effect
Botch	Attacker falls down and suffers one Fatigue.
Overwhelming Failure	Attacker falls down.
Failure	No effect.
Tie	Grapple and Counter-grapple. Both attacker and defender may have their hands pinned in a titanic struggle. (The defender must have a free grabber to counter-grapple—if they don't, they may either drop something or waive the counter-grapple.)
Success	Grapple. See Effects of Being Grappled, above.
Overwhelming Success	Grapple and Immediate Follow-Up. The attacker may immediately use one of the Follow-Ups on the next page.

Breaking Free

If you are grappled, you can try to *Break Free*. No To-Hit Roll is needed, and Breaking Free is a First-Rank Maneuver. Roll your *Strength*, *Contortionist*, & *Wrestling Strength Dice* vs. your foe's *Strength* & *Wrestling Dice*.

Result	Outcome
Botch	Suffer one Fatigue. And yes, you're still grappled.
Overwhelming Failure, Failure	No effect. You just wasted your time, and you're still pinned.
Tie, Success	Break free. You are free from your foe; you may do nothing else this Round except move up to your Stride distance away from your foe. You can now Defend normally.
Overwhelming Success	Reversal. You not only break free, you may now attempt a Grapple, Weapon Grab, or Disarm of your own on your foe, with a separate To-Hit Roll.



Follow-ups to Successful Grapples

A successful grapple may set up another maneuver, known as a Follow-up. All Follow-ups are first-Rank attacks.

<i>If you accomplished this ...</i>	<i>...You can attack next Round with one of these.</i>
Weapon Grab	Disarm. No To-Hit Roll needed. Roll a contest: your Strength & Wrestling Dice vs. your foe's Strength and Weapon Skill Dice. If you Tie or Succeed, your foe drops their weapon. If you Overwhelmingly Succeed, you get their weapon, and you can use it appropriately next round.
Bite to Grapple	Crush. No To-Hit Roll needed. Roll your Strength and Teeth Weapon Dice vs. their Armor and Soak Dice, as a Damage Roll. (Yes, armor covers the throat, especially in the dangerous world of <i>Ironclaw</i> .)
Grapple	<p>Pin and takedown. No To-Hit Roll needed. Roll a contest: your Strength and Wrestling Dice vs. their Strength, Wrestling, and Contortionist Dice. If you Tie, you and your foe fall down. If you Succeed, you fall to a Kneeling position and your foe falls down. If you Overwhelmingly Succeed, your foe falls down and is Pinned. Pinned foes suffer a -1 penalty on future Break-Free attempts.</p> <p>Crush. No To-Hit Roll needed. Roll your Strength & Wrestling Skill Dice vs. your target's Soak Dice, Armor Dice, and Contortionist Dice as a Damage Roll.</p> <p>Shove. No To-Hit Roll needed, and you must be standing. Roll your Strength & Wrestling Skill Dice vs. your foe's Strength (not Soak) & Wrestling Skill Dice, as a Damage Roll. For each hit you score, you may move your foe one pace in a direction of your choice, up to your own Stride.</p>

Frequently Asked Questions about Combat

What's the difference between "Basic Combat" and "Advanced Combat"? When should we be playing with one or the other?

In "Basic Combat," all combatants are assumed to only perform the "common" Maneuvers: Guard, Strike First, Strike Awkwardly, or Cast a Spell. Also, the PCs are assumed to always win the Initiative, rather than have everyone worry about a lot of dice rolling and ever-changing numbers.

"Basic Combat" works well as an introduction to role-playing combat, especially for novice Game Hosts. Combat is often bewildering—after all, it's usually a matter of life and death. Each PC has only himself or herself to worry about—the Host has to manage a large number of NPCs.

After a few games, and as all players become more familiar with how *Ironclaw* works, the Host and PCs may agree to "move on" to "Advanced Combat", which is more sophisticated and allows for a wider variety of conflict. There's no reason to jump in all at once, though—the Host can gradually "usher" in the new rules. For example, you could play with just "Basic Combat" but use only, say, the Initiative rules.



Combat looks awfully dangerous. What can I do to stay alive?

If you're planning on getting into trouble, *wear some armor*. Characters who are not wearing armor can expect to suffer grave injury at the hands of their foes. Even a d4 of Armor makes a big difference.

Don't always "fight till you drop". After a few hits of injury, it's probably a good idea to take your losses and tactically retreat. Remember that it can take a long time to heal from injuries.

Healing is very difficult without bed rest and the care of a competent physician. In the fantasy world of *Ironclaw*, healing magic makes a great difference.

When do I have to declare my Maneuver for the Round?

You can always declare a Maneuver later in the Round, if you want to. For example, "Strike Sure" is a Second-Rank Maneuver, but you can perform it in the Third Rank if you want to. You can't perform a Maneuver early, though — you couldn't Strike Sure in the First Rank, no matter how well you rolled for Initiative.

If you get all the way to the Third Rank, and you've not done anything, you might as well declare Focus (p. 180).

How do I "hold my action" to interrupt someone?

You *must* have Focus to Interrupt someone else's Maneuver. (See p. 179.) In the Advanced Combat sequence, in each rank, when your Initiative comes up, you either act now, or you wait for a later rank. If you choose to pass on the First Rank, anyone else may choose to attack you, and since you decided to wait for a later Rank, you can't interrupt them at all. Focus represents a combatant who's vigilant and ready for action, as opposed to others who are in the fray and having at their foes without taking time to assess the situation.

How do I use miniatures?

We recommend using 25-mm scale miniatures. At this scale, one pace would be 12.5 mm or half an inch.

All melee weapons are listed with a Reach to show the distance at which they can strike opponents, in paces.

We also recommend using "counters" next to each figure to show the status of the figure. Many hobby stores sell glass beads for use as counters in collectible card games, and these are ideal for this purpose.

Counter	Status
Green	<i>Active.</i> This figure has yet to act this Round.
Yellow	<i>Guarding.</i> This figure is Guarding, to get a +2 Bonus to all Defense rolls, and twice the normal number of Parries and Blocks.
Red	<i>Reeling.</i> This figure is Reeling and suffers -1 to all Defenses.
Blue	<i>Focused.</i> This figure has yet to claim the benefit of Focus.
Black	<i>Wounded.</i> Each black counter stands for one Wound.
White	<i>Gravely Wounded.</i> Each white counter stands for three Wounds. A figure that has one white counter or more must test for Unconsciousness. A figure that has two white counters or more must test for Death.



MAGIC

"What is magic? Many philosophers have debated this question, probably longer than anyone knows. Is it not magic when the sun rises in the east only to die daily in the west? Is it not magic the way the slow coursing of a river may whittle away at the landscape and carve its path through mountains? Is not magic the way flowers might wither and die in the winter, only to rise again at spring, full and vibrant as ever? Is it not magic the way a man continues to defend his family though his own life ebbs from him?"

- ALBUS ANTHANGIAS, WORLD PHILOSOPHIE

Magic is the ability to change reality in conformance with the will. It is altering that which is to that which may be. The colleges differ greatly on how this occurs but one thing is certain, in *Ironclaw* magic is very real.

Definition of Terms

Adept

When your Spell-Casting Skill Level becomes equal to the Magic Point Cost of a spell, you have become an *Adept* at that spell. You never need to pass a Casting Test to use the spell again — you need only spend the Magic Points.

Cost

Each spell requires that you spend a minimum number of Magic Points to cast it, also known as its *Cost*. If you cannot spend enough Magic Points, you cannot cast the spell.

Difficulty Dice and Effect Dice

When you cast a spell that isn't one at which you're Adept (see above), you must roll your Casting Dice vs. the *Difficulty Dice* to make the spell work. Whatever your spell does is called its *Effect*. Many spells have *Effect Dice* for testing their results.

For many spells, the *Difficulty Dice* and the *Effect Dice* are the same. **When the Difficulty Dice and Effect Dice are same, use only one roll for both Difficulty and Effect.** Not only does this save time, it also means that only the better Wizards will be able to achieve the stronger effects.

Example: Tycho wants to cast the spell "Stone Hurlant" (p. 211), which has a *Difficulty Dice* of 3d12 — exactly the same as its *Effect Dice*. The Game Host rolls the 3d12 and comes up with 8, 6, and 3. As a *Difficulty Roll*, Tycho must defeat the Score (8) with his Casting Dice or the spell will not work. As an *Effect Roll*, anyone hit by this *Stone Hurlant* will suffer a *Damage Roll* of 8, 6, and 3.

Dispelling

Ending a spell's effect or countering its use is called *Dispelling*. There are all kinds of dispelling magic, from the specialized *Privilege Spells* to powerful *Thaumaturgy* such as *Severance* and *Greater Counterspell*.





Lists

Wizards learn spells in groups called *Lists*. Each List has different Requirements that must be met before the spells on that List can be cast. Once you meet the Requirements, you may make Casting Tests to cast any spell on that list.

For the *Apprentice List*, the Requirement is a minimum of Level 1 (d4) in the associated Wizard Career Trait. For more obscure lists, the Requirements are more difficult.

Example 1: The List of "Thaumaturgy — Apprentice" has the Requirement of "The Thaumaturge Career Trait at d4 or better". Any character starting with a Thaumaturge Career Trait of d4 or better starts with the Apprentice Thaumaturgy list.

Example 2: The List of "Thaumaturgy — Journeyman" has the Requirement of "Adept at any Five Apprentice Thaumaturgy Spells". Once you have become an Adept at any five Apprentice Thaumaturgy spells, you immediately gain the ability to make Casting Tests to attempt all of the Journeyman Thaumaturgy spells.

Magic Points

Every spell costs a certain amount of *Magic Points* to get it to work. You start with a number of Magic Points equal to your Will Dice size plus your Wizardly Career Trait Dice sizes. If you run out of Magic Points, you will be unable to cast spells but there are no other ill effects.

Example 1: Mavra has a Will of d10 and an Elementalist Trait of d12. She has $(10+12=)$ 22 Magic Points.

Example 2: Darshan has a Will of d8, a Cleric Trait of d4, and a Thaumaturge Trait of d12 & d6. He has $(8+4+12+6=)$ 30 Magic Points.

Requirements

To cast spells on a Spell List, you must first meet that list's Requirements. This can be as simple as having an appropriate Career Trait. In the case of "Journeyman" and "Master" lists, the Requirements are being Adept (see above) at a certain number of lower-level spells. Some Spell Lists may have more exotic Requirements.

Spell-Casting Skill

In order to improve your odds of casting a certain spell, you can learn a Spell-Casting skill for a given spell. Spell Casting of each spell is a separate skill — you must specialize. Once your Spell-Casting Skill Level becomes the same as the spell's Magic Point cost, you have become Adept — you no longer need roll to Cast the spell!

Example: Darshan has a Mind of d10, a Cleric Trait of d4, and the Skill "Spell-Casting: Flesh Ward I" at Level 2 (d6). When attempting to cast the spell, Darshan rolls d10, d6, and d4 for the Casting Test (p. 133). The Spell "Flesh Ward I" costs 4 Magic Points to cast; when Darshan increases his "Spell-Casting: Flesh Ward I" to Level 4, he will become Adept at this particular spell, and thus will no longer have to roll Casting Tests to use the spell — it will always work.

Spell-Throwing

To affect your foe with a Targeting Spell such as "Lightning Bolt," you must make a Ranged To-Hit Roll — using your Speed Trait Dice and your Spell Throwing Skill Dice — against your foe's Block or Dodge. Note that Wizard Careers do not include Spell-Throwing.

Wizard

Somebody who casts spells is called a *Wizard*. Career Traits related to magic are called *Wizardly Career Traits*; these Traits add to starting Magic Points (see above).



Spell Casting in Combat

In the *Basic Combat System*, you cast spells after all "Easy" weapon attacks are resolved.

In the *Advanced Combat System*, spell-casting is a Maneuver.

Maneuver	Rank of Initiative	Move	Defense	Effect
Cast	Second	Stride	Normal	Cast a spell
Fast Cast	First	Stride	Normal	Cast a spell, but spend one extra Magic Point
Focus	Third	Stride	Normal	Build up a +1 Bonus for next Round
Concentrate	First	Stride	Normal	Maintain a spell that requires Concentration

You must have enough Magic Points to cast the spell. You must spend these points if the spell is cast successfully, and you may lose them if you Fail your Casting Test.

Example: Brighde wants to cast the "Pilum of Fire" spell, which costs 3 Magic Points. Since her Magic Points reserve is still fresh, she can easily do this. Brighde's Magic Points reserve drops from 22 to 19.

Next you must make a Casting Roll: your appropriate Wizard Trait & Mind Trait vs. the Difficulty of the Spell. (See p. 133.)

Example: Brighde must now roll to Cast her "Pilum of Fire", which has a Difficulty of 3d12. Her Elementalist Wizard Trait is d12, and her Mind is d8, so her Casting Roll is d12 & d8. She rolls a 9 and 4 vs. the Difficulty Roll of 8, 5 and 2. The spell works!

For "Pilum of Fire", the Difficulty Dice are the same as the Effect Dice. Brighde's player will leave the 8, 5, and 2 on the table — those will be her Effect Dice for how the spell works. (See p. 193.)

Results of the Casting Roll

Your Score	Result
Botch	Something really, really horrible happens. (The Game Host and the Players are encouraged to think of something. The "default" result is that the caster suffers a Damage Roll vs. Soak (not Armor) of the Spell's Effect Dice.)
Overwhelming Failure, Failure	You fail to cast the spell, and you lose all the magic points you tried to spend.
Tie	With a Defense Spell (p. 197), your spell works. With all other Spells, you fail to cast the spell, but you spend no magic points.
Success, Overwhelming Success	The spell works. For many spells, the Difficulty Dice are the same as the Effect Dice.



Getting Better: Becoming Adept

Each spell has a Skill that goes with it — the skill of Spell Casting. Each Spell has a separate Spell Casting skill. While you don't need the Spell Casting skill to cast a spell on a List that you know, it certainly helps.

Example: *Brighde has progressed from ardent pupil to seasoned acolyte. She now has the skill "Spell Casting: Locate" at Level 2 (d6). When rolling to Cast the "Locate" Spell, she rolls that d6 with her Casting Dice of d12 & d8, for a total of d12, d8, & d6.*

Once your Spell-Casting Skill Level becomes equal to the Magic Point Cost of the spell, you have become an Adept at that spell. Once you have become Adept at a particular spell, you no longer need to roll to cast it.

Example: *Brighde eventually gets her "Spell Casting: Locate" Skill Level to Level 3. Since the spell costs 3 points to cast, she has now become an Adept at "Locate". Now all she needs to do to cast this spell is spend the 3 Magic Points — no more chance of failure! Her player writes: "Spell-Casting: Locate (Adept)" on her character sheet, to remind her of this special achievement.*

Types of Spells

Regular Spells

A *Regular Spell* is the simplest sort of spell. You spend the Magic Points and make a Casting Roll if necessary. Hostile Regular spells that have detrimental effects on your foes require no To-Hit Roll — they automatically "hit", though the target is usually entitled to some kind of contest to avoid its effects.

Unless a spell's description says otherwise, assume a Regular Spell has a maximum range of 72 paces.

Targeting Spells

A *Targeting Spell* is an attack against a single target. After spending magic points and making any necessary Casting Rolls, you must next roll to hit, just like a Ranged Attack. The target is entitled to Block or to Dodge, just like most missile attacks.

Like Ranged Weapons, a Targeting Spell will have its own Point-Blank, Short, Medium, Long, and eXtreme Range Bands, mentioned in its description.

Homing Spells

A *Homing Spell* is a damaging spell that allows your foe some form of Defense. Homing spells are cast normally, and usually on an area. Homing spells do not require a roll to hit — instead, your target combines their Dodge or Block Defense with their Soak and Armor Dice against the Damage of the spell.

Targets of Homing Spells benefit from Cover Dice (from shields, cloaks, or stuff to hide behind), but they may not Retreat for an extra d8 Defense Die.

Example: *Kolenka lets fly with the spell "Chain Lightning" at Ferghus. Chain Lightning is a Homing Spell; Ferghus chooses to Block with his shield.*

Kolenka rolls his 5d12 Damage Dice, which come up 11, 8, 5, 4, and 1.

Ferghus rolls both his Block Dice and his Soak Dice. His Block Dice is his Speed Die of d8, his Block Skill Die of d12, and his Shield's Cover Die of d8. His Soak Die is d10, and his Armor Dice are d12 and d8. Ferghus gets to roll 2d12, d10, 3d8. His dice come up 10, 8, 7, 3, 3, and 1.

On the Damage Roll (see p. 119), Kolenka scores 2 hits. Ferghus must test his Resolve vs. 11.

Unless the spell's description says otherwise, assume a Homing Spell has a maximum range of 72 paces.



Exploding Spells

An *Exploding Spell* is a damaging spell that allows your foe some form of Defense. Exploding Spells are cast normally, and almost always on an area. Exploding Spells do not require a roll to hit — instead, your target combines their Dodge Defense with their Soak and Armor Dice against the Damage of the spell. In other words, while Homing Spells can be Blocked or Dodged, Exploding Spells can only be Dodged.

Targets of Explosions benefit from Cover Dice (from shields, cloaks, or stuff to hide behind), and if they are able, they may Retreat away from the center of the Exploding for an extra d8 Retreat Die.

Example: Saruna loses patience with Hendrick's delaying ruse and throws a Fireball at him. The Fireball is an Exploding Spell; Hendrick's only defense is to Dodge.

Saruna rolls her 4d10 Damage Dice, which come up 9, 7, 4, and 2. Hendrick rolls both his Dodge Dice and his Soak Dice. His Dodge Dice is his Speed Die of d12, and his Skill Dice of d10. His Soak Dice is his Natural Soak Die of d6 and his Armor die of d8. Hendrick gets to roll d12, d10, d8, and d6.

Hendrick rolls his dice and they come up 6, 3, 3, and 1. However, Hendrick has a Favored Use on his Dodge Skill of "against Magic" - this entitles him to re-roll one of his 1's. (It doesn't matter which die came up "1" - he gets to re-roll one of them.) On his re-roll, Hendrick scores 6, 5, 3, and 3.

As a Damage Roll, Saruna has scored 3 hits. Hendrick must test his Resolve vs. 9.

Unless a spell's description says otherwise, assume an Exploding Spell has a maximum range of 72 paces.

Defense Spells and Privilege Spells

A *Defense Spell* is a spell that doesn't require its own Maneuver. Like Parry or Block, you may only cast one Defense spell per Round. Despite the name, some Defense Spells may actually have hostile effects — the name "Defense" refers to when you can cast these spells, which is during any time you can Defend yourself. For example, you can cast Defense Spells while Guarding (p. 162), but you cannot cast them while Running (p. 170).

Anything that affects your Defense Roll also affects the Casting Test for Defense Spells. For example, if you are Reeling (p. 164) and suffering a -1 Penalty on Defense Rolls, you also suffer a -1 Penalty on Casting Tests for Defense Spells. Likewise, since Guarding would give you a +2 Bonus, you would get that Bonus on your Casting Test. (There is no effect if you are Adept with the spell and thus require no Casting Test.) Also, if you are Guarding and thus entitled to twice as many Defenses, you would be allowed cast two Defense Spells (but no more than one Defense directed at any one target or attack.)

Defense Spells are unlike other spells when it comes to passing the Casting Rolls. *Defense Spells will still work on Tie Outcomes on the Casting Roll.* (Other spells do not work at all when you Tie on the Casting Test.)

A special case of the Defense Spell is the *Privilege Spell*. Privilege Spells are the knowledge that Masters and Journeymen possess that allow them to unravel the threads of the spells of lesser spellcasters. Casting a Privilege Spell counts as your one Magic Defense that Round. To use a Privilege Spell, roll a Contest of the appropriate Wizard Traits related to the magic. For example, if you are invoking the White Magic Journeyman's Privilege, then roll a contest of your Cleric Trait vs. the . If you Succeed, the magic is dispelled; if you Tie or Fail, you may immediately try again at the cost of 1 Extra Magic Point, until you Succeed, give up, or run out of Magic Points.

Example: Kolenka invokes the Green & Purple Master's Privilege to thwart a "Blind II" spell. He rolls a contest of his Green & Purple Mage Trait of d12 vs. the opposed caster's Trait of d10. His Die comes up 7 and the other's comes up 8. He has Failed the Test; he immediately chooses to spend 1 Extra Magic Point and re-rolls; the new contest comes up 1 vs. 9 — another loss! Frustrated, he spends another Magic Point and rolls again: 3 vs. 2. Kolenka winds up spending 3 Magic Points but he successfully thwarts the spell.

Unless a spell's description says otherwise, assume a Defense Spell has a maximum range of 72 paces. If



you are casting a Defense Spell to thwart someone else (such as a Privilege Spell), then the target of your spell must be within 72 paces of you. In the case of hostile magic, you must be within 72 paces of who will be Defended by your spell.

Delayed Spells

A *Delayed Spell* is a spell that ties up Magic Points. Delayed Spells are usually released at a later time, when their effects are realized, by some condition or event that is particular to that spell. For example, the spell "Lazarus Heart" remains Delayed until the target is forced to pass a Death Test.

Some Delayed Spells have persistent effects until they are released. For example, the spell "Bind Salamander" gives an item certain powers (see p. 215) while the spell remains Delayed. When the Delayed Spell is released, those effects end. For example, if an item holding a Bound elemental breaks, then the spell will end and the Magic Points will be released.

Some Delayed Spells are released as a Defense. In such a case, treat the spell just like a Defense Spell (see above). There are advanced magics that transform some spells into Delayed ones released as a Defense.

The disadvantage of a Delayed Spell is that *you cannot recover the Magic Points spent on a Delayed Spell until the spell is released*. Your maximum Magic Point reserve drops by the cost of the Delayed Spell. Like Defense Spells, above, Delayed Spells always use their listed Magic Point cost, unmodified by Fast-Casting or Focus. You may cast as many Delayed Spells as you like, until your Magic Point reserve becomes so depleted that you cannot cast any more.

You cannot automatically "dismiss" Delayed Spells. The condition that requires their use must be invoked, or you must dispel them using the appropriate magic. *If a Delayed Spell is on a willful being, include the target's Mind and Will with the Spell's Effect Dice when resisting the Dispel.* The Thaumaturge spell "Severance" (p. 238) can release Delayed Spells from the target.

Example 1: Brighde casts "Lazarus Heart," a Delayed Spell, on Annushka. This costs Brighde 2 Magic Points, reducing her reserve from 22 to 20. Brighde cannot recover those Magic Points until the Lazarus Heart spell is released somehow, either by its specific conditions or if it is dispelled. The Lazarus Heart only takes effect the next time Annushka suffers a Mortal Wound. If Brighde wants to recover those 2 points, she will have to dispel the Lazarus Heart, using some spell such as "White Magic Master's Privilege." (Yes, Brighde would have to roll a contest of two Dice, both the same size of her Cleric Trait Die.) If Annushka doesn't want to lose the Lazarus Heart, she can include her Mind and Will Traits to resist the dispelling.

Example 2: Weigraf casts the Thaumaturgy "Delay" spell. The next spell he casts will have its type changed to a Delayed one. He then casts "Stone Hurlant", which costs 4 Magic Points. Kyndrangiar's maximum Magic Point reserve has gone down 4 points, from 30 to 26.

Later, Weigraf is ambushed by a gang of roving bandits. Weigraf chooses to release his Delayed Stone Hurlant — this condition for release is only a "Defense" action, even though the spell is a hostile, Targeting one. Although the Delayed Stone Hurlant does not require a Maneuver, it's still a "Targeting" spell and requires a To-Hit Roll, etc. Weigraf is free to choose a different attack this Round, such as drawing his sword and having at them.

Synecdoche Spells

A *Synecdoche Spell* is one that uses the philosophy of "the part to connect to the whole." This kind of spell has no range limitations, and does not require line of sight — instead, the caster must have an object that once belonged to the target of the spell. This object is the Synecdoche or "link" to the target.

Links derive their magical connection to their target by their sympathy with their target, which can decrease over time. As a general rule, the more personal the item is, the longer the Synecdoche lasts.



<i>Item</i>	<i>Duration of Synecdoche</i>
<i>The target's own hair</i>	Forever
<i>The target's Favorite Weapon or other Favorite item</i>	100 years
<i>An article of the target's clothing</i>	Half as long as the target owned it. For example, if the target owned a hat for four years, then once removed the hat would retain Synecdoche for two years.
<i>An item with a Delayed Spell</i>	As long as the spell remains Delayed on the item, plus half again as long after the Delayed spell is released. For example, if someone had a "Lazarus Heart" on them for four days before it was released; then they will retain Synecdoche to the caster for two more days.
<i>Coins or other money that the target has handled</i>	No Synecdoche at all. Too many people have handled the money as well and left their own imprints upon it.

The caster must hold the link in their hand (or prehensile foot, or other grasping appendage) when they cast the spell. The caster need not know to whom the link applies.

Summary of Spell Types

<i>Type</i>	<i>Action Cost</i>	<i>Hits Target...</i>	<i>Defended by...</i>	<i>Notes</i>
Regular	Maneuver	Automatically	no Defense; Resistance only	Max range 72 paces.
Targeting	Maneuver	on a successful To-Hit Roll	Block or Dodge	Use Speed & Spell-Throwing for To-Hit.
Homing	Maneuver	Automatically	include Block or Dodge dice with Soak Dice	Max range 72 paces.
Exploding	Maneuver	Automatically	include Dodge dice with Soak Dice	Max range 72 paces.
Defense	Defense	Automatically	Varies	Cast successfully on Ties, unlike other spells.
Privilege	Defense	Automatically	Varies	Cast successfully on Ties, unlike other spells; may repeat Wizard Trait Contest for +1 Magic Point
Delayed	Varies	Varies	Varies	Magic Points spent are not recovered until the Delayed Spell is released.
Synecdoche	Maneuver	Varies	Varies	Has no maximum range; depends on a material "link" to the target.



Scope

Spells vary in how much they effect — some are indiscriminate, while others are more precise.

Directing a Spell: If the caster cannot see the target with the sense of sight, they may not direct any spell other than a *Targeting Spell* (which will have a -3 Penalty on the To-Hit Roll; see page 176). For purposes of spell-casting, Echolocation (p. 83) is *not* an adequate substitute for sight.

Target

Most spells affect a single Target, be that a combatant, an inanimate object, or something else. Unless a spell's description says otherwise, assume it affects but a single target. Unless mentioned as otherwise, the maximum range of a spell vs. one Target is a "stone's throw" of 72 paces.

Cluster

A Cluster is a single target and everyone within a 3-pace radius of that target, as a sphere. Picture a Cluster as a big ball of effect; a Cluster hits everyone, friend or foe, in the area of effect. As above, the maximum range of a Cluster-type spell is a "stone's throw" of 72 paces.

Group

A Group Spell is a regular spell that affects more than one target. A *Group* is defined as any number of combatants who are no more than 3 paces apart. Targets 4 or more paces away from each other aren't part of that Group. But as long as each of those targets are within 3 paces of one another, the Group may be of any shape. Think of the spell as moving like a "chain" whose links can't be more than 3 paces apart.

The maximum number of people who may be affected by a Group spell is the same as the largest Effect die showing. The people affected are the ones in the Group closest to the caster, first. And, of course, they must be within the maximum range of the spell, which (unless stated otherwise) is 72 paces.

Example: Mavra casts the "Sleep I" spell on a group of a dozen foes. Her Effect Dice come up 3, 2, 1, 5, and 3. The "5" is the largest Effect die showing, so the maximum number of people that can be affected is 5.

All dozen roll their saving throws against the spell, and 8 fail their rolls. However, only 5 can be affected, so the 5 closest combatants to Mavra faint dead away.

If you want to limit the size of the group, it must be in some easily identifiable way, such as "all my foes" or "only the spear-men" or "just the captain." In the chaos of a combat Round, it's not always easy to discriminate and still act with haste. The Host may impose a time penalty (i.e. a slower combat Rank) or even require a whole Round for precisely-worded and difficult Groupings.

Duration

Some spells are "instant" in their effects. For example, if you blast someone with a Fireball, they take the damage immediately. Spells can also affect the environment — they can freeze things, catch things on fire, weaken building supports, frighten the commoners, etc. These secondary effects are infinite in variety, and exactly how they affect the game are up to the Game Host.

Other spells have a *Duration*. Most durations are for the *Scene*, which is for the current encounter. This duration should be about five minutes of game time, but magic is seldom empirically precise down to the second. Game Hosts, as always, should use their discretion.



A few spells, such as "Paralyze" and "Blind", last until they are successfully resisted. The spell will list the frequency of how often such rolls are permitted. When such rolls are permitted every Round, roll the test at the end of the Round, just before the Unconsciousness Test. Since eventually such spells will Botch on their Effect Dice and fail to work, the Game Host should declare that these spells end when the Scene is over.

Example: Gervin fails to resist the Green & Purple "Paralyze I" spell, and is frozen in place. At the end of the Round, Gervin tries another resistance roll. He fails. He remains Paralyzed the whole Round, unable to act.

At the end of the next Round, he tries to resist again, and he succeeds. He may now roll Initiative and participate in the combat as normal.

Modifiers to Spell-Casting

Spell casting assumes that you can speak the incantation out loud, and that you can make the ritual gestures with one hand. Anything less than that, and spell-casting becomes more difficult, if not impossible.

Circumstance	Modifier
You are speaking in a loud voice, intoning the proper ritual words for the spell.	None (default)
You are "sub-vocalizing" under your breath so that others cannot hear you, you've been gagged so that cannot speak, or you are using Night Speech to vocalize your spell.	+1 Magic Point Cost
You have been magically Silenced.	Impossible
You have at least one hand free to perform the gestures of the ritual for casting the spell.	None (default)
You have no free hands.	Targeting Spells cannot be cast; other spells have +1 Magic Point Cost.
You are blinded from a blindfold, a spell, pitch darkness, etc.	Regular, Homing, and Exploding Spells cannot be cast. Targeting Spells suffer -3 Penalty To-Hit.

Delayed Spells: When you are forced to spend "extra" Magic Points to cast a spell, such points do not become tied up in the spell until it is released. You only are denied the spell's standard cost.

What is a "Free Hand"?

A wizard must have one hand free to cast a spell or suffer a penalty of +1 Magic Point cost. (Targeting Spells require a free hand to be cast at all) For example, a combatant with a shield in one hand and a sword in the other has no hands free. A combatant with a Medium weapon in both hands has no hands free, but at no opportunity cost, the combatant may "let go" of the weapon, cast a spell, and then grab the weapon again. A caster may drop something in their hand at no opportunity cost to cast a spell. (One reason why cloaks are popular with wizards is that they can be let go and later made ready.)

A wizard who is not Ambidextrous (p. 79) who tries to cast a Targeting Spell (p. 196) with only their off-hand free suffers the -1 Penalty To-Hit for using the off-hand (p. 176).

For purposes of spell-casting, Prehensile Feet and Tails are not free hands.

A Flying character who can move their Stride has one hand free. A Flying character who must Dash has no hands free for the purposes of casting a spell — their hands are too busy flapping on the ends of their wings.



Recovering Magic Points

When Magic Points are spent, they are slow in returning. It takes some time and effort to recover from using one's cosmic energy.

Recovery by Sleeping

When a wizard sleeps, he or she may recover magic points. After sleeping for a *full* eight hours, roll your Wizard Traits and add the dice together. The sum is the number of Magic Points you recover. (Characters without Wizard Traits recover 1 Magic Point for every full eight hours of sleep.)

Example 1: *Brighde has been doing some serious spell-casting — she's down to 5 Magic Points from her reserve of 22. She has a Wizard Trait of d12, so after a night's sleep, she rolls her d12 for an "8". Brighde's reserve goes up to 13.*

Example 2: *Darshan is down to zero Magic points from his full reserve of 30. He has a Cleric Trait of d4, and a Wizard Trait of d12 & d6. When he sleeps that night, he rolls all three dice and adds them together. His dice come up 3, 11, and 1 — Darshan recovers 15 points.*

Recovery by Meditation

You can recover faster by passing a *Meditation Test*. The rules for the Meditation Test are on page 145.

Beings of Magic Power

Elementals

There is spiritual force in everything in the universe. By the magical model as understood by many in the world of *Ironclaw*, the primary forces of the universe can manifest themselves as *elementals*.

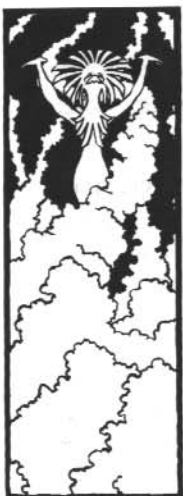
In its dormant state, an elemental has no tangible, physical form, existing only as part of the environment. An elemental can become active when something threatens its environment, or if a wizard calls it forth. When using a "Call" spell, it may take some time for one to show up, if at all. The Game Host can either make a simple ruling (say, an hour or two). Note that the "Call" spells do *not* give the caster any control over the elemental in any way; when it arrives, the caster will have to somehow convince it to do things, if the caster is incapable of using any appropriate "Control" spells.

Every elemental has an "Elemental Trait", similar to a Race Trait, that serves as a basic guideline to how powerful the elemental is. Elementals can often cast magical spell appropriate to their element; the Game Host can rule which ones they may use, as appropriate to the scenario or adventure. An Elemental's Magic Points is equal to its Elemental Trait plus its Will Trait. Elementals recover Magic Points by "sleeping" (becoming dormant).

Each elemental is different — Game Hosts are encouraged to describe each one differently and to role-play them in weird, idiosyncratic ways.

There are rumors of a "pure elemental" being composed of all four elements, sometimes called a *paragon*. If such a being exists, it would probably be very powerful, potentially able to cast any elemental spell, as well as ones from the Quintessential Elemental list. However, there is no known record of a paragon being encountered, much less controlled or bound, and the element of "Quintessence" remains one of speculation.





Sylph

An average Air Elemental, known as a *Sylph*, has no Body Trait, a Speed of 2d12, a Mind of d8, a Will of d6, and a Sylph Trait of d8, which is included with Augury, Lore: Elementalism, and Weather Sense.

An air elemental can only be hurt by magical means — then again, it can't affect the physical world without spending Magic Points on its own. It may fly with a Dash of 32 paces and a Stride of 8 paces. To a Sylph, all Air Magic is *Enervated* and all Earth Magic is *Slaying*. (See p. 122.)

A typical sylph has 14 Magic Points and is Adept at the casting of all Elemental (Air) spells. Sylphs often have the Flaw of Capricious (p. 98), and a few have the Passion of Joy (p. 67.)

Gnome

An average Earth Elemental, known as a *Gnome*, has a Body Trait of 2d12, no Speed Trait, a Mind of d6, a Will of d8, and a Gnome Trait of d8, which is included with Augury, Brawling, and Lore: Elementalism.

An Earth elemental can attack with its fearsome fists and 2d12 Strength. (Note that its Gnome Trait includes Brawling.) It may move along the earth with a Dash of 8 paces and a Stride of 2. While it can be hurt by physical means, all Earth Magic is *Enervated* and all Air Magic is *Slaying*. (See p. 122.)

A typical Gnome has 16 Magic Points and is Adept at the casting of all Elemental (Earth) spells. Gnomes often have the Flaw of Morose (p. 101), and a few have the Passion of Sorrow (p. 67).



Salamander

An average Fire Elemental, known as a *Salamander*, has a Body Trait of d6, a Speed Trait of d8, a Mind Trait of d4, a Will of 2d12, and an Salamander Race Trait of d8, which is included with Augury, Lore: Elementalism, and Resolve.

A fire elemental can't be hurt by typical weapons. Swords, arrows, bullets, etc. pass through it without hurting it. Emptying a good-sized bucket of water on it (an Awkward attack at best) would do 2d6 Slaying Damage; submerging it in water would do 2d6 Slaying Damage to it per Round. To a Salamander, all Fire Magic is *Enervated* and all Water Magic is *Slaying* (see p. 122).

A Salamander attacks hostile foes by grabbing them — it is on fire, and the targets that it grabs are treated as being "on fire" for 2d6 damage per Round (p. 187). It may bounce, jump, and float along with a Dash of 8 paces and a Stride of 2. With very rare exceptions, Salamanders are perpetually *Confused* (see p. 225) unless controlled and otherwise aren't very bright; Hosts are advised to role-play Salamanders as capricious, dangerous, and otherwise unstable.

A typical Salamander has 32 Magic Points and is Adept at the casting of all Elemental (Fire) spells. Salamanders often have the Flaw of Wrathful (p. 104), and a few have the Passion of Choler (p. 66).



Undine

An average Water Elemental, known as a *Undine*, has a Body Trait of d8, a Speed Trait of d6, a Mind Trait of 2d12, *no* Will Trait, and an Undine Trait of d8, which applies to Augury, Lore: Elementalism, and Weather Sense.

A water elemental can't be hurt by typical weapons. Swords, arrows, bullets, etc. pass through it without hurting it. If it enters a fire (and it won't do so without serious provocation), it suffers 2d6 Slaying Damage. To an Undine, all Water Magic is *Enervated* and all Fire Magic is *Slaying* (see p. 122). With no Will Trait or Resolve Skill, an Undine automatically Botches all Resolve Tests (p. 182).

It can attack hostile foes by grabbing them — targets grabbed by an Undine are engulfed and suffocated (p. 187). An Undine may splash and jump on land with a Dash of 6 paces and a Stride of 1; in the water, it may add its Undine Trait to move with a Dash of 14 paces and a Stride of 3.

A typical Undine has 8 Magic Points and is Adept at the casting of all Elemental (Water) spells. Many Undines have the Flaw of Slothful (p. 103), and a few have the Passion of Phlegmatic (p. 67). With their low Magic Points and high Mind Traits, Water elementals usually make better scouts, spies, and sources of information than actual combatants.

Shades

A *Shade* is a phantom being, one that is not quite real or tangible, sometimes called a ghost. Sometimes a Shade is the spirit of someone who cannot leave this world but is not unholy like the Undead (below). Sometimes a Shade is something from a dream or a fantasy made real by forces not fully understood. They vary in powers and abilities, but one thing is for certain — there's something not quite right about them.

Shades rarely have any corporeal substance — physical objects will pass right through them. They cannot engage in normal physical combat, nor will mundane weapons hurt them. Magic will have full effect; the more dangerous Shades command hostile spells. Shades often inhabit one's own dreams, and can be encountered when one uses a Lucid Dreaming spell (p. 229). A Lucid Dreamer will find the Shades he or she encounters to be all too corporeal.

A typical Shade has *no* Body Trait, a Speed of d6, a Mind of d6, a Will of d6, and the Special Trait of Second Sight (p. 68) at d8 or better. Many Shades will have Passions (p. 66).



Undead

The various religions of Calabria differ on their beliefs about what happens to one's soul after death. The "Old Faith" of Lutarism dictates that all souls reincarnate in the Great Wheel of Being. The Church of S'allumer preaches that, if one lives a just and pious life, after death the soul may ascend the Shining Path into the Light of Purity. Whatever one's philosophy, all agree that the *Undead* are an aberration that are to be reviled and destroyed. These monsters are trapped in a state that is neither living nor dead, doomed to walk the earth without peace. Some resemble rotting corpses; others may look eerie but otherwise normal.

All Undead beings are *Unholy* for purposes of White Magic. Undead beings will have an *Undead Trait* that is included with Observation and Resolve. Many Undead have Second Sight (p. 68).

Undead *automatically* pass all Unconsciousness Tests. If they become Mortally Wounded or Dead, most Undead immediately crumble into dust, never to rise again, although some stronger beings may endure. Some Undead beings have supernatural powers.





ELEMENTALISM

All matter can be said to be made up of four primary constituents, or “elements”, if you will. These elements are known as Air, Earth, Fire, and Water. More complex things are made up of more elements. For example, a tree is made up of the Earth that it grows from, the Water that sustains it, and even the Fire of the light of the sun that gives it life. We know that trees contain Fire, for we can release the Fire contained within by burning the wood. It is by true insight into the mysteries of the forces that bind this world that one may, by use of the True Names of Things, call forth the Elements of the world and manipulate them as easily as a artist would paint on his canvas, molding the universe by sheer thought and understanding.

— FROM THE PRIMER OF ELEMENTALISM, FOUND IN THE DUNWASSER ACADEMY LIBRARY

Elementalism – Apprentice Spell List

The world of *Ironclaw* is filled with mysterious energies. The simplest and most spectacular way to manipulate these energies is for hostile, destructive purposes. The art of “Elementalism” appeals to the type of wizard whose blood runs hot and who craves victory in battle.

Requirements: The *Elementalist* Career Trait at d4 or better

Scry Earth

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scan earth for information.

Lets you scan the local earth for information. Among other things, this spell will tell you if any Earth Magic was cast in the last few hours, if any Earth Elementals are present, and the general composition of the earth, including precious metals. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d8.



Destroy Earth

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Destroy a small part of earth

Disintegrates a small amount of earth. No To-Hit Roll is needed. An Effect Roll of 2 or more destroys about an eighth stone of earth, an Effect Roll of 6 or more destroys about a quarter-stone, or does 1 hit of damage to an Earth Elemental. This spell can be used to destroy metal weapons that weigh a quarter-stone or less.

Mold Earth

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Manipulate a bit of earth.

Manipulates a small amount of earth, shaping it at range as if by phantom hands. An Effect Score of 2 or more reshapes about an eighth stone of earth; an Effect Score of 6 or more molds about a quarter-stone. This spell can be used to ruin metal weapons that weigh a quarter-stone or less.

Create Earth

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Invoke earth from thin air.

Conjures up a bit of dirt or stone. An Effect Score of 2 or more creates a quarter-stone of dirt or an eighth-stone of rock. An Effect Score of 6 creates a half-stone of dirt, or a quarter-stone of rock. Metals are beyond the scope of this spell.

Avert Earth

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Shield a target from hostile Earth Magic.

This spell protects a single combatant from hostile Earth Magic. For the duration of this Scene, the target gains the following benefits:

- An extra d10 to Defense Rolls to avoid Targeting Earth Magic Spells, and an extra d10 Armor against Targeting Earth Magic;
- An extra d10 for rolls against Homing or Exploding Earth Magic;
- An extra d10 for rolls to resist the effects of any hostile Earth Magic when a Magic Test is required.

Scry Air

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scan Air for information.

Lets you scan the local Air for information. Among other things, this spell will tell you if any Air Magic was cast in the last few hours, if any Air Elementals are present, and the general composition of the Air, including its purity. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d8.

Destroy Air

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Destroy a small part of Air

Disintegrates a small amount of Air. No To-Hit Roll is needed. An Effect Roll of 2 or more destroys enough air to make a loud pop, an Effect Roll of 6 or more can empty a whole room or does 1 hit of damage to an Air Elemental. This spell will also destroy smoke and poison gasses. Note that unless the area is sealed, the surrounding air will quickly fill the vacuum created by this spell.



Mold Air

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Manipulate a bit of Air.

Manipulates a small amount of Air, shaping it at range as if by phantom hands. Allows the caster to move both smoke and poison gas, as well as a half-pace wide air bubble under the surface of water.

Create Air

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Invoke Air out of nothing.

Creates breathable air where there was none. Under water, a half-pace-wide bubble is created, but it will quickly bob to the surface unless restrained by Mold Air.

Avert Air

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Shield a target from hostile Air Magic.

This spell protects a single combatant from hostile Air Magic. For the duration of this Scene, the target gains the following benefits:

- An extra d10 to Defense Rolls to avoid Targeting Air Magic Spells, and an extra d10 Armor against Targeting Air Magic;
- An extra d10 for rolls against Homing or Exploding Air Magic;
- An extra d10 for rolls to resist the effects of any hostile Air Magic when a Magic Test is required.

Scry Fire

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scan Fire for information.

Lets you scan the local Fire for information. Among other things, this spell will tell you if any Fire Magic was cast in the last few hours, if any Fire Elementals are present, how combustible the area is, and what something looked like before it was burned down. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d8.

Destroy Fire

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Destroy a small part of Fire

Disintegrates a small amount of Fire. No To-Hit Roll is needed. An Effect Roll of 2 or more snuffs a candle, a lantern, or a campfire, an Effect Roll of 6 or more puts out a burning person, or a two-pace circle of flames, or does 1 hit of damage to a Fire Elemental.

Mold Fire

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Manipulate a bit of Fire.

Manipulates a small amount of Fire, shaping it at range as if by phantom hands. An Effect Score of 2 or more reshapes a candle or a lantern fire; an Effect Score of 6 or more molds a large fire, such as a campfire or fireplace hearth, no more than one pace wide. The fire moves with a Stride of 1 pace. If you can hold a large fire on top of a target for a full Round, it will likely catch on fire and burn of its own accord (p. 187), although most targets will try to Retreat out of it.

Larger fires are beyond the scope of this spell, though a larger fire can be "broken up" into several small ones.



Create Fire

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Invoke Fire from thin air.

Conjures up a fire where there was none. An Effect Score of 2 or more lights a candle, a lantern, or the ignition on a gun. An Effect Score of 6 lights a campfire. The sparks created by this spell can singe and burn people — use the Effect Roll as a Damage Roll vs. the target's Armor and Soak.

Avert Fire

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Shield a target from hostile Fire Magic.

This spell protects a single combatant from hostile Fire Magic. For the duration of this Scene, the target gains the following benefits:

- An extra d10 to Defense Rolls to avoid Targeting Fire Magic Spells, and an extra d10 Armor against Targeting Fire Magic;
- An extra d10 for rolls against Homing or Exploding Fire Magic;
- An extra d10 for rolls to resist the effects of any hostile Fire Magic when a Magic Test is required.

Scry Water

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scan Water for information.

Lets you scan the local Water for information. Among other things, this spell will tell you if any Water Magic was cast in the last few hours, if any Water Elementals are present, and the general composition of the Water, including whether it is drinkable, the draft necessary for boats to pass freely, and how good a fishing spot it is. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d8.

Destroy Water

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Destroy a small part of Water

Disintegrates a small amount of Water. No To-Hit Roll is needed. An Effect Roll of 2 or more destroys about a liter of water, an Effect Roll of 6 or more destroys about two liters of water, or one liter of almost any liquid, such as wine, or it can destroy a two-pace circle of ice, or it can do 1 hit of damage to a Water Elemental. If cast on a person, it makes him thirsty but has negligible hostile effect.

Mold Water

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Manipulate a bit of Water.

Manipulates a small amount of Water, shaping it at range as if by phantom hands. An Effect Score of 2 or more reshapes about a liter of Water; an Effect Score of 6 or more molds about two liters of water or a quarter-stone of ice. It has no effect on living beings.

Create Water

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Invoke Water from thin air.

Conjures up fresh drinking water. An Effect Score of 2 or more creates a liter of water. An Effect Score of 6 creates two liters of water, or a liter of some other "generic" liquid, such as cheap wine. Exotic perfumes and oils are beyond the scope of this spell.



Avert Water

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Shield a target from hostile Water Magic.

This spell protects a single combatant from hostile Water Magic. For the duration of this Scene, the target gains the following benefits:

- An extra d10 to Defense Rolls to avoid Targeting Water Magic Spells, and an extra d10 Armor against Targeting Water Magic;
- An extra d10 for rolls against Homing or Exploding Water Magic;
- An extra d10 for rolls to resist the effects of any hostile Water Magic when a Magic Test is required.

Air Magic – Journeyman Spell List

Requirements: Adept at all five Apprentice Air Spells

Air Magic Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Apprentice Air Spell

Attempts to dispels the effect of any one Apprentice Elementalist Spell that is also a Air spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Call Sylph

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Call an Air Elemental

You may call forth an Elemental Creature of the air. What actually shows up is determined by the Host — if the area has local air spirits, those would be the most likely to arrive. See p. 202-204.

Calming the Storm

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target suffers a -1 Penalty to Initiative Dice.

For the duration of this Scene, the target of this spell suffers a -1 Penalty on all Initiative Dice. Other die rolls are unaffected.

The Haste of the Zephyr

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target includes your Elementalism Dice with Initiative

For the duration of this Scene, the target of this spell may include your Elementalism Trait Dice with their Initiative Dice. Other die rolls are unaffected.



Lightning Bolt

Cost: 3 Difficulty: 3d12 Type: Targeting Effect: Hurls 3d12 damage at Range

S: 5 paces M: 10 paces L: 25 paces X: 50 paces Special: Spasms

Creates a bolt of lightning that flies from the caster's hand and toward the target. Roll To-Hit as per a Targeting Spell (p. 196).

Special: Spasms. Do not roll a Resolve test. Your target must save Body (not Resolve) vs. the largest Damage Die. On a Failure, your foe is knocked to the ground and sent Reeling. On an Overwhelming Failure, your foe Reels and is knocked down (as above) and also suffers 1 Fatigue.

Thunder Clap

Cost: 4 Difficulty: 4d10 Type: Exploding Effect: Hurt a Cluster for 4d10 Exploding Damage

Conjures up a mighty deafening thunderclap on a Cluster of foes, as if a lightning bolt hit something nearby.

Earth Magic – Journeyman Spell List

Requirements: Adept at all five Apprentice Earth Spells

Breaking the Foundations

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target suffers a -1 Penalty to Soak Dice.

For the duration of this Scene, the target of this spell suffers a -1 Penalty to their Soak Dice. Other die rolls, such as Armor, are unaffected.

Call Gnome

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Call an Earth Elemental

You may call forth an Elemental Creature of the Earth. What exactly that shows up is determined by the Game Host — if the area has local Earth spirits, those would be the most likely to arrive. See p. 202-204.

Earth Magic Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Apprentice Earth Spell

Attempts to dispels the effect of any one Apprentice Elementalist Spell that is also an Earth spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Earthquake

Cost: 4 Difficulty: 4d10 Type: Exploding Effect: Hurt a Cluster for 4d10 Exploding Damage

Cracks the earth, and sends spires of rock and debris throughout the air.



Stone Hurlant

Cost: 3 Difficulty: 3d12 Type: Targeting Effect: Hurls 3d12 damage at Range

S: 5 paces M: 10 paces L: 25 paces X: 50 paces Special: Concussion

Calls up divots from the ground, walls, and other detritus into a hovering mass before you, before they fly with deadly force at a target you gesture toward. Roll To-Hit as per a Targeting Spell (p. 196).

Special: Knockdown. Your foe is knocked down, even if the attack fails to do damage.

The Heart of the Mountain

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target includes your Elementalism Trait with Soak

For the duration of this Scene, the target may include your Elementalism Trait Dice with all rolls of their Soak Dice.

Fire Magic – Journeyman Spell List

Requirements: Adept at all five Apprentice Fire Spells

Call Salamander

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Call a Fire Elemental

You may call forth an Elemental Creature of Fire. What exactly that shows up is determined by the Host — if the area has local Fire spirits, those would be the most likely to arrive. See p. 202-204.

Cooling the Fires Within

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target suffers a -1 Penalty to their Resolve Dice

For the duration of this Scene, the target suffers a -1 Penalty to their Resolve Dice. Other rolls are unaffected.

Fire Ball

Cost: 4 Difficulty: 4d10 Type: Exploding Effect: Hurt a Cluster for 4d10 Exploding Damage

Conjures up a glowing ball of fire in your hand, which you then hurl at your target, where it explodes, sending about dire flames.

Fire Magic Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Defense Effect: Instantly cancel any Apprentice Fire spell

Attempts to dispels the effect of any one Apprentice Elementalist Spell that is also a Fire spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.



Pilum of Flame

Cost: 3 Difficulty: 3d12 Type: Targeting Effect: Hurls 3d12 damage at Range

S: 5 paces M: 10 paces L: 25 paces X: 50 paces Special: On Fire

Creates a shaft of solid flame that you hurl at your opponent with great ferocity. Roll To-Hit as per a Targeting Spell (p. 196).

Special: On Fire. Your target is set on fire, and burns for 2d6 damage every Round.

The Untempered Soul

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target includes your Elementalism Trait with Resolve

For the duration of this Scene, the target may include your Elementalism Trait Dice with all rolls of their Resolve Dice. Other rolls are unaffected.

Water Magic – Journeyman Spell List

Requirements: Adept at all five Apprentice Water Spells

Call Undine

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Call a Water Elemental

You may call forth an Elemental Creature of the Water. What exactly that shows up is determined by the Host — if the area has local Water spirits, those would be the most likely to arrive.

The Clarity of the Spring

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target includes your Elementalism Trait with Observation

For the duration of this Scene, the target may include your Elementalism Trait Dice with all rolls of their Observation Dice — this includes all Spot Tests, Listen Tests, and Smell Tests. Other rolls are unaffected.

Clouding the Waters

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target suffers a -1 Penalty to their Observation Dice

For the duration of this Scene, the target suffers a -1 Penalty to all Observation Dice. This includes all Spot Tests, Listen Tests, and Smell Tests. Other rolls are unaffected.

Freeze Arrow

Cost: 3 Difficulty: 3d12 Type: Targeting Effect: Hurls 3d12 damage at Range

S: 5 paces M: 10 paces L: 25 paces X: 50 paces Special: Freezing

Creates an arrow of frozen ice that you hurl at your opponent with great ferocity. Roll To-Hit as per a Targeting Spell (p. 196).

Special: Freezing. Your target suffers one Fatigue, whether the attack did any damage or not. If your target was on fire, the fire goes out.



Maelstrom

Cost: 4 Difficulty: 4d10 Type: Exploding Effect: Hurt a Cluster for 4d10 Exploding Damage

Conjures up a swirling ball of water in your hand, which you then hurl at your foes. When the ball reaches its destination, it explodes in a raging torrent of cold water.

Water Magic Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Apprentice Water Spell

Attempts to dispel the effect of any one Apprentice Elementalist Spell that is also a Water Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Air Magic – Master Spell List

Requirements: Adept at any four Air Magic Journeyman spells

Air Magic Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Journeyman Air Spell

Attempts to dispel any one Journeyman Elementalist Spell that is also an Air spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Command Sylph

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Force an Air Elemental to obey your every whim

Forces an Air Elemental to do your bidding. For the duration of this Scene, whenever you Concentrate, you may attempt to control the elemental. Treat this as an Influence Test (p. 139), using your Elementalist Trait and Will vs. the difficulty of what you are trying to get the elemental to do. You must Concentrate for at least one Round to give the elemental your orders via mental command. When you're not ordering it to act, you may choose other actions. Remember that elementals have alien senses and desires as compared to our own, and when not specifically under your control, they may act in unexpected ways.

Bind Sylph

Cost: 3 Difficulty: 3d12 Type: Delayed Effect: Captures an Air Elemental into a material object

This spell captures an Air Elemental into a material object. The elemental can then be called forth later, at need. The typical object for containing the sylph is a topaz or chalcedony stone, but the Host may rule that other objects may work, as well. If the object is broken, the elemental is released. When the elemental is released, the spell ends and you may recover your Magic Points.

If the object is a weapon, it becomes magical, and can now strike at creatures only hurt by magical attacks. When the weapon is swung, lightning sparks fly. The weapon's Damage now includes the Sylph Trait Dice of the Bound elemental. In addition, the weapon gains an extra Special result. (As with all weapons with multiple Specials, you may only choose one of them per Overwhelming Success.)

Special: Spasms. Do not roll a standard Resolve test. Your target must save Body (not Resolve) vs. the largest Damage Die. On a Failure, your foe is knocked to the ground and sent Reeling. On an Overwhelming Failure, your foe Reels and is knocked down (as above) and also suffers 1 Fatigue.

If the object is clothing or armor, it becomes magical. The wearer may now include the Sylph Trait of the Bound elemental with their Dodge Dice and Acrobatics Dice. The wearer treats all Air Damage as Enervated and all Earth Damage as Slaying.



Chain Lightning

Cost: 5 Difficulty: 5d12 Type: Homing Effect: Damages a Group with hostile lightning

You can call forth a rain of sparks and energy from your fingertips doing 5d12 Homing Damage to a Group of your foes. See "Homing," p. 197, for more details on this type of spell.

Earth Magic – Master Spell List

Requirements: Adept at any four Earth Magic Journeyman Spells

Earth Magic Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Journeyman Earth Spell

Attempts to dispel any one Journeyman Elementalist Spell that is also an Earth spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Command Gnome

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Force an Earth Elemental to obey your every whim

Forces an Earth Elemental to do your bidding. For the duration of this Scene, whenever you Concentrate, you may attempt to control the elemental. Treat this as an Influence Test (p. 139), using your Elementalist Trait and Will vs. the difficulty of what you are trying to get the elemental to do. You must Concentrate for at least one Round to give the elemental your orders via mental command, but when you're not ordering it to act, you may choose other actions or Maneuvers. Remember that elementals have alien senses and desires as compared to our own, and when not specifically under your control, they may act in unexpected ways.

Bind Gnome

Cost: 3 Difficulty: 3d12 Type: Delayed Effect: Captures an Earth Elemental into a material object

This spell captures an Earth Elemental into a material object. The elemental can then be called forth later, at need. The typical object for containing the gnome is a quartz stone, but the Host may rule that other objects may work, as well. If the object is broken, the elemental is released. When the elemental is released, the spell ends and you may recover your Magic Points.

If the object is a weapon, it becomes magical, and can now strike at creatures only hurt by magical attacks. When the weapon is swung, the earth trembles beneath the wielder. The weapon's Damage now includes the Gnome Trait Dice of the Bound elemental. In addition, the weapon gains an extra Special result. (As with all weapons with multiple Specials, you may only choose one of them per Overwhelming Success.)

Special: Knockdown. Your foe is knocked down, even if the attack fails to do damage.

If the object is clothing or armor, it becomes magical. The wearer may now include the Gnome Trait of the Bound elemental with their Armor Dice and Digging Dice. The wearer treats all Earth Damage as *Enervated* and all Air Damage as *Slaying*.

Meteor Swarm

Cost: 5 Difficulty: 5d12 Type: Homing Effect: Damages a Group with hostile meteorites.

You can call forth a torrent of glowing rocks and whistling stones from your fingertips to smite a Group of your foes with 5d12 Homing Damage. See "Homing," p. 197, for more details on this type of spell.



Fire Magic – Master Spell List

Requirements: Adept at any four Fire Magic Journeyman spells

Fire Magic Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Journeyman Fire Spell

Cancels the affect of any one Journeyman Elementalist Spell that is also a Fire Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Command Salamander

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Force a Fire Elemental to obey your every whim

Forces a Fire Elemental to do your bidding. For the duration of this Scene, whenever you Concentrate, you may attempt to control the elemental. Treat this as an Influence Test (p. 139), using your Elementalist Trait and Will vs. the difficulty of what you are trying to get the elemental to do. You must Concentrate for at least one Round to give the elemental your orders via mental command, but when you're not ordering it to act, you may choose other actions or Maneuvers. Remember that elementals have alien senses and desires as compared to our own, and when not specifically under your control, they may act in unexpected ways.

Bind Salamander

Cost: 3 Difficulty: 3d12 Type: Delayed Effect: Captures a Fire Elemental into a material object

This spell captures a Fire Elemental into a material object. The elemental can then be called forth later, at need. The typical object for containing the salamander is a fire opal stone, but the Host may rule that other objects may work, as well. If the object is broken, the elemental is released. When the elemental is released, the spell ends and you may recover your Magic Points.

If the object is a weapon, it becomes magical, and can now strike at creatures only hurt by magical attacks. When the weapon is swung, bits of smoke and flame trail behind in its wake, and the dangerous parts are hot to the touch. The weapon's Damage now includes the Salamander Trait Dice of the Bound elemental. In addition, the weapon gains an extra Special result. (As with all weapons with multiple Specials, you may only choose one of them per Overwhelming Success.)

Special: On Fire. *Your target is set on fire, and burns for 2d6 damage every Round.*

If the object is clothing or armor, it becomes magical. The wearer may now include the Salamander Trait of the Bound elemental with their Resolve Dice and Leadership Dice. The wearer treats all Fire Damage as *Enervated* and all Water Damage as *Slaying*.

Tongues of Flame

Cost: 5 Difficulty: 5d12 Type: Homing Effect: Damages a Group with searing blasts of fire

You can call forth a dazzling pyrotechnic display of deadly tendrils of searing flame from your fingertips to smite a Group of your foes with 5d12 Homing Damage. See "Homing," p. 197, for more details on this type of spell.



Water Magic – Master Spell List

Requirements: Adept at any four Water Magic Journeyman spells

Water Magic Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Journeyman Water Spell

Attempts to dispel any one Journeyman Elementalist Spell that is also a Water Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Command Undine

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Force a Water Elemental to obey your every whim

Forces a Water Elemental to do your bidding. For the duration of this Scene, whenever you Concentrate, you may attempt to control the elemental. Treat this as an Influence Test (p. 139), using your Elementalist Trait and Will vs. the difficulty of what you are trying to get the elemental to do. You must Concentrate for at least one Round to give the elemental your orders via mental command, but when you're not ordering it to act, you may choose other actions or Maneuvers. Remember that elementals have alien senses and desires as compared to our own, and when not specifically under your control, they may act in unexpected ways.

Bind Undine

Cost: 3 Difficulty: 3d12 Type: Delayed Effect: Captures a Water Elemental into a material object

This spell captures a Water Elemental into a material object. The elemental can then be called forth later, at need. The typical object for containing the undine is an aquamarine or beryl stone, but the Host may rule that other objects may work, as well. If the object is broken, the elemental is released. When the elemental is released, the spell ends and you may recover your Magic Points.

If the object is a weapon, it becomes magical, and can now strike at creatures only hurt by magical attacks. When the weapon is swung, wisps of fog are cut through the air, and the dangerous parts of the weapon are constantly icy. The weapon's Damage now includes the Undine Trait Dice of the Bound elemental. In addition, the weapon gains an extra Special result. (As with all weapons with multiple Specials, you may only choose one of them per Overwhelming Success.)

Special: Freezing. *Your target suffers 1 Fatigue, whether your attack causes any other Damage or not. If your target was on fire, the fire goes out.*

If the object is clothing or armor, it becomes magical. The wearer may now include the Undine Trait of the Bound elemental with their Initiative Dice and Swimming Dice. The wearer treats all Water Damage as *Enervated* and all Fire Damage as *Slaying*.

Ice Storm

Cost: 5 Difficulty: 5d12 Type: Homing Effect: Damages a Group with searing blasts of Water

You can call forth a scintillating display of hail and ice from your fingertips to smite a Group of your foes with 5d12 Homing Damage. See "Homing," p. 197, for more details on this type of spell.





WHITE MAGIC

And it was to come to pass that the Witnesses of Helliouse, so moved were they by Her piety and Her grace, would study her teachings and her example. It was discovered that if one is pure in thought and action one might un-do the harm done of others and thus set things right where once they were wrong.

It is not enough for one to just hear the words and to repeat them, but to know their meaning in their heart of hearts, to ken their true import within their very souls. In this way, one may know the will of the Creator....

— FROM TO KNOW THE TRUE NAMES OF CREATION, THE DISCIPLINE THAT IS KNOWN AS "WHITE MAGIC", ANONYMOUS

White Magic – Apprentice Spell List

Requirements: The Cleric Career Trait at d4 or better

Circle of Protection

Cost: 2 Difficulty: 2d12 Type: Regular Effect: Guard a Cluster around you from danger

This spell has no range, and must always be centered on a Cluster of people around you.

The spell lasts as long as you concentrate. You may not attack, cast other spells, or Move more than your Stride.

People in the Circle of Protection gain the following benefits:

- Extra 2d12 Armor from attacks or spells cast from outside the circle.
- Extra 2d12 for use in Resisting hostile spells cast from outside the Circle.



Cure I

Cost: 5 Difficulty: 5d8 Type: Regular Effect: Attempt to cure an affliction with 5d8 Effect Dice

Cures the subject of magical or physical affliction. This spell works on poisons and diseases, too.

Roll your effect dice vs. the dice on the chart, below.

Affliction	Suggested Dice
Common Cold	2d6
Fleas	2d8
Flu	2d10
Mange	2d12
Black Plague	3d12
Leprosy	4d12
Hostile Magic	Difficulty of the Magic Spell
a Flaw or Passion	impossible

The Game Host is the final arbiter on what can or cannot be Cured by this spell.

Flesh Ward I

Cost: 4 Difficulty: 4d4 Type: Regular Effect: Add phantom Hit Points as a 4d4 Damage Roll vs. Body

Puts a magic ward around the target to protect it from damage. Roll a Damage Test vs. the target's Body Trait. Each "hit" scored actually adds an extra "hit point" to the target.

Example: Theodore casts *Flesh Ward I* on himself. He rolls 4, 3, 2, and 1 vs. his Body Roll of 5. Theodore gains a *Flesh Ward* of 2 hit points.

Multiple Wards do not "add" together — a stronger Ward dispels a weaker one.

A *Flesh Ward* is treated as if the target had "extra" hit points. The Warded character still suffers pain, knockdown, etc. ... it's just that the *Flesh Ward*'s "phantom" Hit Points are removed first. Note that the Ward does not cure the target in any way — for example, if the target is so gravely injured that they have to Save vs. Unconsciousness every Round, adding a 3-point *Flesh Ward* won't change that. A *Flesh Ward* lasts until its Hit Points are exhausted, or until the end of the Scene.

When created, a *Flesh Ward* glows with a bright white light, then fades into a luminescence that is invisible in daylight but clearly discernable at night. (The spells *Scry Spirit* and *Scry Magic*, if successful, will reveal how many hits the Ward has.) Whenever the *Flesh Ward* stops damage, however, it will shimmer brightly, and it will be obvious that magic has been used to shield the subject from harm.

Even though the *Flesh Ward* prevents injury, it does not prevent pain; Warded combatants must still pass Resolve Tests as if the Wounds they lost were their own.

Healing I

Cost: 3 Difficulty: 3d4 Type: Regular Effect: Heal a character as a 3d4 "attack" vs. Body

Restores Hit Points to a target. Roll 3d4 vs. the Target's Body Trait as a Damage Roll. Each hit scored removes one Wound. Unconscious and Mortally Wounded characters can be Healed, but not Dead ones.

Example: Velius casts *Healing I* on Gervin. The roll is 3d4 of Healing Dice vs. Gervin's Body of d10. Velius rolls 4, 3, and 1 vs. Gervin's roll of 4. As a Damage Roll, Velius scores 1 hit.



(Gervin, being the “defender”, does not take hits on ties, even though this is a “beneficial” spell.) Gervin removes 1 Wound from his character sheet.

Life's Whisper

Cost: 2 Difficulty: 2d10 Type: Regular Effect: Lets the target re-roll their last Death Test

You cast this spell on any combatant who has failed a Death Test during this Scene (I.E., in the last five minutes). That target may re-roll their Death Test and apply the new result if it's more favorable.

This potent magic can even raise someone from the dead — see p. 186. People brought back from “the other side” will be mentally shaken from the experience, at the very least.

Note that his spell does not heal the target in any way. Someone saved from “Instant Death” may bear crippling injuries or horrific scars, if the Host feels such marks are appropriate. This spell cannot help someone wounded to -13 or worse, since such combatants are automatically dead.

Scry Spirit I

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry the spirits for information vs. 2d8

Among other things, this spell will tell you if any White Magic was cast in the last few hours, if any Shades are present, and if any major supernatural events involving spirits occurred recently. If cast on a person, it will reveal if that person has any White Magic spells active, and what White Magic has been active in the last day or so. This spell will also detect unholy aspects, such as curses and undeath. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d8.

Turn Unholy I

Cost: 4 Difficulty: 4d10 Type: Exploding Effect: Spirit Power for 4d10 Damage on a single Unholy Target

This spell lets you call forth the local spirits to strike down an Unholy creature with 4d10 Exploding Damage. This spell has no effect on creatures that are not vulnerable to Holy attacks. In particular, it has no effect on your typical living brigands. Many creatures, such as Undead, are vulnerable to Holy powers. For an explanation on Exploding Spell Damage, see p. 197.

White Magic – Journeyman Spell List

Requirements: Adept at any five White Magic Apprentice Spells

Benediction

Cost: 2 Difficulty: 2d12 Type: Regular Effect: Delay any spell on the target, until they say a prayer

You cast this spell on a target. Next Round, you may cast a White Magic spell to be Delayed on the target. (You must successfully cast the spell to be Delayed in order for the Benediction to work.)

The target calls forth the spell by reciting a prayer. The exact prayer varies from spell to spell, but it is fixed for that spell and does not change.

Example: Vesper uses the spell Benediction to Delay the spell Cure II on Mei Ling. Vesper tells Mei Ling that she may call forth the power of this spell by calling out, “Saints above, pray save me!”

In order to call upon the Benediction, the target must “pray,” as a Combat Maneuver. People who are Unconscious, Reeling, or magically Silenced will be unable to call upon a Benediction. They also must



remember the prayer's wording to the letter — the Game Host may call for Know Tests (p. 142) if there is some question about the target's ability to remember the spell.

<i>Maneuver</i>	<i>Initiative Ranks</i>	<i>Move</i>	<i>Defense</i>	<i>Effect</i>
Benediction Prayer	First	Stride	Normal	Call upon a Spell Delayed by Benediction

In this way, the target actually becomes a spell-caster. They need not roll to cast the spell successfully — that roll was made earlier. They should roll the Effect Dice to determine how well their spell works.

Any number of spells may be Delayed on the target by Benedictions (up to the caster's Magic Point reserve, of course). However, each Spell Delayed by Benediction must be called upon as a separate Maneuver, in different Rounds.

Circle of Recalcitrance

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Guard a Cluster around you from danger

This spell has no range, and must always be centered on a Cluster of people around you.

The spell lasts as long as you concentrate. You may not attack, cast other spells, or move more than your Stride.

People in the Circle of Recalcitrance gain the following benefits:

- Extra 4d12 Armor from attacks or spells cast from outside the circle.
- Extra 4d12 for use in Resisting hostile spells cast from outside the Circle.

Cure II

Cost: 4 Difficulty: 4d10 Type: Regular Effect: Attempt to cure an affliction with 4d10 Effect Dice

With the exception of the improved numbers above, this spell is just like Cure I (p. 218)

Flesh Ward II

Cost: 4 Difficulty: 4d6 Type: Regular Effect: Add phantom Hit Points as a 4d6 Damage Roll vs. Body

Puts a magic ward around the target to protect it from damage. Roll a Damage Test vs. the target's Body Trait. Each "hit" scored actually adds an extra "hit point" to the target. See *Flesh Ward I*, p. 218.

Healing II

Cost: 3 Difficulty: 3d6 Type: Regular Effect: Heal a character as a 3d6 "attack" vs. Body

Restores Hit Points to a target. Roll 3d6 vs. the Target's Body Trait as a Damage Roll. Each hit scored removes one Wound. Unconscious and Mortally Wounded characters can be Healed, but not Dead ones. See *Healing I*, p. 218.

Lazarus Heart

Cost: 2 Difficulty: 2d12 Type: Delayed Effect: Target automatically passes next failed Death Test

A combatant who has the Lazarus Heart need not fear death. The target carries this spell with them until they fail a Death Test (p. 184). The Lazarus Heart is then lost, and the Death Test is considered to be successful.

A combatant can only have one Lazarus Heart at one time. A new Lazarus Heart dispels an older one.

This spell has no effect on targets who are already Mortally Wounded or Dead; it is preventive, not restorative.



The Lesser Manifold

Cost: 4 Difficulty: 4d6 Type: Delayed Effect: Release this spell to make certain Apprentice spells affect a Group

You cast this spell upon yourself. The Magic Points remain Delayed until you choose to release them, which you choose to do when you successfully cast one the following spells: *Cure I*; *Flesh Ward I*; or *Healing I*. That spell then changes in scope from a single Target to a Group and becomes a Journeyman spell for purposes of Privilege. You must spend the Magic Points for the modified spell as normal.

Life's Breath

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Heals the target 2 Wounds; re-roll their last Death Test.

Similar to Life's Whisper (p. 219), this spell can help a combatant who has failed a Death Test. This spell has the following effects:

- The target heals two Wounds.
- The target re-rolls their last Death Test, if appropriate.
- If, after re-rolling the Death Test, the target is no longer Mortally Wounded or Dead, the target remains healed by two hits. If the target fails to recover, the healed two hits are lost.

This spell may be cast on combatants wounded by 1 to 7 hits, thus removing two Wounds, since they will have been healed out of mortal danger.

This potent magic can even raise someone from the dead — see p. 186. This spell cannot help someone wounded to -15 or worse.

Scry Spirit II

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry the spirits for information vs. 2d6

Except for the reduced Scrying Difficulty of 2d6, this spell is the same as *Scry Spirit I* (p. 219). See the Scry Test, p. 148, for how this spell works.

Turn Unholy II

Cost: 4 Difficulty: 4d10 Type: Exploding Effect: Cause 4d10 Damage to a Group of Unholy targets only

This spell lets you call forth the local spirits to strike down a Group (not just a Target) of Unholy creatures with 4d10 Exploding Damage. This spell has no effect on creatures that are not vulnerable to Holy attacks. For an explanation on Exploding Spell Damage, see p. 197.

White Magic Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any White Magic Apprentice spell

Attempts to dispel any one White Magic Apprentice Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.



White Magic – Master Spell List

Requirements: Adept at any five White Magic Journeyman Spells

Circle of Invulnerability

Cost: 6 Difficulty: 6d12 Type: Regular Effect: Guard a Cluster around you from danger

This spell has no range, and must always be centered on a Cluster of people around you.

The spell lasts as long as you concentrate. You may not attack, cast other spells, or Move more than your Stride.

People in the Circle of Invulnerability gain the following benefits:

- Extra 6d12 Armor from attacks or spells cast from outside the circle.
- Extra 6d12 for use in Resisting hostile spells cast from outside the Circle.

Cure III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Attempt to cure an affliction with 3d12 effect dice.

With the exception of the improved numbers above, this spell is just like Cure I (p. 218)

Flesh Ward III

Cost: 4 Difficulty: 4d8 Type: Ward Effect: Add phantom Hit Points as a 4d8 Damage Roll vs. Body.

Puts a magic ward around the target to protect it from damage. Roll a Damage Test vs. the target's Body Trait. Each "hit" scored actually adds an extra "hit point" to the target. See *Flesh Ward I*, p. 218.

The Greater Manifold

Cost: 5 Difficulty: 5d6 Type: Delayed Effect: Release this spell to make certain Journeyman spells affect a Group

You cast this spell upon yourself. The Magic Points remain Delayed until you choose to release them, which you choose to do when you successfully cast one the following spells: *Cure II*; *Flesh Ward II*; or *Healing II*.

That spell then changes in scope from a single Target to a Group and becomes a Master spell for purposes of Privilege. You must spend the Magic Points for the modified spell, as usual.

Healing III

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Heal a character as a 3d8 "attack" vs. Body.

Restores Hit Points to a target. Roll 3d8 vs. the Target's Body Trait as a Damage Roll. Each hit scored removes one Wound. Unconscious and Mortally Wounded characters can be Healed, but not Dead ones. See *Healing I*, p. 218.

Life's Touch

Cost: 4 Difficulty: 4d10 Type: Regular Effect: Lets the target re-roll their last Death Test.

Similar to Life's Whisper (p. 219), this spell can help a combatant who has failed a Death Test. This spell has the following effects:

- The target heals four Wounds.
- The target re-rolls their last Death Test, if appropriate.
- If, after re-rolling the Death Test, the target is no longer Mortally Wounded or Dead, the target remains healed by four hits. If the target fails to recover, the healed four hits are lost. In effect, the target fails to improve.





This spell may be cast on combatants wounded by 1 to 9 hits, thus automatically removing four Wounds, since they will have been healed out of mortal danger.

This potent magic can even raise someone from the dead — see p. 186. This spell cannot help someone wounded to -17 or worse.

Scry Spirit III

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry the spirits for information vs. 2d4

Among other things, this spell will tell you if any White Magic was cast in the last few hours, if any Shades are present, and if any major supernatural events involving spirits went on recently. If cast on a person, it will reveal if that person has any White Magic spells active, and what White Magic had been active in the last day or so. This spell will also detect unholy aspects, such as curses and undeath. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d4.

Turn Unholy III

Cost: 4 Difficulty: 8d10 Type: Exploding Effect: Cause 8d10 Damage to a Group of Unholy targets only

This spell lets you call forth the local spirits to strike down a Group of Unholy creatures with 8d10 Exploding Damage. This spell has no effect on creatures that are not vulnerable to Holy attacks. In particular, it has no effect on your typical living brigands. For an explanation on Exploding Spell Damage, see p. 197.

White Magic Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any White Magic Journeyman spell

Attempts to dispel any one White Magic Journeyman Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.



☪ GREEN & PURPLE COLLEGE

Dear sir: I write this letter to you to express my appreciation for the gratuity you have sent me. I salute your good taste and I applaud the skill of the jeweler who set these pieces. I will hold such a gift dear to my heart.

In answer to your questions: the rumors you have heard are based upon fact. There was and is indeed a Green and Purple College. No, they do not have a fixed meeting hall or other centralized location. Rather, they are a collective of individuals with a common objective: the understanding of the true nature of the soul. Yes, it is true that the Green and Purple College has codified the secret words and gestures that can tug at the invisible threads that bind one's soul to this world. No, I do not know why they have chosen the colors of green and purple as their livery. And finally, if you would arrange suitable accommodations, I would be able to find someone more knowledgeable than myself in these matters to make your acquaintance.

— LETTER THAT ARRIVED POSTHUMOUSLY TO SIDWELL DE BISCLAVRET, SOURCE UNKNOWN

Green and Purple College – Apprentice Spells List

Requirements: The Green & Purple Mage Career Trait at d4 or better

Blind 1

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target must resist Body & Mind vs. 3d8 or be Blinded

Attempts to blind a single Target. Your Target saves Body & Mind vs. 3d8. On a Failure, he or she is *Blinded*, and must save Body & Mind vs. 3d8 at the end of every Round to recover. Blinded combatants suffer a -3 Penalty on all To-Hit Rolls and a -2 Penalty on all Defense Rolls.



Confuse I

Cost: 3 Difficulty: 3d6 Type: Regular Effect: Group must resist Mind vs. 3d6 or become Confused

Causes a Group to become disoriented. Each target must test their Mind vs. 3d6. On a Failure, he or she becomes *Confused* and must save Mind vs. 3d6 every Round to recover. On an Overwhelming Failure or Botch, he or she remains Confused for the remainder of this Scene.

Confused combatants cannot claim Focus or Favored Use. All attacks become Awkward, and they always lose the Initiative. They suffer a -1 Penalty on any roll that involves Mind Dice, which *definitely* includes Casting Tests and Magic Tests, *including recovering from the Confuse spell itself*.

Frightening I

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Group must test Mind & Will vs. 3d8 or suffer Fear/Terror

Causes a Group to feel intense fear. The target must test their Mind and Will Dice vs. 3d8, as per a Fear Test — see page 134.

Ivory Tower

Cost: 2 Difficulty: 2d8 Type: Regular Effect: Target gains extra 2d8 to use to resist Mind-affecting Spells

For the duration of this Scene, the Target of this spell (either yourself or another person) gains an extra 2d8 to defend against any spell that involves Mind Dice to resist.

Paralyze I

Cost: 5 Difficulty: 5d6 Type: Regular Effect: Group saves Mind and Will vs. 5d6 or is paralyzed

Cast against a Group, a Group must Save their Mind and Will vs. 5d6 or become *Paralyzed*. On a Failure, the target is Paralyzed — he or she must win a contest of Mind & Will vs. 5d6 every Round or remain Paralyzed. On a Botch or Overwhelming Failure, the target is Paralyzed for the remainder of the Scene.

Paralyzed combatants are frozen like statues and cannot attack, defend, move, or act physically. They are, however, fully aware of their surroundings and can talk and cast spells without gestures (p. 201).

Rage I

Cost: 2 Difficulty: 2d8 Type: Regular Effect: Group must Save Mind vs. 2d8 or become Enraged/Berserk

On a Tie, target is *Enraged*. On a Botch or Failure, target is *Berserk*. The effects last for one Scene, although they may last longer at Host's discretion (especially for Botched saves).

Enraged and Berserk targets cannot claim Focus, nor can they choose to Guard. In addition, a Berserk combatant cannot tell friend from foe, and attacks the closest target. The next time their mental state would change (such as from *Confusion*, *Fear*, *Paralysis*, *Sleep*, *Terror*, or *Unconsciousness*), that change does not happen, and the state of Rage or Berskering is lost. An Overwhelming Influence Test (p. 139) or Leadership Test (p. 144) may also be able to end the abnormal status.

Scry Mind I

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry for Green & Purple Magic vs. 2d8

This spell will tell you if any Green and Purple Magic was cast on the target in the last few hours, and what the target's current mental state is. There is no Resistance Roll. The maximum range is a dozen paces. See the Scry Test, p. 148; the Scrying Difficulty is 2d8.



Sleep I

Cost: 5 Difficulty: 5d6 Type: Regular Effect: Group saves Body, Mind & Will vs. 5d6 or falls asleep

Cast against a Group, all targets must save Body, Mind, & Will vs. 5d6; if they fail, they fall Asleep. Sleeping combatants fall down and can take no action; they can be woken by Thundering Noises, and they will wake up if they are slapped or if they must make a Resolve Test (whether they pass or not).

Thought-Reading I

Cost: 5 Difficulty: 5d6 Type: Regular Effect: Roll 5d6 vs. Mind to find a target's inner thoughts

You may attempt to read your target's mind. The Host should roll your Effect Dice in secret.

Result	Outcome
Botch	False readings. The Game Host should make up some blatantly false information that you read from your target.
Overwhelming Failure	No effect, and target is warned! The target of your spell becomes aware that someone tried to cast this spell. You fail to read your target's mind, however.
Failure	No effect. Nothing happens, and your target is not unduly aware.
Tie	Target is warned! You are able to read your target's surface thoughts, and what's currently on their mind. However, your target is aware that someone is reading their mind.
Success	Thought-Reading. You are able to read your target's surface thoughts, and the target remains unduly aware.
Overwhelming Success	Window to the Soul. You can reach deep into your target's mind, for longer memories. You may specify what memories you're looking for before you cast this spell. The target remains unaware of your intrusion.

Thought-Sending I

Cost: 3 Difficulty: 3d6 Type: Regular Effect: Speak to your target, via their thoughts.

For the duration of this Scene, you may "speak" to your target, from mind to mind, using only your thoughts. This spell transcends all language barriers, making you clearly understood by your target. Your target cannot send thoughts back to you – that is a different spell.

This spell gets no Resistance Roll, unless the target desires to "shut you out". In that case, roll your 3d6 Effect Dice vs. the target's Mind. If they Succeed, the spell ends.

You can only cast Thought-Sending on someone you can see, within a "stone's throw" of 72 paces, like any other standard Regular Spell (p. 196).

Green and Purple College – Journeyman Spell List

Requirements: Adept at any five Green & Purple Apprentice Spells

Blind II

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Target must resist Body & Mind vs. 3d10 or be Blinded

Attempts to blind a single Target. Your Target saves Body & Mind vs. 3d10. On a Failure, he or she is Blinded, and must save Body & Mind vs. 3d10 at the end of every Round to recover. See Blind I, p. 224.



Confuse II

Cost: 2 Difficulty: 2d8 Type: Regular Effect: Group must resist Mind vs. 2d8 or become Confused

Causes a Group to become disoriented. Each target must test their Mind vs. 2d8. On a Failure, he or she becomes *Confused* and must save Mind vs. 2d8 every Round to recover. On an Overwhelming Failure or Botch, he or she remains Confused for the remainder of this Scene. See *Confuse I*, p. 225.

Frightening II

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Group must test Mind & Will vs. 3d10 or suffer Fear/Terror.

Causes a Group to feel intense fear. The target must test their Mind and Will Dice vs. 3d10, as-per a Fear Test — see page 134. See *Frightening I*, p. 225.

Green & Purple Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Green & Purple Magic Apprentice Spell

Attempts to dispel any one Green & Purple Apprentice Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Ivory Castle

Cost: 2 Difficulty: 2d10 Type: Regular Effect: Target gains extra 2d10 to use to resist Mind-affecting Spells

For the duration of this Scene, the target of this spell (either yourself or another person) gains an extra 2d10 to defend against any spell that involves Mind Dice to resist.

Lesser Marionette

Cost: 5 Difficulty: 5d6 Type: Regular Effect: Group tests Mind and Will vs. 5d6 or becomes controlled

Cast against a Group, all targets must test their Mind and Will vs. 5d6 or become *Marionettes*. On a Failure, the target is a Marionette only temporarily — he or she must win a contest of Mind & Will vs. 5d6 every Round or remain a Marionette. On a Botch or Overwhelming Failure, the target becomes a Marionette for the remainder of the Scene. If the Marionette's mental state changes (such as from *Fear*, *Confusion*, etc.), the new status replaces the effect of being a Marionette.

Becoming a Marionette is worse than being Paralyzed — not only can the Marionette not act on their own, but their physical actions are controlled by the caster! Marionettes move in a jerky fashion, as if their limbs are pulled by phantom strings. They always lose Initiative; their combat Maneuvers are chosen by the caster. Marionettes may move their full Movement, and their attacks always do full damage, but their To-Hit Rolls and Defense Rolls are always a mere 1d6. It does not cost you any Maneuvers to control their movement.

The Marionette is still aware of what is going on, and may speak freely. Marionettes usually shout out that they can't control their own bodies! They may cast spells, but they must suffer the +1 Magic Point cost for not being able to make proper gestures (p. 201).

Marionettes that become Unconscious, Mortally Wounded, or Dead stop moving.

The maximum number of Marionettes you may control at any one time is equal to your Green & Purple Trait. For example, if your Trait is d8, then you may control up to eight Marionettes.



Lesser Mesmerism

Cost: 3 Difficulty: 3d8 Type: Regular Effect: Target must test Mind & Will vs. 3d8 or become Mesmerized.

The target of this spell must resist with Mind and Will vs. 3d8 or become Mesmerized.

Mesmerized combatants lose their will to act. They stand around in a daze, eyes glazed, mouth slightly agape. They can be led around very slowly by others (at most one pace per Round). They answer questions in a slow monotone. The target will remember nothing consciously while Mesmerized, but Overwhelming uses of the Thought-Reading spells will reveal what the target saw.

A Mesmerized target cannot lie, and will answer questions in the same slow monotone to the best of their ability.

The major use of Mesmerism is to put a target's mind into a pliable state. Anyone may attempt to Influence a Mesmerized target, using such skills as Fast-Talk and Diplomacy. (The Host may rule that other skills can be used as well). The target cannot leave the room, or flee, or object in any way. The amount of time the Influence takes is unaffected — however, the target is a captive audience, and you may try over and over again to Influence the target without penalty. You can even plant "compulsions" or other orders that your target may act upon later — in this regard, Mesmerism is a lot like the "hypnotism" of the modern day.

Note that *anyone* may try to Influence the Mesmerized target, not just the caster. You would do well to take the target of your mind-control to a quiet and secluded place.

The target will instantly snap out of the state of Mesmerism if they suffer any Wounds or Fatigue, or anything that changes their mental state. The target can also be ordered to "snap out" of the Mesmerized state.

Lesser Mind Drain

Cost: 3 Difficulty: 1d12 Type: Regular Effect: Roll your Green & Purple Trait vs. Target's Mind, Draining 1 Level per hit

This spell inflicts a special Damage Roll on your target. Roll your Green & Purple Mage Trait vs. your Target's Mind Dice as a Damage Roll. For each hit you score, your target's Mind Trait drops by one level (to, at worst, Level Zero) for the duration of this Scene.

Example: *Diomedes casts Mind Drain on Saruna. He rolls his Green & Purple Mage Trait of d12 vs. Saruna's Mind Trait of d8. Diomedes' die comes up 8; Saruna rolls a 2. As a Damage Roll, Diomedes scores two hits. Saruna's Mind is drained for two levels, from d8 to d4.*

Characters who have their Mind Drained to Level Zero become Confused.

Lesser Mnemonic

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Turn Certain Spells into Delayed Spells

This spell allows you to Delay certain Green & Purple Apprentice Magics. After casting this spell, the next time you cast one of the following spells this Scene, it becomes Delayed: *Blind I; Confuse I; Frightening I; Paralyze I; Rage I; Sleep I; Thought-Reading I; or Thought-Sending I.* Spells Delayed in this way can be released later as a Defense instead of a Maneuver.

Lucid Dreaming

Cost: 5 Difficulty: 5d8 Type: Synecdoche Effect: Enter your target's dreams.

This spell can only be cast when your target is sleeping — it has no effect when the target is awake.

You can appear in your target's dreams. You can use this spell to convey information to your target, or to gain insight into their goals and their subconscious. While this spell is active, you yourself are unconscious, as per the Sleep spell (p. 226)



The nature of the dream is up to the Host — it could be a featureless landscape, a bucolic fantasy, or a nightmare. You may attempt to influence the nature of the dream: roll your Mind & Green and Purple Trait vs. a difficulty as determined by the Host. Each dream is different, but they all have the common element that somewhere within, the target's personal manifestation can be found.

If you want to engage in combat, you may use the items that you carried on your person when you fell asleep, as well as any spells. Any Wounds you suffer are not real; likewise, any injuries you inflict on the target's manifestation are also not real. If you knock the target's shade Unconscious, both the dream and the spell end. If you render the target's shade Mortally Wounded or Dead, not only do the dream and the spell end, but the target wakes up screaming. If you yourself are Mortally Wounded or Dead due to "dream wounds", you immediately wake up in a *Confused* state (p. 225) that lasts for the rest of this Scene.

You may leave the dream at any time. The spell will also end if the target wakes up, or if your physical body suffers any kind of injury or is disturbed by a Thundering Noise (p. 144).



Paralyze II

Cost: 4 Difficulty: 4d8 Type: Regular Effect: Group saves Mind and Will vs. 4d8 or is Paralyzed

Cast against a Group, all targets must Save their Mind and Will vs. 4d8 or become Paralyzed. On a Failure, the target is Paralyzed — he or she must win a contest of Mind & Will vs. 4d8 every Round or remain Paralyzed. On a Botch or Overwhelming Failure, the target is Paralyzed for the remainder of the Scene.

Rage II

Cost: 2 Difficulty: 2d10 Type: Regular Effect: Group must Save Mind vs. 2d10 or become Enraged/Berserk

On a Tie, target is Enraged. On a Botch or Failure, target is Berserk. The effects last for one Scene, although they may last longer at Host's discretion (especially for Botched saves).

Scry Mind II

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry for Green & Purple Magic vs. 2d6

This spell will tell you if any Green and Purple Magic was cast on the target in the last few hours, and what the target's current mental state is. There is no Resistance Roll. The maximum range is a dozen paces. See the Scry Test, p. 148; the Scrying Difficulty is 2d6.



Sleep II

Cost: 4 Difficulty: 4d8 Type: Regular Effect: Group saves Body, Mind & Will vs. 4d8 or falls Asleep

Cast against a Group, all targets must save Body, Mind, & Will vs. 4d8; if they fail, they fall Asleep. Sleeping combatants fall down and can take no action; they can be woken by Thundering Noises, and they will wake up if they are slapped or if they must make a Resolve Test (whether they pass or not).

Thought-Reading II

Cost: 4 Difficulty: 4d8 Type: Regular Effect: Roll 4d8 vs. Mind to find a target's inner thoughts

You may attempt to read your target's mind. With the exception of the numbers above, this spell is just like Thought-Reading I (p. 226)

Thought-Sending II

Cost: 2 Difficulty: 2d8 Type: Regular Effect: Speak to your target, via their thoughts.

For the duration of this Scene, you may "speak" to your target, from mind to mind, using only your thoughts. This spell transcends all language barriers, making you clearly understood by your target. Your target cannot send thoughts back to you – that is a different spell.

This spell gets no resistance roll, unless the target desires to "shut you out". In that case, roll your 2d8 Effect Dice vs. the target's Mind. You can cast this spell on any combatant you can see within 72 paces.

Green and Purple College – Master Spell List

Requirements: Adept at any five Green & Purple Journeyman Spells

Bind Shade

Cost: 3 Difficulty: 3d12 Type: Delayed Effect: Captures a Shade into a material object

This spell captures a Shade into a material object. The object *must* have the colors of green and purple on it in some recognizable way. If the object is broken, the shade is released. When the shade is released, the spell ends and you may recover your Magic Points.

If the object is a weapon, it becomes magical, and can now strike at creatures only hurt by magical attacks. When the weapon is swung, it makes an eerie whistling noise through the air. The weapon's Damage now includes the Shade Trait Dice of the Bound shade. In addition, the weapon gains an extra Special result. (As with all weapons with multiple Specials, you may only choose one of them per Overwhelming Success.)

Special: Disorientation. Your target suffers Damage as usual. In addition, roll the target's Mind, Will, and Race Dice separately, and note which Trait scores the lowest. If it is Mind, the target becomes Confused. If it is Will, the target becomes Terrified. If it is Race, the target becomes Berserk.

If the object is clothing or armor, it becomes magical. The wearer may now call upon the shade's Second Sight and Passion Traits as needed. However, the shade will exert its influence upon the wearer in subtle ways — the Game Host should use this as an opportunity for role-playing.

Blind III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Target must resist Body & Mind vs. 3d12 or be Blinded

Attempts to blind a single Target. Your Target saves Body & Mind vs. 3d12. On a Failure, he or she is Blinded, and must save Body & Mind vs. 3d12 at the end of every Round to recover.



Confuse III

Cost: 2 Difficulty: 2d10 Type: Regular Effect: Group must resist Mind vs. 2d10 or become Confused

Causes a Group to become disoriented. Each target must test their Mind vs. 2d10. On a Failure, he or she becomes *Confused* and must save Mind vs. 2d8 every Round to recover. On an Overwhelming Failure or Botch, he or she remains Confused for the remainder of this Scene.

Frightening III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Group must test Mind & Will vs. 3d12 or suffer Fear/Terror.

Causes a Group to feel intense fear. The target must test their Mind and Will Dice vs. 3d12, as per a Fear Test — see page 134.

Greater Mind Drain

Cost: 4 Difficulty: 2d12 Type: Regular Effect: Roll your Green & Purple Trait vs. Group's Mind, Draining 1 Level per hit

This spell inflicts a special Damage Roll on a Group. Roll your Green & Purple Mage Trait vs. each combatant's Mind Dice as a Damage Roll. For each hit you score, your target's Mind Trait drops by one level, (to, at worst, Level Zero) for the duration of this Scene.

Example: Diomedes casts *Greater Mind Drain* on Dagonard and Eutropius. He rolls his Green & Purple Mage Trait of d12 and rolls a 9. Dagonard rolls her Mind Trait of d10 and comes up 8; Eutropius rolls his Mind Trait of d6 and scores a 2. Dagonard suffers 1 hit, so her Mind drops to d8. Eutropius suffers 2 hits, so his Mind drains two levels, to zero — he becomes *Confused*.

Characters who have their Mind Drained to Level Zero become *Confused*.

Greater Marionette

Cost: 4 Difficulty: 4d8 Type: Regular Effect: Group saves Mind and Will vs. 4d8 or becomes controlled

With the exceptions of the lowered Magic Point Cost and the Difficulty and Effect Dice of 4d8, this spell is the same as *Lesser Marionette*, p. 227

Greater Mesmerism

Cost: 4 Difficulty: 4d12 Type: Regular Effect: Target must test Mind & Will vs. 4d12 or become Mesmerized.

The target of this spell must resist with Mind and Will vs. 4d12 or become Mesmerized. See the spell *Lesser Mesmerism* for full details (p. 228).

Greater Mnemonic

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Turn Certain Spells into Delayed Spells

This spell allows you to Delay certain Green & Purple Journeyman Magics. After casting this spell, the next time you cast one of the following spells this Scene, it becomes Delayed: *Blind II*; *Confuse II*; *Frightening II*; *Paralyze II*; *Rage II*; *Sleep II*; *Thought-Reading II*; or *Thought-Sending II*. Spells Delayed in this way can be released later as a Defense instead of a Maneuver.

Green & Purple Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Green & Purple Magic Journeyman Spell

Attempts to dispel any one Green & Purple Journeyman Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.



Ivory Fortress

Cost: 2 Difficulty: 2d12 Type: Regular Effect: Target gains extra 2d12 to use to resist Mind-affecting Spells

For the duration of this Scene, the target of this spell (either yourself or another person) gains an extra 2d12 to defend against any spell that involves Mind Dice to resist.

Kenning the Faraway Soul

Cost: 4 Difficulty: 4d8 Type: Regular Effect: Your next Green & Purple Spell becomes a Synecdoche spell.

After casting this spell, the very next spell Green and Purple spell you cast in this Scene becomes a Synecdoche spell. This can be very useful for spells like Scry Mind and Thought Reading. For spells like Mesmerism, you may be hindered by the fact that you're not near enough to your target to give orders — this spell combines well with the Thought-Sending spell. Each casting only effects one spell; to make another spell Synecdoche in this Scene, you must cast this spell again.

Mass Mesmerism

Cost: 4 Difficulty: 4d8 Type: Regular Effect: Group must test Mind & Will vs. 3d8 or become Mesmerized.

The Group targeted by this spell must resist with Mind and Will vs. 3d8 or become Mesmerized. See the spell Lesser Mesmerism (p. 228) for the details on the state of Mesmerism.

Paralyze III

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Group saves Mind and Will vs. 3d10 or is paralyzed

Cast against a Group, a Group must Save their Mind and Will vs. 3d10 or become *Paralyzed*. On a Failure, the target is Paralyzed — he or she must win a contest of Mind & Will vs. 3d10 every Round or remain Paralyzed. On a Botch or Overwhelming Failure, the target is Paralyzed for the remainder of the Scene.

Rage III

Cost: 2 Difficulty: 2d12 Type: Regular Effect: Group must Save Mind vs. 2d12 or become Enraged/Berserk

On a Tie, target is *Enraged*. On a Botch or Failure, target is *Berserk*. The effects last for one Scene, although they may last longer at Host's discretion (especially for Botched saves). See p. 225.

Scry Mind III

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry for Green & Purple Magic vs. 2d4

This spell will tell you if any Green and Purple Magic was cast on the target in the last few hours, and what the target's current mental state is. There is no Resistance Roll. The maximum range is a dozen paces. See the Scry Test, p. 148; the Scrying Difficulty is 2d4.

Sleep III

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Group saves Body, Mind & Will vs. 3d10 or falls asleep

Cast against a Group, all targets must save Body, Mind, & Will vs. 5d6; if they fail, they fall *Asleep*. Sleeping combatants fall down and can take no action; they can be woken by Thundering Noises, and they will wake up if they are slapped or if they must make a Resolve Test (whether they pass or not).



Thought-Reading III

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Roll 3d10 vs. Mind to find a target's inner thoughts

You may attempt to read your target's mind. With the exception of the numbers above, this spell is just like Thought-Reading I (p. 226).

Thought-Sending III

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Speak to your target, via their thoughts.

For the duration of this Scene, you may "speak" to your target, from mind to mind, using only your thoughts. This spell transcends all language barriers, making you clearly understood to your target. Your target cannot send thoughts back to you – that is a different spell.

This spell gets no resistance roll, unless the target desires to "shut you out". In that case, roll your 1d10 Effect Dice vs. the target's Mind.

You can only cast Thought-Sending on someone you can see, within a "stone's throw" of 72 paces.

Summary of Abnormal States Inflicted by Green & Purple Magic

Abnormal State	Effects	How to Avoid or Cure
Blindness	-3 To-Hit, -2 to Defense Rolls.	Use Echolocation or Smell (p. 149)
Berserking	Cannot Focus or Guard, ignore next change of mental state; cannot tell friend from foe.	Change mental state; Be rallied with Leadership (p. 143)
Confusion	Cannot Focus or claim Favored Use; all attacks Awkward; always loses Initiative; -1 on all rolls involving Mind Dice	Be rallied with Leadership (p. 143)
Fear	Cannot Focus or claim Favored Use; -1 To-Hit & all rolls involving Will	Be rallied with Leadership (p. 143)
Marionette	Forced to do someone else's bidding; always loses Initiative; To-Hit and Defense becomes 1d6 (can still speak freely)	
Mesmerism	Stand there; answer questions in a monotone; ignore Failed Influence Tests; not remember anything going on.	Have someone command you to be free; endure a Resolve Test
Paralysis	Stand there helpless (can still speak freely)	
Rage	Cannot Focus or Guard, ignore next change of mental state.	Change mental state; Be rallied with Leadership (p. 143)
Sleep	Lie down; take no actions	Hear a Thundering Noise; endure a Resolve Test
Terror	Flee or curl up into a ball; -1 on all rolls involving Will	Be rallied with Leadership (p. 143)



⌘ THAUMATURGY

I, Kyndranigar, write these words. Know that you hold in your hands what is to my knowledge the only complete discourse on the theory and practice of Thaumaturgy, the magic of magic, the study of the forces of the highest learning that one can attain. I have striven my best to record in the limited medium of pen and paper my own personal experiences, my knowledge, and my understanding of a dozen abstractions, a hundred unspoken words, and a thousand nuances and gestures that would allow one to see the true nature of things, and how one, though living, might conquer the universe.

— THE FIRST WORDS TO *THAUMATURGY*, BY KYNDRANIGAR, THE FIRST PERSON TO NAME THE MAGIC AS SUCH

Thaumaturgy – Apprentice Spell List

Requirements: The Thaumaturge Career Trait at d4 or better

While other wizards specialize in a certain aspect of magic, Thaumaturges are more “generalist”, tweaking the forces that drive magic itself.

Dispel Magic I

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Stop a spell from working, using 3d12 vs. its Difficulty

You cast this spell on another spell, usually one of your foe’s spells. The Difficulty is that of the spell you’re trying to prevent or stop.

Example: Darshan wants to Dispel the Freeze Arrow being hurled at him. The Freeze Arrow has a Difficulty to cast of 4d12, so Darshan’s 3d12 will have to beat a 4d12 roll to succeed.

Note that this spell is a Regular spell, and not a Defense. If you want to use this spell “defensively”, you’ll have to Focus so you can Interrupt the caster (p. 179).

If used to stop a spell, Dispel Magic prevents the spell from working at all; no targets are affected, regardless of Scope (Target, Cluster, or Group).

If used to cure someone of a magical effect of duration (such as Paralysis or Fear), then only a single Target is affected.



This spell does not work on Delayed Spells before they are released. (See *Severance*, p. 238, for a spell that does that.) However, it can prevent a Delayed spell from being cast, and it will work on Delayed Spells at the moment they are released, to prevent their effects.

Knock I

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Forces open a portal with 3d10 force.

Forces open a portal with magic force — works on building doors, or chest lids, or bureau drawers, and the like. (Basically, the opposite of Mage Lock.) Use 3d10 in contests to force a door open. (See p. 150.)

Light

Cost: 1 Difficulty: d6 Type: Regular Effect: Create a magic ball of light.

Creates a little glowing ball of light that moves at your command. The ball is as bright as a clear noon day, not enough to blind people but certainly enough to read by. For every point of magic force, a five-pace radius around the ball is illuminated; no darkness penalties apply. The ball lasts for one Scene, or about 5 minutes. If you concentrate, you may direct the ball.

Locate

Cost: 3 Difficulty: 3d6 Type: Synecdoche Effect: Locate a target using a link

You cast this spell to get an impression of a target's location, using your synecdoche's link. A successful casting will tell you in which direction your target lies and their approximate distance, with about a 20% margin of error. For example, if you try to Locate a target who is exactly five leagues due north, your spell would indicate a general area one league wide that's from four to six leagues away from where you are. As you get closer to your target, you may cast this spell multiple times to "draw a bead" on your target.

Mage Lock I

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Magically seals a door or similar portal with 3d10 force.

Locks a portal with magic force — works on building doors, or chest lids, or bureau drawers, and the like. The portal can be forced open, as a Strength Test (p. 150) vs. the Mage Lock Dice of 3d10. Of course, the portal could always be destroyed instead. The magical force of the Mage Lock lasts until the portal is opened or forced.

Protection from Rain

Cost: 2 Difficulty: 2d8 Type: Regular Effect: No rain or snow falls on the target.

This spell protects the target from rain, snow, sleet, hail, hot ash, and all forms of precipitation. It has no effect on hostile magic spells, dropped objects, avalanches, strong winds and tornadoes, or the like. The spell lasts until the next sunrise or the next sunset, whichever comes first.

Protection I

Cost: 2 Difficulty: 2d6 Type: Regular Effect: Target gains 2d6 Protection

For the duration of this Scene, the target gains the following defensive advantages:

- The target gains an extra 2d6 to all Parry, Dodge, and Block Defense Rolls, including Rolls vs. Homing and Exploding spells. (There is no advantage for "regular" Soak or Armor Dice, however.)
- The target gains an extra 2d6 to Resist any hostile Magic Tests.



Scry Magic I

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry for all kinds of Magic vs. 2d8

Lets you scan for magical information. Among other things, this spell will tell you if any magic was cast in the last few hours, and if any spells are still in effect. Unlike other Scrying Spells, Scry Magic will tell you about *all* kinds of magic, not just Thaumaturgy. See the Scry Test, p. 148; the Scrying Difficulty is 2d8.

Silence I

Cost: 5 Difficulty: 5d8 Type: Regular Effect: Group must test Body, Speed, Mind, and Will vs. 5d8 or be Silenced.

A group of targets must test their Body, Speed, Mind, and Will Trait Dice vs. 5d8 or become magically *Silenced*. Silenced combatants cannot speak, so they cannot give orders or respond to questions. They also may not cast any spells. However, they also do not make any noise at all — they may not be discovered by Listen Tests (p. 144), they cannot give orders as a leader (p. 167) or rally others with Leadership Tests (p. 143), and they may gain a +2 Bonus on Sneak Tests (p. 149) at the Host's Discretion.

For each target who has Failed the test, they are Silenced for three Rounds. For each target that Overwhelmingly Failed, they are Silenced for five minutes (or one Scene.) A target may choose not to resist — if so, the 5d8 dice are compared vs. 1.

Thaumaturgy – Journeyman Spell List

Requirements: Adept at any five Apprentice Thaumaturgy Spells

Delay

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Makes the next spell you cast a "Delayed" one

After casting this spell, the very next spell you cast becomes a Delayed one. The only limit on how many spells you may Delay is your Magic Points — you may not recover the points spent on Delayed spells until you cast them.

Dispel Magic II

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Stop a spell from working, using 6d12 vs. its Difficulty

You cast this spell on another spell, usually one of your foe's spells. Except for the improved Effect Dice of 6d12, this spell is the same as *Dispel Magic I*, p. 234.

Knock II

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Forces open a portal with 3d12 force.

Forces open a portal with magic force — works on building doors, or chest lids, or bureau drawers, and the like. (Basically, the opposite of Mage Lock.) Use the Dice of this spell in contests to force a door open.

Lesser Counter-Spell

Cost: 3 Difficulty: 3d10 Type: Defense Effect: Stop a spell from working, using 3d10 vs. its Difficulty

Counter Spell is much like *Dispel Magic I* (p. 234), except it may be cast as a Defense, making it very versatile. Roll 3d10 vs. the Difficulty of the Spell being countered — on a Success, the spell is negated.



Lesser Eidolon

Cost: 5 Difficulty: 5d8 Type: Synecdoche Effect: Create a magical representation of yourself, at a distance.

This spell allows you to project yourself as an *eidolon*, or magic representation of yourself, into an inanimate object. You must have a part of that object as a material "link". For example, to project an eidolon from a given tree, you could use a leaf from that tree. To project an eidolon at a campsite, you could use a rock from the campfire circle. You may not manifest an eidolon in a person or an animal.

A lesser eidolon cannot move on its own from the spot from where it manifests. Others may move it, instead, provided it is not a tree or some other rooted object.

While this spell is active, you physically disappear from the real world. *When the spell ends, you reappear immediately from where you left, as well as all objects you carried with you.* You may only bring yourself and what you may carry (see Maximum Encumbrance, p. 12) — this may not include other living beings.

The exact nature of the eidolon varies — it would look something like the link you are using. Following the examples above, your eidolon would take the form of an animate tree with your face in the wood grain, or the roaring flames of the campfire may take the form of your grim visage. You cannot use your equipment, weapons, etc. — you are merely an artificial projection. *You also may not cast spells.*

You may dismiss the eidolon at any time, thus canceling the spell and re-appearing where you standing when you cast the spell. The spell will also end if you are sent Reeling, Unconscious, or otherwise suffer an abnormal status such as *Confusion*, *Fear*, *Silence*, etc. The eidolon itself may be dispelled, or even destroyed. If the eidolon suffers damage, you yourself are unharmed, but you must pass a Resolve Test (p. 182) or be sent Reeling, as if you yourself suffered the attack. While within the eidolon, you automatically resist any spells that test your Body or Speed (I.E., "physical spells"); spells resisted by only Mind or Will affect you normally.

The maximum length the eidolon may remain is one Scene, or about five minutes.

Lesser Facility

Cost: 1 Difficulty: 1d12 Type: Delayed Effect: Release this Spell to cast certain Apprentice Spells as a Defense

You Delay this spell upon yourself. Later, you may choose to release this spell as part of a Defense — when you do so, you may additionally cast any of the following spells as the other part of the Defense (making Casting Rolls and spending Magic Points appropriately): *Dispel Magic I*; *Knock I*; *Mage Lock I*; *Protection I*; *Scry Magic I*; or *Silence I*. You need not choose the Facilitated Spell in advance.

Lesser Tutelage

Cost: 1 Difficulty: 1d6 Type: Regular Effect: Delay certain Apprentice Spells on another caster

You may use this spell to Delay certain spells on another person. After casting this spell, you must immediately Delay any one of the following spells on the target, as part of the Lesser Tutelage spell-casting: *Dispel Magic I*; *Knock I*; *Mage Lock I*; *Protection I*; *Scry Magic I*; or *Silence I*. Reduce your Magic Points appropriately. You need not make a Casting Roll of your own to Delay the spell (but see below).

At a later time, the target may attempt to cast the spell themselves. They must take the "Cast" Maneuver (p. 195) to do so — spells cast through Lesser Tutelage may not be Fast-Cast. In addition, they will be unable to cast the spell if there are any conditions that would cost extra Magic Points (p. 201).

The target must make the appropriate roll to cast the spell, using Mind Dice, Thaumaturgy Career Dice (if any) and the appropriate Spell-Casting Skill Dice (if any). Most Tutelage spell-casters will not be Wizards, and thus will only be able to use their Mind Dice.

Casting a spell through Lesser Tutelage does not cost the target any Magic Points — you already fueled the spell with your own Magic Points.



Mage Lock II

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Magically seals a door or similar portal with 3d12 force

Locks a portal with magic force – works on building doors, or chest lids, or bureau drawers, and the like. The portal can be forced open, as a Strength Test (p. 150) vs. the Mage Lock Dice of 3d12. Of course, the portal could always be destroyed instead. The magical force of the Mage Lock lasts until the portal is opened or forced.

Protection from Weather

Cost: 2 Difficulty: 2d10 Type: Regular Effect: No rain or snow falls on the target.

Similar to Protection from Rain, above, this spell protects the target from all forms of hostile weather, including tidal waves, avalanches, lightning strikes, and all forms of natural or magic-caused disasters. Game Hosts are encouraged to use their imaginations in describing how this spell works — remember, it's magic! This spell lasts until the next sunrise or sunset.

Protection II

Cost: 2 Difficulty: 2d8 Type: Regular Effect: Target gains 2d8 protection

For the duration of this Scene, the target gains the following defensive advantages:

- The target gains an extra 2d8 to all Parry, Dodge, and Block Defense Rolls, including Rolls vs. Homing and Exploding spells. (There is no advantage for "regular" Soak or Armor Dice, however.)
- The target gains an extra 2d8 to Resist any hostile Magic Tests.

Reprisal

Cost: 3 Difficulty: 3d8 Type: Defense Effect: Reverse a Synecdoche to cast a spell back at another wizard.

You must cast this spell immediately after a Synecdoche spell is cast at you. The very next spell you cast becomes a Synecdoche spell, aimed at the wizard who just attempted to use Synecdoche against you!

For the Reprisal to work, your attacker need not have cast their spell successfully — just their attempt is enough. However, you may not cast the Reprisal until they try their spell first. You must also cast your Reprisal in the same Scene, which is to say within the next five minutes or so of game time.

You may use any spell you know for the Reprisal. If the Scope of your Reprisal spell is a Cluster, it must be centered on your attacker. If the Scope is a Group, the only member of that Group must be your attacker.

Scry Magic II

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry for all kinds of Magic vs. 2d6

Lets you scan for magical information. Among other things, this spell will tell you if any magic was cast in the last few hours, and if any spells are still in effect. Unlike other Scrying Spells, Scry Magic will tell you about *all* kinds of magic, not just Thaumaturgy. See the Scry Test, p. 148; the Scrying Difficulty is 2d6.

Severance

Cost: 7 Difficulty: 7d6 Type: Regular Effect: Remove Synecdoche links from a target.

This spell has two uses. The first is that you can use this spell to sever any or all Synecdoche links to your target. You can either specify which links you want to sever (but each link must be known to you, and the spell *will* interpret your requests literally), or you may sever all links, known or unknown. The target may



choose to Resist: roll your Thaumaturgy Trait vs. their Body Trait or the spell fails. (If the target has Magic Resistance [p. 65], they *automatically* try to resist, using Body & Magic Resistance.)

Secondly, you may also use this spell to remove Delayed Spells on the target. Doing so immediately dispels (and does *not* release) those Delayed Spells. Unless those Delayed Spells are your own, you must make a roll of your Thaumaturgy Trait vs. the appropriate Wizard Trait of the caster of the Delayed Spell; if you *Succeed*, the Delayed Spell is dispelled; roll separately for each spell.

You may cast this spell on another combatant, to attempt to remove Delayed Spells from their person, such as "Lazarus Heart," "Benediction," "Lesser Facility", any spells made Delayed through meta-magic spells, etc. If you don't know what those Delayed Spells are, you will have to specify "all links", thus severing all Synecdoche and Delayed Spells on the target.

For purposes of removing Delayed Spells, Severance works on a *single target*, be that a combatant, an item, an area, etc. For example, if Mavra is carrying a sword with a Bound Fire Elemental (through use of the spell *Bind Salamander*), you must specify whether you are casting Severance on Mavra or the sword, but not both.

This spell does *not* affect continuing magical effects, such as *Confusion*, *Fear*, etc. — use a Cure spell or a Dispel Magic to remove those effects.

Silence II

Cost: 4 Difficulty: 4d10 Type: Regular Effect: Group must test Body, Speed, Mind, and Will vs. 4d10 or be Silenced.

A group of targets must test their Body, Speed, Mind, and Will Trait Dice vs. 4d10 or become magically Silenced. See the spell *Silence I* (p. 236) for the effects of Silence.

Thaumaturgy Journeyman's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Thaumaturgy Apprentice Spell

Attempts to dispel any one Thaumaturgy Apprentice Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Thaumaturgy – Master Spell List

Requirements: Adept at any five Journeyman Thaumaturgy Spells

Dispel Magic III

Cost: 2 Difficulty: 2d12 Type: Regular Effect: Stop a spell from working, using 6d12 vs. its Difficulty

You cast this spell on another spell, usually one of your foe's spells. Except for the improved Effect Dice of 6d12, and the reduced Magic Point cost of 2, this spell is the same as *Dispel Magic I*, p. 234.

Greater Counter-Spell

Cost: 3 Difficulty: 3d10 Type: Defense Effect: Stop a spell from working, using 6d10 vs. its Difficulty

Counter Spell is much like *Dispel Magic I* (p. 234), except it may be cast as a Defense, making it very versatile. Roll 6d10 vs. the Difficulty of the Spell being countered — on a Success, the spell is negated.



Greater Eidolon

Cost: 6 Difficulty: 6d8 Type: Synecdoche Effect: Create a magical representation of yourself, at a distance.

This is a superior version of *Lesser Eidolon* (p. 237) — note the differences, below.

This spell allows you to project yourself as an *eidolon*, or magic representation of yourself, into an inanimate object. You must have a part of that object as a material “link”. For example, to project an eidolon from a given tree, you could use a leaf from that tree. To project an eidolon at a campsite, you could use a rock from the campfire circle. You may not manifest an eidolon in a person or an animal.

A greater eidolon moves with a Speed equal to your *Thaumaturgy Wizard Trait*. Depending on the type of object it is, it may have to uproot itself. Details as to the greater eidolon’s combat statistics are up the Game Host — as a rule, they should never be greater than the caster’s *Thaumaturgy Trait* or the caster’s own *Trait*. (For example, a caster with Speed d6 and *Thaumaturgy* d8 could only manifest an eidolon with a Speed of d6.)

While this spell is active, you physically disappear from the real world. When the spell ends, you reappear immediately from where you left, as well as all objects you carried with you. You may only bring yourself and what you may carry (see *Maximum Encumbrance*, p. 12) — this may not include other living beings.

The exact nature of the eidolon varies — it would look something like the link you are using. Following the examples above, your eidolon would take the form of an animate tree with your face in the wood grain, or the roaring flames of the campfire may take the form of your grim visage. You cannot use your equipment, weapons, etc. — you are merely an artificial projection. *However, you may cast any spells you know, as if you were standing where the greater eidolon is.*

You may dismiss the eidolon at any time, thus canceling the spell and re-appearing where you were standing when you cast the spell, or you may “step out of the eidolon” and appear at its location. The spell will also end if you are sent Reeling, Unconscious, or otherwise suffer an abnormal status such as *Confusion*, *Fear*, *Silence*, etc. The eidolon itself may be dispelled, or even destroyed. If the eidolon suffers damage, you yourself are unharmed, but you must pass a *Resolve Test* (p. 182) or be sent Reeling, as if you yourself suffered the attack. While within the eidolon, you automatically resist any spells that test your *Body* or *Speed* (I.E., “physical spells”); spells resisted by only *Mind* or *Will* affect you normally. Any sudden cancellation of the greater eidolon returns you to where you were when you first cast this spell — you can only “step out” of the eidolon voluntarily.

The maximum length the eidolon may remain is one Scene, or about five minutes.

Greater Facility

Cost: 1 Difficulty: 1d12 Type: Delayed Effect: Release this Spell to cast certain *Journeyman Spells* as a Defense

You Delay this spell upon yourself. Later, you may choose to release this spell as part of a Defense — when you do so, you may additionally cast any of the following spells as the other part of the Defense (making Casting Rolls and spending Magic Points appropriately): *Dispel Magic II*; *Knock II*; *Mage Lock II*; *Protection II*; *Scry Magic II*; or *Silence II*. You need not choose the Facilitated Spell in advance.

Greater Tutelage

Cost: 1 Difficulty: 1d6 Type: Regular Effect: Delay certain *Journeyman Spells* on another caster

You may use this spell to Delay certain spells on another person. After casting this spell, you must immediately Delay any one of the following spells on the target, as part of the Greater Tutelage spell-casting: *Dispel Magic II*; *Knock II*; *Mage Lock II*; *Protection II*; *Scry Magic II*; or *Silence II*. Reduce your Magic Points appropriately. You need not make a Casting Roll of your own to Delay the spell (but see below).

At a later time, the target may attempt to cast the spell themselves. They must take the “Cast” Maneuver



(p. 195) to do so — spells cast through Greater Tutelage may not be Fast-Cast. In addition, they will be unable to cast the spell if there are any conditions that would cost extra Magic Points (p. 201).

The target must make the appropriate roll to cast the spell, using Mind Dice, Thaumaturgy Career Dice (if any) and the appropriate Spell-Casting Skill Dice (if any). Most Tutelage spell-casters will not be Wizards, and thus will only be able to use their Mind Dice.

Casting a spell through Greater Tutelage does not cost the target any Magic Points — you already fueled the spell with your own Magic Points.

Knock III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Forces open a portal with 6d12 force.

Forces open a portal with magic force — works on building doors, or chest lids, or bureau drawers, and the like. (Basically, the opposite of Mage Lock.) Use the Dice of this spell in contests to force a door open.

Mage Lock III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Magically seals a door or similar portal with 6d12 force

Locks a portal with magic force — works on building doors, or chest lids, or bureau drawers, and the like. The portal can be forced open, as a Strength Test (p. 150) vs. the Mage Lock Dice of 6d12. Of course, the portal could always be destroyed instead. The magical force of the Mage Lock lasts until the portal is opened or forced.

Protection III

Cost: 2 Difficulty: 2d10 Type: Regular Effect: Target gains 2d10 protection

For the duration of this Scene, the target gains the following defensive advantages:

- The target gains an extra 2d10 to all Parry, Dodge, and Block Defense Rolls, including Rolls vs. Homing and Exploding spells. (There is no advantage for “regular” Soak or Armor Dice, however.)
- The target gains an extra 2d10 to Resist any hostile Magic Tests.

Reflect

Cost: 3 Difficulty: 3d12 Type: Defense Effect: Reflect a spell back at its caster, as a contest of Wizard Traits

This spell is like Counter-Spell, only more dramatic. You may only cast this spell when someone else is casting a spell at someone you can see or is releasing the effects of a Delayed spell; Reflect does not affect magic of duration or Delayed Spells not yet released.

Roll a contest of your Thaumaturgy Trait vs. the appropriate Wizard Trait of the caster of the spell you want to Reflect. On a Success, the spell not only does not reach its intended target, it is instead directed back at its caster! The caster must make all resistance rolls, Defense rolls, etc. as appropriate.

The Scope of the Reflected spell is always centered on the original caster. If the spell affects a Cluster, it affects all within three paces of the original caster; if the spell affects a Group, the only viable target is the original caster.

On a Tie, the spell does not reach its intended target, but is instead directed at someone else, at random. The Game Host can roll dice, draw lots, or choose an appropriate target.



Scry Magic III

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry for all kinds of Magic vs. 2d4

Lets you scan for magical information. Among other things, this spell will tell you if any magic was cast in the last few hours, and if any spells are still in effect. Unlike other Scrying Spells, Scry Magic will tell you about *all* kinds of magic, not just Thaumaturgy. See the Scry Test, p. 148; the Scrying Difficulty is 2d4.

Silence III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Group must roll Body, Speed, Mind, and Will vs. 3d12 or be Silenced.

A Group must test their Body, Speed, Mind, and Will Trait Dice vs. 3d12 or become magically Silenced. Silenced combatants cannot speak, so they cannot give orders or respond to questions. They also may not cast any spells. However, they also do not make any noise at all — they may not be discovered by Listen Tests (p. 143), and they may gain a +2 Bonus on Sneak Tests (p. 148) at the Host's Discretion.

For each target who has Failed the test, they are Silenced for three Rounds. For each target that Overwhelmingly Failed, they are Silenced for five minutes (or one Scene.) A target may choose not to resist — if so, the 3d12 dice are compared vs. 1.

Synecdoche

Cost: 4 Difficulty: 4d10 Type: Regular Effect: Next spell becomes a Synecdoche Spell

After successfully casting this spell, the very next spell you cast in this Scene becomes a Synecdoche Spell. You must have a link to your target — this spell does not create one. You may cast any spell as a Synecdoche Spell — exact details may vary, as per the Host's discretion.

You only need one link to cast a spell with a Scope of "Target" or "Cluster" — to cast at a Group, you must have a link to each member of the Group, although they need not all be in the same place, as per normal Group rules, but could instead be leagues apart! As usual, the Host is the final arbiter on spell effects.

Thaumaturgy Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Privilege Effect: Instantly cancel any Thaumaturgy Journeyman Spell

Attempts to dispel any one Thaumaturgy Journeyman Spell. See p. 197 for a description of how this works. Can be used as a Defense on any combatant you can see.

Frequently Asked Questions about Magic

What is the "best" Magic List?

Elementalism is excellent "combat magic" — its spells are flashy and loud and do a fair amount of damage, and it is also easy to learn. This is a good choice for someone who wants to blow things up, or for someone who wants to "cross-train" as both a warrior and a wizard.

White Magic is excellent "support magic" — it heals characters and keeps them on their feet. An adventuring party would do well to have a Cleric in their ranks.



Green & Purple Magic is a source of “mind magic”. In situations of diplomacy and stealth, Green & Purple Mages will find their magic versatile and powerful. In combat situations, they will find their magic a mixed bag.

Thaumaturgy is good for fighting other wizards. A Thaumaturge who learns another Magic List or two will fit the archetype of the “typical wizard.” Any wizard worth his salt will have read Kyndranigar’s book.

How can I build a good magic-using character?

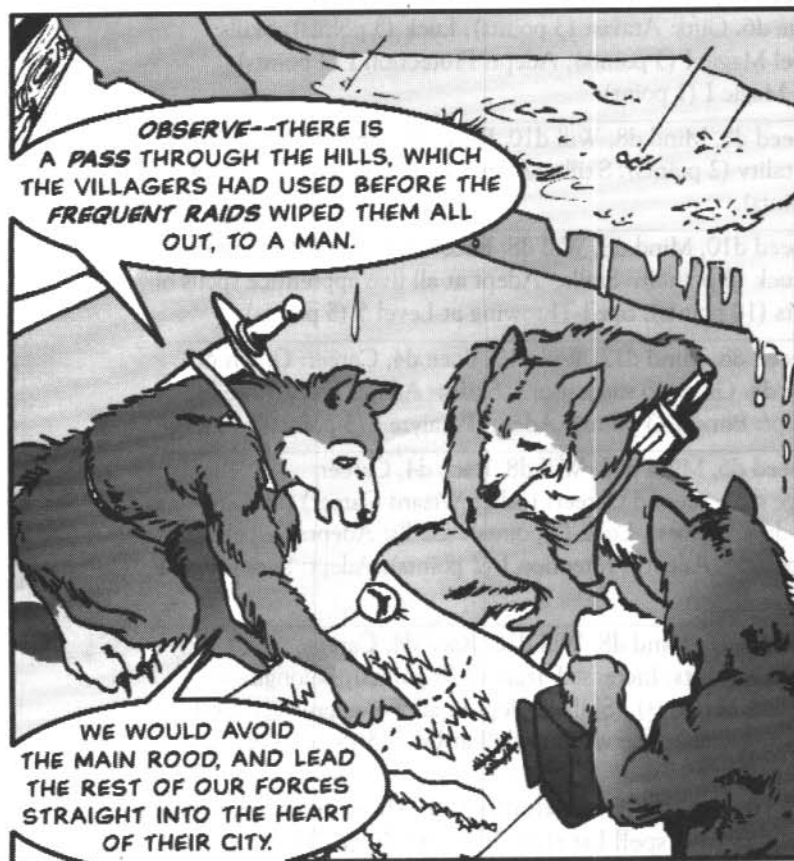
It depends on the type of character you want to be. Here are some suggested archetypes to get you started.

Archetype	Starting Character Suggestions
Atavist-Wizard	Body d8, Speed d8, Mind d4, Will d10, Race d12, Career: Thaumaturge d6. Gifts: Atavist (3 points), Luck (3 points). Skills: Adept: Dispel Magic I (3 points), Adept: Protection I (2 points), Adept: Scry Magic I (1 point).
Cleric	Body d6, Speed d8, Mind d8, Will d10, Race d4, Career: Cleric d12. Gifts: Hospitality (2 points). Skills: Adept: Cure I (3 points), Adept: Heal I (3 points).
Elementalist	Body d6, Speed d10, Mind d8, Will d8, Race d4, Career: Elementalist d12. Gifts: Luck (3 points). Skills: Adept at all five apprentice spells of two elements (10 points), Spell-Throwing at Level 5 (5 points).
Green & Purple Mage	Body d6, Speed d8, Mind d12, Will d10, Race d4, Career: Green & Purple Mage d8. Gifts: no suggestions. Skills: Adept: Ivory Tower (2 points), Adept: Blind I (3 point), Adept: Paralyze I (5 points).
Thaumaturge	Body d6, Speed d6, Mind d12, Will d8, Race d4, Career: Thaumaturge d10, Second Career: (other Wizard Career) d8. Gifts: Extra Trait: d6 (7 points), Luck (3 points). Skills: Adept: Dispel Magic I (3 points), Adept: Protection I (2 points), Adept: Scry Magic I (1 point).
Warrior-Wizard	Body d8, Speed d12, Mind d8, Will d10, Race d4, Career: Elementalist d10. Gifts: Increased Trait x2 (8 points), Belongings: Armor, Weapon (2 points). Skills: Adept at all five apprentice spells of one element (5 points), one weapon skill at Level 5 (5 points).

These are only suggestions — you can build your character differently from these setups. For example, you may want to play a “Warrior-Wizard” with a different spell list than Elementarism. These archetypes include a good mix of spells that should prove useful in a campaign game. All these archetypes are incomplete — you should finish them in ways that suit you.

Can wizards wear armor and use swords?

Of course! Unfortunately, the dedicated pursuit of magic takes up lots of time. Wizards must increase their Spell-Casting Skills, and they would do well to increase their Mind, Will, and Career Traits. This leaves little time for Body and Speed. A devoted warrior, studying nothing but the martial arts, will increase in skill more quickly. In general, a wizard-warrior combination won’t be as good as either a “full” Wizard or a “full” Warrior on equal terms, but they will have a greater versatility than either alone. For issues involving keeping your hands free for Spell-Casting, see page 201.





ATAVISM

"As you well know I barely escaped with my life. They were like demons, and set on us with a vengeance. Upon their approach the drays began thrashing wildly and bellowing. We attempted to fight, but though we outnumbered them three to one they were preternaturally fast—we could not seem to keep our eye upon them. We were being herded toward the edge of a cliff overlooking the Rother. As I watched the last of my troop fall before their rage I threw myself from the cliff and into the torrent below. I was recovered sometime later and nursed back to health by an old badger woman. It is only because of her that I am here today."

— THE JOURNEY OF BARON MORNAY OF HOUSE DOLOREUX

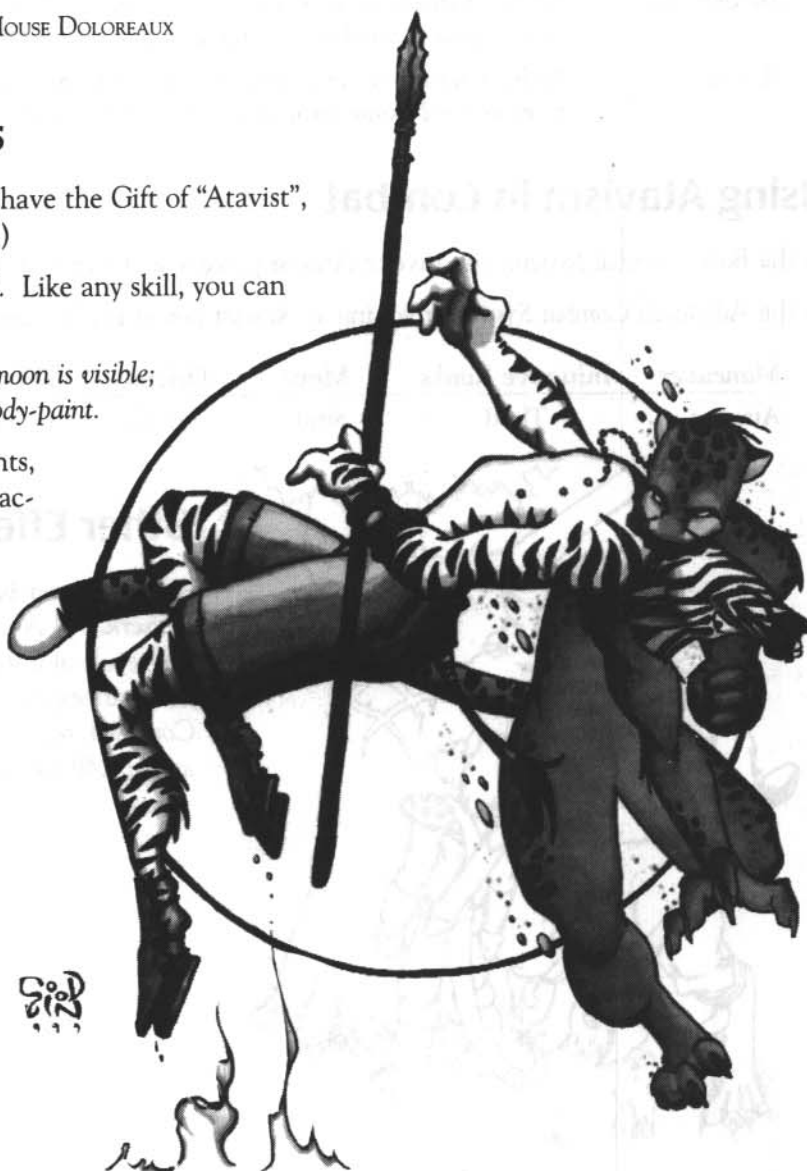
Buying Atavist Powers

To use Atavist powers, one must first have the Gift of "Atavist", a 3-point Esoteric Gift. (See page 90.)

Each Power is bought as a separate Skill. Like any skill, you can add a "Favored Use" bonus.

Possible Favorites: *At night when the moon is visible; while sky-clad; when painted in ritual body-paint.*

Some Powers have certain requirements, such as the "Howl" Gift. If your character doesn't meet the requirements, they can't use the Powers.





How to use an Atavist Power

The discipline of Atavism requires one to forget their own “civilized” self and to become one with their true, primal self. As such, ardent Atavists must learn to “slay mind” and to trust their instincts.

Unfortunately, this means that the higher, analytical nature of the sentient mind “gets in the way”. Most intellectuals and heavy thinkers can’t seem to “let themselves go” to summon up the powers of Atavism.

To use an Atavist power is a Contest of Skills: your *Race Trait & Atavist Power* vs. the *Difficulty of the Atavist Power*, which will always include *your own Mind Trait*.

Modifiers to Atavist Powers

Circumstance	Modifier
Encumbrance	All dice reduced to the Encumbrance Limit (p. 13). E.G., if your Encumbrance is -3, making your Encumbrance Limit d8, then your maximum Atavist die size is d8.
Sky-clad	A character who is wearing no Armor and no more than the most basic clothing receives a +2 Bonus to all Atavist Power Skill rolls.

Using Atavism in Combat

In the *Basic Combat System*, you invoke Atavist powers at the end of the round.

In the *Advanced Combat System*, invoking at Atavist power is a *Maneuver*.

Maneuver	Initiative Ranks	Move	Defense	Effect
Atavism	Third	Stride	Normal	Use an Atavism Power



Other Effects of Atavism

Atavists never become Confused — they become Berserk. An Atavist can never become Confused as the result of a spell or other power. When the circumstances dictate that an Atavist should become *Confused*, replace that effect with *Berserk*. See p. 233 and p. 248 for more details on mental states.



Atavist Powers

The Cry of a Hundred Souls

Difficulty: 2d6 & your own Mind Dice

Requirement: The Gift of Howl

You can release a penetrating howl that others can feel through the whole fiber of their being.

On a *Success*, all combatants that can hear your Howl and are within 72 paces must pass a *Fear Test* (p. 134), rolling their *Will & Race Traits* vs. the Score you used to invoke the Power. Those that Succeed on the Fear Test will be immune to further Cries for the rest of this Scene.

Example: Giorsal lets loose with the Cry of a Hundred Souls. Her highest die comes up 3 vs. the Difficulty's highest die of 6. Her Cry fails.

Undaunted, Giorsal tries again next Round, this time scoring a 5 vs. the Difficulty's highest die of 4. All of Giorsal's foes must now roll their *Will & Race Traits* vs. that 5. Those who Score 4 or less will suffer Fear, and those that Botch will faint dead away.



The Unfettered Tantivy

Difficulty: your own Speed & Mind Dice

If you *Succeed*, add your Score to your Dash for the rest of this Scene. Figure your new Stride as $\frac{1}{4}$ of your new Dash. You may also include your Race Trait to win any Chase Tests. Speed Dice, Dodge Dice, etc. are unaffected.

Example: Sheridan has a Speed of d10, and thus has a Dash of 10 paces and a Stride of $2\frac{1}{2}$ paces. He calls upon the Unfettered Tantivy. Sheridan has a Wolf Trait of d12 and a Power Level of d8; the Difficulty of this power is 2d8, and his Mind die is d4. Sheridan rolls 11 and 7; the Difficulty Dice come up 6, 5, and 2. Sheridan's Score is 11, so his Dash increases to $(10+11=) 21$ paces, and his Stride increases to $(21/4=) 5\frac{1}{4}$ paces.

Inner Might

Difficulty: 2d8 & your own Mind Dice

This power allows you to summon primal strength from within yourself in order to perform great feats of strength, drawing upon reserves which most folk cannot.

Score	Result
Botch, any Failures, Tie	No effect.
any Success	Add +1 Level to Lift Bonus and Strength Dice for this Scene and roll again, adding another +1 level if you Succeed. If you score another Success, roll again... until you score no more successes or until you reach double your Lift Bonus.



The Tearing

Difficulty: 2d6 & Mind Dice

Requirement: a Natural Weapon

If your roll to invoke The Tearing *Succeeds*, for the next Round and the next Round *only*, your Natural Weapon attack will do *triple* its normal Damage Dice. Your Strength Dice are unaffected.

Example: If you have Claws, instead of doing d6 & your Strength Dice, next Round you'd do 3d6 & your Strength Dice.

Feral Swiftess

Difficulty: 2d6 & your own Mind Dice

This power allows you to increase your Speed, but only for Speed-related skills and actions, not for Movement. (For movement, see "The Unfettered Taintiv", above.)

Score	Result
Botch, any Failures, Tie	Nothing.
any Success	Add +1 Level to Speed for this Scene — and roll again, adding another +1 level if you Succeed. If you score another Overwhelming Success, roll again ... until you score no more Successes or until you reach double your original Speed Level.

The Rage Unleashed

Difficulty: 2d6 & your own Mind Dice

By retreating into the deepest resources of the animal mind, you can "shut off" many higher brain functions to unleash the unforgiving monster within you.

Score	Result
Botch, any Failures	Nothing.
Tie	You are Berserk for the rest of this Scene. You claim all the benefits of being Enraged (as below), except you cannot tell friend from foe and will most likely attack the nearest combatant.
any Success	You are Enraged for the rest of this Scene.

While Berserk or Enraged, you may not Guard (p. 162) or Focus (p. 179). The next time you would suffer an abnormal mental state such as (but not limited to) Fear, Marionette, Mesmerism, Paralysis, Rage, Sleep, Terror, or (most importantly) Unconsciousness, that status does not happen, and you lose the state of Rage or Berserking instead. (Rage and Berserk do not cure Blindness or Mortal Wounds.)

Example: Durak "unleashes his rage" using this Power, and he fights the battle in a State of Rage. While fighting, he becomes gravely injured, and must save vs. Unconsciousness; he fails the roll. Normally, Durak would immediately fall Unconscious. Instead, he loses his State of Rage. Durak can now keep fighting, or he could flee, or he could invoke the power of "The Rage Unleashed" again to restore his State of Rage.



Reserves of Strength

Difficulty: Your own Body Dice & Mind Dice

You can pop dislocated shoulders back into place, tense up muscles back into alignment, and otherwise summon forth a miraculous level of body-control to mend yourself.

Score	Result
Botch	Suffer one Wound, and you are sent Reeling
Any Failures, Tie	Nothing
Success	Convert one Wound to one Fatigue, and roll again. You can keep using this Power until you no longer Succeed, or until you have converted all your Wounds to Fatigue.
Overwhelming Success	Remove one Wound entirely, and roll again. You can keep using this power until you no longer Succeed, or until you have converted all your Wounds to Fatigue.

Frequently Asked Questions about Atavism

Are Atavists not very bright?

Since Atavists must contest their own Mind Dice to use their powers, most of them will have a Mind Trait that's very low, such as d4. Conversely, their Race Traits will be very high. Atavists will depend on their inherent Race senses to pass Spot Tests (p. 150), Listen Tests (p. 144), and Smell Tests (p. 149) — many of them will hone their senses by buying up their skill of Observation.

The Mind Trait is mostly used for quick thinking and for passing Know Tests (p. 142). Atavists do not culture their "personal memories" but their most primal emotions — they tend to think like "animals" and not like civilized folk. Certainly, to scholars and the well-educated, Atavists appear to be uncultured, brutish, and curt, if not downright rude.



EXPERIENCE



As a character adventures, he or she earns Experience Rewards or simply *Experience*. These Rewards can be spent on improving a character's Skills or Traits, for buying new Gifts or Traits, or for reducing or removing Flaws. Experience is always at the Hosts discretion. It is intended as a reward for accomplishments and good role-playing.

Earning Experience

After each play session, your character earns Experience Rewards to spend. These Rewards are "lumps" of points.

Example: After a good, involved play session, the Host awards ten Experience Points to each player: a 4-Experience Reward, a 3-Experience Reward, a 2-Experience Reward, and a 1-Experience Reward.

On the *Ironclaw* Character Sheet, each Skill and Trait has check boxes next to it. You may "spend" each Reward to fill in the check boxes – one box per point in the Reward.

Example: Malsippus' player has 4 Rewards to allocate. He chooses the skills of Gun, Streetwise, Literacy, and Etiquette, all skills he had used during this last play session.

You must get the Host's approval before spending your Rewards. This can be as simple as telling the Host, "I'd like to put 4 Experience in Gun, 3 in Streetwise, 2 in Literacy, and 1 in Etiquette."

You must spend the entire Reward on one Skill or Trait; you cannot "break them up". You may not spend two Rewards on the same thing per play session.

Example: Malsippus would really like to put that 4-Experience reward and that 1-Experience reward in his Guns skill, but he can't. He'll have to wait for next play session.

At the Host's option, you can spend Rewards in Skills and Career Traits you don't have, as a way of learning them. This works great for when during play you were forced to rely on "default" use of your skills.

Example: During the play session, Hendrick attempted the Streetwise skill, using his default of Mind Dice, since he didn't have the skill. Even though he failed the skill roll, Hendrick's player decides to put his one-Experience Reward into the Streetwise skill. Hendrick is learning from his mistakes.

On Hendrick's Character Sheet, his player writes in the Skill "Streetwise" and fills one of the boxes next to it. His Skill Level is still zero, and he still gets no dice to roll, but next session he can spend another Reward, until he finally invests 5 Experience and the skill increases to Level 1.

The Self-Improvement List

On the *Ironclaw* Character Sheet, there is a section called "Self-Improvement", with check boxes next to each item. Write in the names of Gifts, Traits, or Flaws you're working towards here, and track their rewards using the check boxes.

Example 1: Carrick has a foul-temper that has gotten him in trouble on more than one occasion — in game terms, he has the Flaw of "Wrathful". As he grows older, he thinks the hot blood of youth should give way to worldly wisdom. Carrick's player writes "Removing Wrathful" in the Self-Improvement section.

Example 2: Sheridan wants to become an Bodyguard. His player writes "Bodyguard d4" on Sheridan's character sheet in the Self-Improvement section. Sheridan's player will have to come up with a reason to spend his Experience on this Trait — the Host may require him to find another Bodyguard to teach him.

Example 3: Ioram wants to be a better fighter, and he's decided the best way to do it is to increase his Speed Trait. His player writes "Increase Speed" on Ioram's character sheet in the Self-Improvement section.

Experience Costs for Improvement

Development	Cost
To add a new Skill at Level 1 (d4)	5 Experience*
To raise a Skill to the next Level	5 Experience*
To add a Favored Use to a Skill that doesn't have one	none — see page 77
To change a Favored Use on a Skill	1 Experience
To add a new Gift	5 Experience per Point of the Gift
To remove a Flaw	5 Experience per Point of the Flaw
To add a new Trait at Level 1 (d4)	15 Experience*
To increase a Trait to the next Level	20 Experience*

* Spell-Casting Skills and Wizardly Traits have special rules for adding or increasing them — see the next page.

Example 1: Domhnull wants to get the Literacy Skill. He must invest 5 Experience to get it at Level 1 (d4).

Example 2: Mavra wants to increase her Sword Skill from Level 5 (d12) to Level 6 (d12 & d4). She combines a 3-Experience reward from this past session with the 2 Experience she's already invested in the Skill for a total of 5 Experience, the total she needs to increase to the next level. Next play session, Mavra's Sword skill will be Level 6.

Example 3: Lionel changes his Favored Use on his Acrobatics skill from "changing position" to "falling". This costs him 1 Experience.

Example 4: Concoran loses his Favorite Sword. He acquires a new sword, but to make this new one his "Favorite", he has to spend time training with it and practicing his technique. To represent this, he has to spend 1 Experience before he can gain the Favored Use advantage for using his "Favorite Sword."

Example 5: Volante trains herself to use either hand with no penalty, thus become Ambidextrous. Ambidexterity is a 2-Point Gift, which means it costs (2x5=) 10 Experience Points. Volante must invest 10 Experience to gain the Gift of Ambidexterity.

Example 6: Carrick, as he grows wiser in the ways of the world, learns to control his anger. He wants to remove his Flaw of "Wrathful", which had given him 3 points at character creation. It will cost him (3x5=) 15 Experience to remove this Flaw.



Example 7: *Sheridan has been studying ardently to become a Merchant. He must invest 15 Experience to add the "Merchant" Trait at Level 1 (d4).*

Example 8: *Over time, Ioram has honed his reflexes and sharpened his precision. He plans to invest 20 Experience to increase his Speed Trait from Level 5 (d12) to Level 6 (d12 & d4).*

Improving Wizard Traits and Spell-Casting Skills

The art of Wizardry is a difficult one, requiring not just a certain mind-set but also many hours of diligent study. To represent this, there is a limit on the size of the Reward that a character can spend on Wizard Traits and the Spell-Casting Skills.

By being taught: If someone already has a trait in the Wizardry Career you want to learn, they can attempt to teach it to you. This teaching assumes some free time that you and your teacher set aside for instruction — at least a day. The Teacher rolls their appropriate Wizardry Trait; your character rolls their Mind Trait. Whichever Score is lower is the maximum size of the Reward you may spend this session on adding or improving that Wizardry Trait, or on learning a new Spell-Casting Skill.

Example 1: *Hendrick looks on with envy as Mavra the Ineluctable opens locks with a gesture and renders folk more silent than a falling leaf. He decides he wants to learn Thaumaturgy, and after using his rugged good looks and charming smile on Mavra, she agrees to teach him.*

After the Game Host passes out Rewards, Hendrick rolls his Mind Trait and Scores a 3. Mavra rolls her Thaumaturgy Trait and Scores a 4. The lower of the two Scores is 3 — this session, Hendrick may spend a 1-Point, 2-Point, or 3-Point Reward on Magic, but no more than that.

Roll separately for each Wizard Trait and each Spell-Casting Skill. A teacher can no longer help you improve your Trait or Spell-Casting Skill when your Trait or Skill Level becomes equal to theirs.

Example 1, continued: *Mavra's Thaumaturgy Trait is d4. As soon as Hendrick earns his own Wizardry Trait up to d4, she will not be able to help him raise his Thaumaturgy.*

By studying books: All the "Common Wizardry" of Calabria — Elementalism, White Magic, Green & Purple Magic, and Thaumaturgy — can be found in books. If one has at least a d4 in Literacy, they can read a book and attempt to learn its secrets. When trying to add or improve a Wizard Trait or Spell-Casting Skill when you possess an appropriate book, roll all your Literacy Skill Dice — the Score is the maximum Reward you can spend.

Example 2: *Malsippus has managed to get his hands on "Ye Book of Black Magick" by "Frater Perphredo." Dismissing the risks rumored to be inherent to such forbidden lore, he spends long nights poring over its pages, attempting to divine its secrets. Malsippus has a Literacy Skill of d6 and he has another d8 from his Career. He rolls his d8 & d6 and Scores a 7. He may spend up to a 7-Experience Reward on his Self-Improvement of adding the Black Magic Wizard Career. Since the largest Reward he has is a 4, he isn't really limited in any way ... this time.*

As above, roll a separate test for each Trait and each Spell-Casting Skill. At the Game Host's discretion, some books may be even harder to read, requiring Cryptography Skill to decipher them (with tests of 2d6 Difficulty or worse), or perhaps even Research Tests (p. 147) to make sense of obscure metaphors and incomplete diagrams.

A character without a teacher and without a readable book *cannot* add a new Wizard Trait or improve an existing one. They can improve their *current* Spell-Casting Skills without any restrictions, but they cannot add *new* ones without instruction — thus, they may become Adept at enough spells to "unlock" a higher-ranking List, but they will not be able to learn any Spell-Casting Skills in the new list unless they can get a teacher or a book for study.

Game Hosts who find this rule too cumbersome may choose to waive these rules and to let Wizard Characters spend their Rewards freely, or they may choose to apply these rules only to "Uncommon Wizardry" outside of the four common types.



Frequently Asked Questions about Experience

What can I spend Experience Rewards on?

You should always get your Host's permission before spending Experience Points. Your character should improve and grow according to his or her personality. For example, if your character is the bookish sort, it probably doesn't make sense to add "Judicial Champion" as a new Trait, out of the blue. In particular, esoteric Gifts such as "Atavist" shouldn't be added without a very good reason. Hosts and PCs are encouraged to role-play such character-building events as finding teachers or mentors.

What sort of Rewards should a Host give out after each session?

We assume that an "average" gaming session lasts about four to six hours. For an "average" session, we recommend a total of 10 points: a 4-, a 3-, a 2-, and a 1-Experience Reward.

As a rule, the Rewards given out should be proportional to the difficulty of the adventure. During a play session which was short or in which the PCs weren't particularly challenged, the Host may only give out three Rewards. Likewise, unusually good role-playing should earn an extra Reward.

The Host is encouraged to give out an extra 1-Experience or 2-Experience Reward if the Player role-played something that made everyone at the table applaud or laugh or otherwise was really nifty. The Game Host may also assign Rewards to specific Self-Improvements, such as "Good Reputation" (p. 88), to represent the improved social standing of the PCs.

In the course of a campaign, you will probably pick up new characters that will join a party filled with older, "veteran" characters who have already earned quite a bit of Experience and are thus more capable. Veteran PCs will often take on challenges that may overwhelm novices. We encourage Hosts to give out an "extra" Reward to the novices, as they're facing more difficult circumstances than the veterans, until they "catch up" and are on par with the rest of the campaign.

I am the Host, and one of my Players isn't role-playing their character's Flaws. How should this affect their Experience Rewards?

Players must remember that they got extra abilities for their PC for taking "Flaws" — in return for these points, they are expected to role-play aspects of their character that will often limit their options. If you feel a Player hasn't been true to the "spirit" of their Flaws, tell the Player to write the Flaw on their Self-Improvement List and to spend one of their rewards on it.

Example: *Miserikadio has the Flaw of "Honorable" (p. 100). However, the Player has been role-playing Miserikadio inappropriately. He has had the PC blatantly lie to people, and in this last play session, he had Miserikadio strike someone from behind.*

The Game Host tells Miserikadio's player to write "Removing Honorable" in his Self-Improvement List, and to assign the 3-Experience Reward earned in this last session towards that Improvement.

We include this suggestion because some Players try to "push the envelope", giving their characters Internal Flaws that they expect to "rationalize" their way out of limiting their options. Internal Flaws represent a PC's personal beliefs, motivations, desires, and attitude — in the spirit of role-playing, a PC wouldn't "rationalize", they'd just behave. If your Player is one to use rationalizations like this, you should probably approach him or her outside of the game session and explain your concerns. Remind the Player that it's not fair to the other Players if their options are limited because of Flaws they chose if this Player isn't going to remain true to the spirit of good role-playing.



TRY NOT TO EMBARRASS US, RANSY.

I WON'T!

GOOD. OTHERWISE, WE WON'T LET YOU COME UP HERE AGAIN.



HMM? WHAT'S THIS? **BANDITS!!** PLEASE, LEAVE ME BE, I'M JUST AN OLD MAN...

(giggle) SIR, IT'S NOT BANDITS, IT'S **US!** HETMAN SAID WE COULD COME VISIT IF WE FINISHED OUR CHORES.

WE BROUGHT **RADISHES!**

RADISHES, YOU SAY?

I SUPPOSE I COULD OPEN THE DOOR FOR **BANDITS** WHO BRING ME **RADISHES**.



COME IN, COME IN. THE POT IS NEAR BOILING ALREADY.



I SEE A NEW FACE TODAY. **RANSY**, ISN'T IT?

UM, YEAH ...

YOUNG **RANSY**, I'LL LET YOU PICK THE STORY TODAY. WHAT WOULD YOU LIKE TO HEAR?

UM, ... SOMETHING WITH ... **WIZARDS** IN IT?

HMM... **WIZARDS**... LET'S SEE...

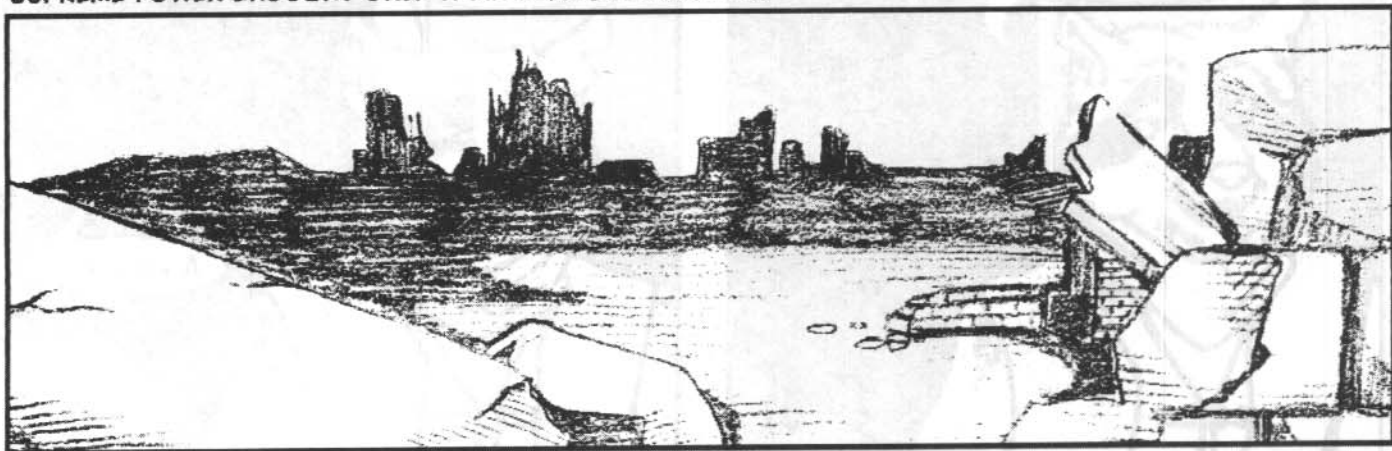
ONCE, A LONG TIME AGO, THE LAND WAS NOT AS WE KNOW IT TODAY. THE BUILDINGS WERE MADE OF **SILVER** AND **GOLD**, AND TOWERING SPIRES GLISTENED ABOVE THE LANDSCAPE. IN THOSE DAYS, THE WIZARD-KINGS, THE **AUTARCHS**, RULED THE LAND BY MEANS OF THEIR **ARCANE POWERS**...



DESPITE THEIR *GREAT KNOWLEDGE* AND PROWESS IN THE *MAGICAL ARTS*, THEY WERE SHORT-SIGHTED AND GREEDY, EVER EAGER TO EXPAND THEIR EMPIRES. THE AUTARCHS FOUGHT WARS ON A SCALE *NEVER SEEN BEFORE OR SINCE*, WITH EACH AUTARCH WREAKING MORE HAVOC AND DEVASTATION THAN THE LAST...



INEVITABLY, THE DAMAGE THEY WROUGHT WAS *TOO GREAT* FOR THE GENTLE EARTH. FIELDS BECAME BARREN, MOUNTAINS WERE LAID LOW, CONTINENTS WERE SUNK BENEATH THE SEA. THE AUTARCHS' QUESTS FOR SUPREME POWER BROUGHT ONLY THEIR *SELF-DESTRUCTION*.



OUR ANCESTORS KNEW THAT UPON THESE ASHES MUST BE BUILT A *NEW WORLD*, ONE NOT OF *MADNESS*, BUT OF *REASON*.

NEW SKILLS WERE LEARNED, NEW CITIES WERE BUILT, AND THE NEW RACES LEARNED TO *RESPECT* THE LAND, WATER, AND AIR AS *PART OF THEMSELVES*.







CALABRIA

World of Ironclaw

What follows is a brief overview of the campaign setting of the island of Calabria, the campaign setting for *Ironclaw*, crossroads to the Known World. This rather large island is centered in the important shipping lanes between the west and the east. Over the centuries, many races of folk have made this island their home, and today the Great Noble Houses struggle to control this one small place of a much greater world.

Age of High Magic

Scholars, theologians, and other learned men are divided on what exactly the dawn of time was like. However, many agree that centuries, if not millennia ago, the world was ruled by the heavy hand of wizard-kings called the *Autarchs*. The *Autarchs* were able to conjure forth spells that modern-day magicians can only dream of. They forged empires that ran across the continents. Often the fate of an army could be decided with but a single spell.

The legends say that the *Autarchs* used their magic to build citadels and fortresses on a scale that would boggle modern-day engineers. Some accounts describe the *Autarchs* as wise and benevolent rulers, who used their great power to create a golden age of prosperity, when all peoples wanted for nothing and none were treated cruelly or unjustly. Other tales paint a different picture — one of tyrants lording over a myriad of slaves, with dire and unthinkable torments for any who dared oppose their unquestioned rule.

How long this age lasted is uncertain, and exactly how it ended is even more uncertain. Perhaps the *Autarchs* “transcended” this mundane existence and moved on to a “higher plane”. Or perhaps the oppressed populace rebelled against their cruel masters. One theory supposes that the *Autarchs*’ magic summoned forth a force so powerful, so awful, that they were unable to contain it, and it devastated the lands and laid their great civilization low. Conjecture aside, all that remains of the Age of High Magic are cryptic ruins and some very rare books printed in the unintelligible script of forgotten languages.

Age of Reason

What is clearly a matter of record is the rise of the current empires throughout the Known World. Today, the Great Noble Houses command powerful armies and naval fleets. The fickle and erudite nature of sorcery has been foresworn in favor of the simple brutality of sword, musket, and shield.

People today believe themselves to live in a glorious age of wonders. The invention of the printing press has made books cheaper and more available to the greater public. New sailing ships and navigation equipment have given merchants and explorers a reach greater than ever before. And, the distillation and preparation of gunpowder is changing the nature of warfare, while at the same time enabling mining and engineering projects on a grand scale.

In fact, gunpowder is one of the more dramatic changes. Formerly, the knight in full armor was the “ultimate war machine”, second only to the rare and unusual warrior-wizard. However, a bullet can pierce even the best plate mail. And though fireballs and lightning bolts may fly far and true, it takes long years of tedious study to become an accomplished wizard, whereas even an ignorant peasant can pull a trigger.

Magic is not unknown — but it is not widespread. Few have the patience or presence of mind to cast spells, and those that do jealously guard their secrets. The language barriers between disparate geographic regions don’t help, either — not to mention the cryptic ciphers often found in books of yore.



The Known Lands and the Island of Calabria

Calabria's first inhabitants are lost in the mists of time. Surely a great race lived there once — in the forgotten corners of the land, monuments have been left to their passing.

Thousands of years must have passed before the Great Houses made their marks on the land, beginning as mere immigrants upon the landscape from the rest of the world. The first to appear were the cunning Rinaldi. They were swiftly followed by the Doloreaux and Aavoidupois, then Bisclavret emerged as the newest of the Great Houses. None can say from whence they originally came and this has been a source of some debate. Navigators and scholars agree that the earth is round, and that there are many lands yet to be discovered beyond the horizon. Our campaign concentrates on Calabria and the rival power factions that inhabit it.

Religions of Calabria

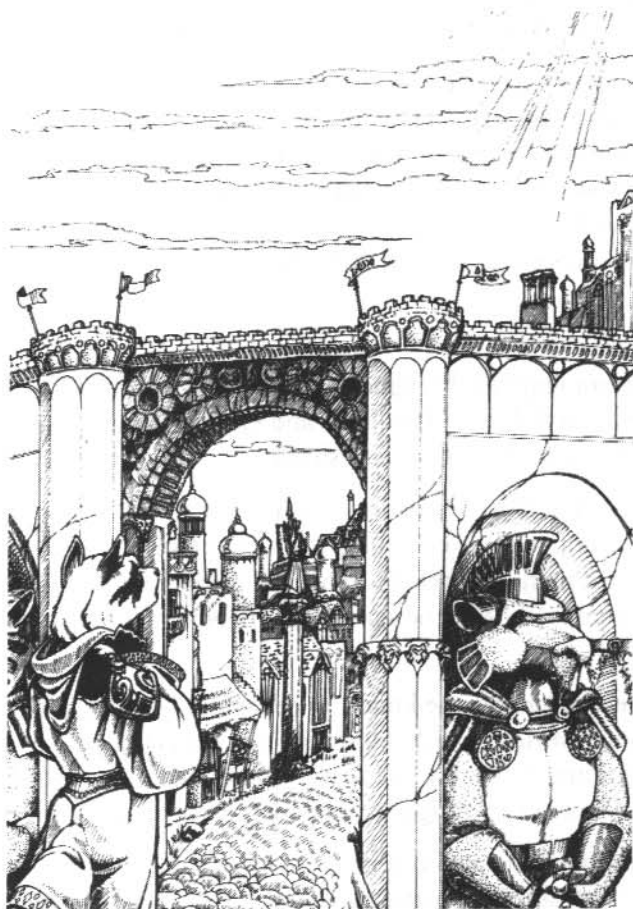
"Herein included is a selection from the journals of Dmitri Yenot, never a holier man and scholar was there in Calabria. He shirked not his duty and was as good a friend as any ever had. May his words enlighten you and make you wiser than I have been."

- THE ARCHCARDINAL OF TRISKELLIAN JOSEPH

An Excerpt from the Travels: Concerning the Various Faiths Practiced in Triskellian.

Dmitri Yenot

Upon my arrival in Triskellian, I could not but marvel at the variety of faiths practiced therein. Beyond being the site of the revelations of Helloise and the emergence of S'allumer, it is the gracious host to not less than two and ten different faiths. True, Triskellian is the largest of cities upon the continent but I was astounded. I have had time amongst my other duties as ship's navigator to briefly describe but a few of these. Of all these I would not have had a complete chronicle had it not been for the assistance of the Justice Roi de Pome and His Most Revered Cardinal Joeseph. Also included is a letter from my brother describing, in an edited form, his encounter with the Chevernaise in the wastes of the Rothos Mountains. I have done so for the illumination of my House and my patron. I can only hope that my simple efforts reward them both. May I bring no shame to them.





A Light Shines in Triskellian

"I am the word of the light. The light of all, your Father. You have done wrong. But the strong of spirit and eye shall withstand my withering gaze. I give you life as long as the rains have drenched you. For without the water of the spirit I am death. I am the desert sun which consumes all and destroys what it touches."

- The Don (Le Temoin 1:25).

Like many here in Triskellian my first stop was one of pilgrimage. Prior to my departure from our ancestral manor, I was given up to the light by our priest. I began some short distance away from the Cathedrale to recite the verses known to me. I have not long been a Penitent and have yet to receive my final initiation, which occurs one year after accepting the radiance. But, even in my crude state, I could feel the peace that purity brings. As I walked toward the House of Helloise, the site of her

final miracle, I found that my step was lightened and my way brighter the closer I kept my mind to the Holy Light. Upon reaching the Cathedrale, I turned and bowed first in the direction of the east and thence in the direction of the west. I then entered the Cathedrale and stood, an ignorant child, agape at the glory of the Light.

The Cathedrale de Temoin blinded me, such was its radiance, for here the sun never sets. The walls were set with murals of shining tile three times the height of the tallest tree and the arches stretched toward the heavens so that my scholar's eyes could not see the end of them. Each mural depicts a scene from the early history of the church, including the Witnessing of Helloise, the Testing of the Miracles, and the Final Miracle of Helloise. The magnificent dome was created by force of magic and is sustained to this day by a holy radiance that buoys it up and makes it transparent to the natural occurrence of the Father, the sun wanderer.





I walked forward across the white floor and the Cathedrale was crowded with many people of all the kinds and types of Calabria. I even saw a bat hanging in a shady alcove, head bowed in silent supplication. I made my way through the throng, advanced to the junior's shrine, and there bought a candle to place in silent memory of the sacrifices of my mother and my kinsman. For this is the noble realization, "To become a vessel of the eternal light and be its gate to the world. What purer and more holy goal could there be? To become the sacrifice and through that act of abandon serve all." (Le Temoin 7:36)

A Brief History

For those unfamiliar with S'allumer, I here include a short description of its history and a cataloguing of its miracles. The Faith is based upon a sacred text dictated by the Don of the Rinaldi, recovered some several hundred years ago. The name S'allumer itself means "to light up" or "illuminate"; its principle text is Le Temoin. It is said that the voice of the Eternal Light, the Pancreator of All There Is, spoke through the dying Don upon his deathbed. He was a holy man who loved both his family and his subjects as a father should. He could be stern at times and did not spare the rod yet he was generous and mild.

"His voice was like the thunder and a all the light of a summer storm flowed forth from his eyes as he spoke. I was truly terrified and my spirit shrank as his holy gaze fell upon me for I knew that I was not worthy."

- Helloise, Nurse to the Rinaldi
(Le Temoin 1:30)



His teachings were recorded by the [Nurse to the Rinaldi] Helloise. She was a commoner who became enlightened at the moment the Shining Path touched her. She became a favorite within the courts of the land, and as her fame grew she touched others with the strength of her revelation and her power. She performed miracles of healing and even brought the dead back from the grave as if they had never passed from this world. Such miracles had not been seen for thousands of years and were spoken of as myth. Her final miracle was the saving of the entire city from a disastrous plague. She so loved the inhabitants, praying so resolutely for their release from suffering, that in an act that can only be called a loving sacrifice she offered herself to the Eternal Light. At the instant of her death it is recorded that a figure of purest white appeared from the heavens and took her hand. She then dissolved completely into a cloud of white radiant light. That very day the city was completely expunged from the plague that was on the verge of destroying it.



As true witnesses to her ascension the whole of the Rinaldi court converted on the day of her death. They were soon to be followed by the Bisclavret and Avoirdupois royal houses. The Doloreaux royals accepted the radiance only recently. Many commoners have converted and as Triskellian is the home of the "House of Helloise," as the Cathedrale is known to the common folk; it is the center of worship for the faith.

As Penitents, we work to be worthy of final release consumed in the radiance of the Eternal Light and in that consumption to be of service to others. Only those capable of giving up all their failings and misdeeds can become one with the flame that lights all the world, realizing and atoning for all their offenses by yielding to grace and compassion for all beings.

A Wise and Generous Doloreaux

Having completed my pilgrimage to the Cathedrale, I remembered my Father's wish that I visit an old friend of his, and deliver unto him a letter and a selection of plant cuttings which had been entrusted to my care. Father did not detail his past association with the Doloreaux noble I was to visit except to say that he was a scholar and botanist. The Justice Roi de Pome was a most gracious host and I spent almost the entirety of my time in Triskellian wandering his gardens, for which the Doloreaux are so well known, and reading in his massive and astounding library. Therein I discovered certain references to a series of holiday festivals still practiced in the heart of the Doloreaux homelands.

The text, titled *Vivant Saison*, could have easily been mistaken for one of a collection of hundreds that the Justice had on the high art of flowering tree gardens. However, as I leafed through its yellowed pages, the realization dawned that this could only be an account detailing the practice of the Doloreaux's secretive religion. The book went on to describe the practice of the religion at present in the Doloreaux hinterlands. I spent the rest of the day and evening pondering the implications of this book and its contents.

The next day I had mustered enough courage to inquire as to the current practice of the Old Faith by the local Doloreaux. The Justice looked askance at me and I fancy a small smile graced his mouth. My host merely replied, "It is spring here, my young friend, and the trees are nearly in full bloom. Are they not beautiful?" The Justice made a sweeping gesture indicating his gardens, resplendent with the blooms of the peach, cherry, and pomegranate trees. I replied that they were magnificent and a true credit to his skill as a gardener and botanist. He answered my statement with a grimace of such force that I was taken aback. He then walked over to the nearest peach tree and brought forth from it a silken and





fragrant bloom. Gesturing toward it he inquired, "Of whose making is this flower?" Perplexed by the question, I answered that surely it was as true a vessel of the divine radiance as any here. He frowned again and released the branch that he held. Turning to me he said, "Young man, have you any idea what you are about here? No, I can see that you don't. I shall assist you. Please be my guest at a banquet this evening." With that we parted ways, I to my studies and he to his court.

I was most uneasy about the Justice's invitation and searched for some method to avoid my appointment. But the house's head servant found me in the library and bid me dress in the fine clothes that the Justice had provided for the occasion. They were of an exquisite fit, and I wondered how he happened to have in his closet clothes that seemed tailored for me. The sun was just above the horizon and cast an orange light upon the trees in the garden as the servant led me to the banquet. As we approached the far end of the gardens, I saw the flicker of torchlight and heard the sounds of pipers and drummers. At the crest of a small hill, a group of thirty or so Doloreaux appeared before me. They were around a large circular table and in its open center was a small pomegranate sapling that looked recently planted. It had a single bloom upon it.

The revelers were all gaily dressed and some of them were masked. Most were seated around the table drinking and talking with one another. A few others were engaged in what appeared to be a game of hide and seek. The groups were markedly different. Revelers at the table were dressed in the high fashions of the day, whereas the players wore brightly colored peasant clothing. Much to my surprise, the Justice emerged from amongst the players as we approached and greeted me warmly. He was simply dressed in a red tunic and dark green pantaloons, his tusks gilt in brass endcaps. In his hand was a great staff decorated with vines and flowers. "The players are our real hosts this evening," he said and gestured toward a few of the seekers who were pretending not to see their poorly hidden quarry.

The two brave seekers suddenly sprang toward the young Doloreaux hiding behind a small peach tree. She squealed in mock surprise and ran from behind the tree. The three began a breakneck dash in our direction; as they passed us, the Justice suddenly fell in behind the pursuers. I was amazed to see so stately a gentleman, in his abandon, completely caught up in the chase. They rounded us several times and dashed off in the direction of the table. I watched, stunned, as the group vaulted over the table into the center and landed gracefully near the small pomegranate tree. They began a circular chase around and around the little tree. The others were watching intensely and I myself was so caught up in the chase that I did not realize that I had unconsciously covered the ground between my original spot and the table. It was as if the chase were magnetic, pulling me in surely as if I were an iron filing.





All the guests (save the four in the center) were clustered together outside the table. The chase began to slow and gradually became a dance about the sapling. The dancers and guests alike began a low humming sound that became punctuated like a drumbeat. The sound filled the garden and as it reached its height the Justice danced toward the girl and they clasped hands. With her right hand in his left the Justice brought the great staff forward until they were both able to grasp it. Holding it upright and facing the sapling, they began to break out of their chant. The vines on the staff suddenly burst into bloom and began to grow, seeking the ground, reaching forward to almost completely cover the two participants in vines in a matter of a few heartbeats. The sapling began to radiate a golden green light the color of a meadow under the dawn of a new day. It sprouted leaves and new blossoms and its trunk began to swell until it was such a size that it brushed the ground where the two stood and was as high as the other trees in the garden.

The Justice and I sat at the banquet table and he asked the crowd, "Of whose making is this flower?"

The answer that boomed back was "Hers! She who begot us!"

Our host asked back, "Who is she?" Raising their flagons the assembly answered, "Lutara of the shining tusks! She who walks and flowers follow in her wake! She who is the open blossom of spring!"

With that the Justice bent close, peering down his muzzle and asked me, "Now do you see? All that you had to do was open your eyes to the garden around you to find the gods. They are hiding, as it were, all around you."

The rest of the celebration became a blur of dancing, feasting and merry making. I quite lost track of time.

A Package Arrives

Having recovered from the revels of the last 3 days (I had no idea that Doloreaux "dinners" were quite so long), I was greeted by one of the house servants holding a package containing several letters. My brother, Alyosha, who had been roaming since the unpleasantness with our father, had alighted in the Rothos Mountains. What follows is the edited text of those letters detailing his encounters with the much-feared Chevernaise who control the whole of the Rothos.

3rd Strawberry Moon, 10th of Romera

Dear Brother: I, Alyosha, write these words. I do not know which of you four will receive this letter. I am in haste and shall be brief, as time and safety are precious to me. I have need of such aid as you are capable of giving. I am



encamped above a small fortress on the Chevernaise border overlooking the Avoirdupois holdings. The Chevernaise of the town, called Hormgar's Mouth, are plotting some mischief upon the Avoirdupois of the region. I have been safe thus far, having escaped bondage by the Chevernaise tribe farther up the pass and taking refuge beneath a large overhang located above the town. Here the trail ends and there are streamers of the sort that mountaineer's use for warning others away from dangerous locations.

4th Strawberry Moon, 10th of Romera

I had thought myself safe under the overhang due to its dangerous nature until the other night when I was attacked by a large, horned, shadowy form, wielding a spear twice the height of an Avoirdupois Knight. A mist swirled about its head and the spear's point glowed red and hissed as it passed close by me. I narrowly avoided my doom by finding refuge in a small cave opening. My



attacker stopped suddenly 50 or so paces from the cave's opening and did not pursue me farther. The apparition paced just beyond the mouth of the cave several times, snorting in the air and eventually striding off over the ridge-line and out of sight. I later saw its silhouette against the moonlit sky on the opposite side of the valley.

5th Strawberry Moon, 10th of Romera

I awoke to a sharp pain in my side. I pulled away from it and staggered to my feet. A Chevernaise so ancient that his horns curled a full five times around swam before my vision until I was fully awake. He peered at me and prodded me again with his brass tipped walking stick, the source of my bruises. I managed to deflect him this time and protested my treatment. "I could have you killed for being here. Be happy you only have bruises," he grunted. "What brings a foreigner here?" he asked almost to himself. "High mountain, forbidding crag and warning cloth all about. You are either crazy or a fool," he rasped at me. I protested that I was neither and a stranger to these parts. "That is clear enough. Do you take me for an idiot? Do you know where you are? No....I can see that you do not." Upon this he turned about and clopped out of the cave. I wobbled forward into the daylight and squinted until my eyes became accustomed to the light. The Chevernaise was walking toward the edge of the overhang. I followed as fast as I was able, feeling the aches from the previous night's escape to the tip of my tail. I caught up with him as he stopped at the edge of the cliff, which overlooked the town and the Avoirdupois' lush grasslands to the southeast.



"Do you see how the valley here widens to let the river escape freely from its grasp? Does it not seem as if the mountains are speaking a river of words, feeding the grasses below? This is Hormgar's Mouth, the valley where he rules. His expanse is from the birth of the river to the mouth of the valley. His shrine is behind you, it is holy to this town and its people. That is where you spent the night. The Shrine protected you from his vengeance of last night and has sent you a teacher this morning. He can be as great in his pity as in his anger. For when one is young and inexperienced he should be taught, not punished. Just as this morning is new, so is a babe, and so are you".

"Is Hormgar your god?", I ask innocently.

"Hormgar is no god. He is capable of great things, but not godlike things. We worship him and he is appeased. He is what you might call a spirit or ghost. He will be angered that you were here for you are not Chevernaise. It will go badly for the town. Unless they..."

I wheeled suddenly at the sound of a shout behind me. The town priest and a small entourage had just appeared on the flat at the end farthest from the shrine. Two of the bull Chevernaise broke into a brisk trot toward me, readying iron-shod staves. I looked about to beg the ancient one to parlay for my life only to find him gone. They closed in, circling me, and though I tried to run they were much too skilled.

(undated)

...It is cold here. Night and day are no different. I have not seen the sun since... well, no matter. I believe I am to be executed soon, a sacrifice to Hormgar? A small apology for my reckless offenses? Too far from home. Long gone and away from our manor house. My only hope is that one of you receives this letter and brings help. Forgive me for my past words, my all too energetic verbal sparring with Father. May this tiny messenger reach one of you. If he does not, or if you cannot find it in your hearts to save me, then may you be at peace, for I have made mine.



The Hanging Voice

As stunned as I was by the arrival of my brother's letters, I immediately dashed to find the Head Servant. He explained that a rat had arrived earlier that morning and delivered the package, then left without giving his name. That avenue closed to me, I begged the servant to take me to the Justice immediately. He nodded assent and I followed him to the Justice's study. As we entered, the Justice looked up from his work and peered quizzically at us.



When I explained my brother's plight, he replied seriously, "It appears as if he is indeed in need of a true brother. I have in my employ a certain individual who might be of some assistance. Go and speak with him and if he balks, tell him that I will fund what ever exercises are necessary to obtain your brother's freedom." At that I fell to one knee before him, bowed my head and thanked him in the name of my family. "Rise, I know your honor and your father's. Go, save your brother." With that I rose and left to consult with the one whom the Justice had recommended.

I am not much fond of bats, and this one did not strike me as a particularly sane one. The air was dry with the smell of dust and candle wax; even the large tapers near the door could not pierce the gloom about his perch. "A rescue. How sweet. You need to bridge gap, quick a flap back to place where you began, eh? So let's see how for to this will cost you, hmmm?" Speaking toward the ceiling I reminded him that I was sent by the Justice. Upon hearing this there was a small sustained hissing sound from the heart of the gloom. Zhestok crawled into the light and squinted malevolently at me and hissed, "So is to be credit is it? Hah! I say, Hah! Silly Doloreaux always getting his heart in the affairs of others, Hah!" He grumbled more and I feared that he would either attack me or have me thrown out. But, after a moment, he spoke again from the gloom in a deep sighing voice, "Hokay, Where is *bratya*, brother? Little lost brother? Have you anything from him?" I offered up the wrapping that the letters had arrived in. Zhestok, who was much clearer now that my eyes had adapted to the darkness, said, "Place on little table in center of room."

I did as I was bidden and then returned to my place. Then a sound that I could barely hear set my teeth on edge. It persisted though I lay my ears back and placed my hands over them. An eerie indigo light appeared, hovering over my brother's parcel. It expanded to include a sphere that was black in the center. Gradually the center lightened and I caught my breath, for there was my brother! Lying as a broken doll against a stone wall, in what I took to be the bottom of a dry well. His ears quivered and came up as he slowly opened his eyes and looked at me.

"Eh, does he always look this bad?" came Zhestok's cutting voice. Had I a blade, I would have killed him. But I merely replied that he should attend to his job. "Well, then give me a moment", he said sullenly. The noise that had earlier nearly split my skull ceased and the sphere began to expand. The scene shifted to a snow-covered town square that was lit by dim lanterns. The sphere continued to grow until it was a full 10 hands high. Zhestok's strained voice said, "There; is close. Not in well. But, close. Quick. Step through. I cannot hold long. Be quick. I will hold as long as I can." I looked up at the bat whose eyes were closed in pained concentration. Zhestok spoke again, "What are you waiting for?! Go! Idiot!" With that I fixed my eyes on the scene and stepped into the sphere

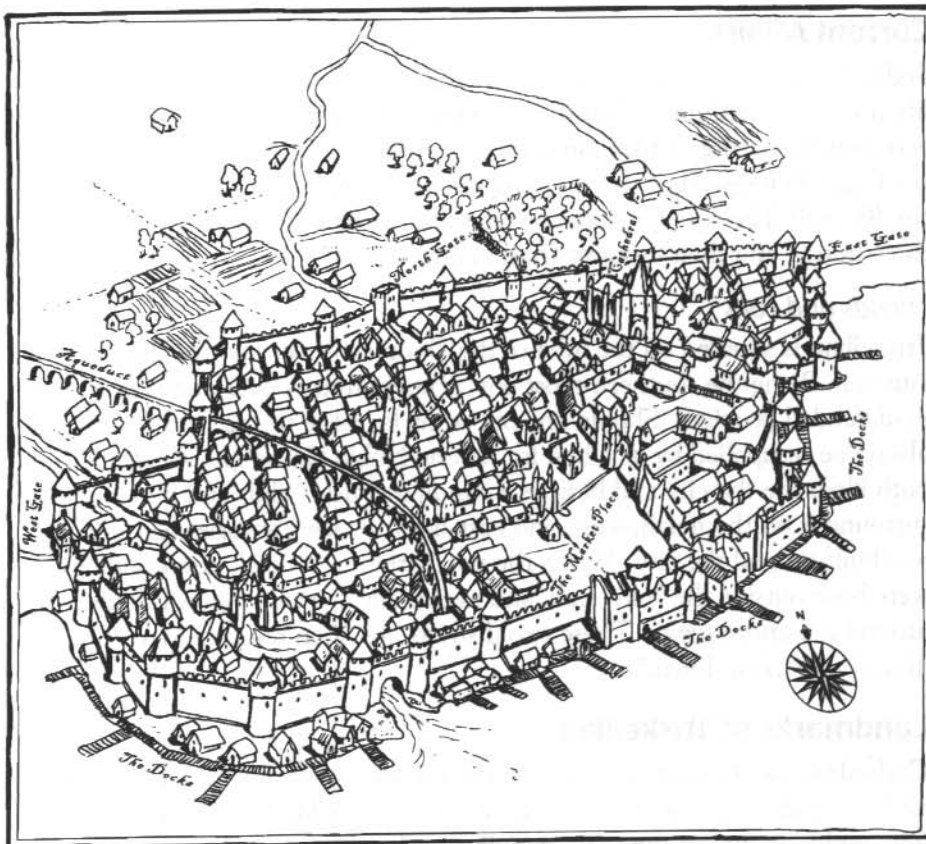


City of Triskellian

"Honorable Guild-Master Navigator Maratuch :

My greetings and prayers unto you. I would that this were a happy writing. I have of late received the map of Triskellian which I commissioned from you a fortnight ago. As I gazed upon it I could not help but notice certain inaccuracies and omissions of detail. Your depiction of the Cathedrale de Temoin is almost heretical. By eliminating its majestic dome and replacing it with a single spire, you cheat it of its beauty. Our marvelous aqueduct system has been reduced to a mere trickle. Those reading this map would think us lax indeed, for they could only assume that we throw our offal into the streets. Our grand markets, which are equaled by none, you have reduced to a mere blank space. All who know the truth will surely realize the Great Market is only one of a dozen spread throughout the parishes. To sum up this letter, I will not levy unto you the sum of two aureals for which you originally asked. Either correct your errors or receive no payment.

5th of Hawthorn Moon, 2nd of Fidelio
Faithful servant of the Light,
Master Merchant Trallius of House Belette"



Brief History

Upon the Bay of Auvrich in the lands of Lykaemon lies the city of Triskellian. Rumors abound that buildings in the older parts of the city are far older than any modern history book. The bulk of affairs take place in the new districts, near the dockyards — where the Guilds hold sway.

Dramatis Personae

Itinerant adventures meet quite a few people in their travels. The Game Host should add more details to these characters as needed.



Arrabbiato il Fabbro (Bear Blacksmith)

No one knows why his apprenticeship from the Armorer's Guild was revoked; all that matters is that he'll craft weapons for those who'll pay his prices.



Coniglio (Rabbit Friar)

If only others could learn from his example of how piety and propriety brings one serenity.



Escudo l'Inventif (Armadillo Functionary)

Majordomo to the Castello del Rinaldi, Escudo is far more interested in keeping the peace and is not above looking the other way to maintain appearances . . . if the price is right.



The Horn
(Rhinoceros Mercenary)

His reputation preceeds him, but could he really be as formidable as the rumors make him out to be?



Jerobal (Cat Beggar)

With his ill-fitting clothes and wild staring eyes, this beggar appears to be half-mad ... but is it all an act?



Johann de Quennel
(Squirrel Scholar)

While he may know much of the histories and the liberal arts, his naivete of politics may prove his undoing.

The vulpine Rinaldi were the founding family, led by their powerful and wise patriarch Don Jon. He rebuilt Triskellian around its ancient ruins and established his clan there and in the surrounding territory. Triskellian grew to be a port city and, since transport of goods overland was dangerous and expensive, it flourished. The Granvert River and the roads from the north brought the wealth of Calabria to Triskellian's markets. Here one can find Bisclavret timber, Doloreaux gems and Avoirdupois armor. The Rinaldi's influence on the other houses is great, for it is in their city where fortunes are made and lost. Here is the place to find a tradesman of the finest skill, a mage of the highest caliber and a thief of great ability.

The Rinaldi are not without their troubles. Of late, they have become more and more consumed with infighting and have let their precious city slip away. Some say it is the recent conversion to S'allumer by the Don and his high court that led to the disappearance of one of the duchesses and her reluctance to come into the Light. But they still rule with an iron fist and an eye for the market. Should trouble ever arise, the Rinaldi are well defended by more than military might. Their city is home to many of the Houses' highest nobles and their fortunes will not be easily taken.

Current Affairs

Today, the Guild Council controls the police, the dockyards, the gates, the libraries — everything within the city save the deed itself. Their power is economic in nature. Triskellian is far too valuable as a free trading port for the Great Houses. Thus its very prosperity is its mightiest shield. What of the Rinaldi? They are far from powerless. Their might is more in the market, the Church, and their cunning than in any army.

Friends and Foes

Triskellian is situated on the inlet of the Granvert River and the Bay of Auvrich. Being the southern-most port it never freezes over and is in an easily-defended position. Should any one army lay siege to the city, it can always be resupplied by its allies, for no one Noble House has the strength to both blockade the city and besiege it simultaneously. Hills and farmland surround it on the north, west, and east sides. A few centuries ago, a wall was built around the city. When the population expanded, new buildings were built outside the "old" wall, and eventually a "new" wall was built around the entire town. These two districts are often referred to as "Old Town" and "New Town."

Landmarks of Triskellian

Cathedrale de Temoin: Located on the border of Old Town, this sprawling edifice stands as a monument to the compassion of Helloise. It is the central icon and holy site for the faith of S'allumer. Its giant ivory dome dominates the northeastern skyline of Triskellian. The Cathedrale, besides being a place of reverence, is a site of great learning and contains what may be the largest library in the known world. Penitents make a pilgrimage to it each year, flooding Triskellian with customers and bedeviling the Constabulary.

The Old Tower: In the middle of Old Town, there stands an unused crumbling watchtower. Today, the tower is too short and the city too large for it



to offer a view of anything but the dilapidated inner city. The Old Tower has become a favorite hangout of criminals and other unsavory elements. If you wish trouble for yourself or others, the Old Tower and its surrounding parish are where it is to be found.

The Aqueducts: The founders of Triskellian designed an intricate system of canals, sewers, tunnels, and channels for transporting water. The Constabulary puts a lot of effort into keeping the Aqueducts in good condition. Often, work-gangs of arrested criminals are put to work busting clogs, mortaring stones, and doing a lot of the unsavory heavy labor.

The Three Spears Inn: An expensive, rambling structure at the north gate to the city, the Three Spears Inn is famous for its plushly-furnished rooms, its warm and cold baths, and its outrageous prices.

Climate

Triskellian is on the southern coast of Calabria, where the summers are pleasant though not extremely hot. Storms come in from the west and pass upward into the plains of the Avoirdupois. The winters are cold, although the bay does not freeze over. The ports are open throughout the year.

Flora and Fauna

Triskellian is a town of brick, stone, and earth which has been worked on by thousands of inhabitants over hundreds of years. Most dwellings are stone, with the streets paved with cobblestones. What little greenery there is exists only in the private walled gardens of the rich Guild Masters, Merchant Captains and Nobles. The only fauna are the drays and similar livestock at the market and the vermin in the sewers and dark corners.

Economy

Because Triskellian is a port of call, most trading and economic transactions are done in the currency of the Rinaldi. The *denar*, as the silver coin is called, is worth a Stevedore's work for half a day. The only other coin used is the *aureal*; it is gold and is worth 24 denarii. Those who are too poor to earn denarii trade in barter and are usually paid in the same manner. Barter is not restricted exclusively to the lower classes. Nobles and Guild Masters simply barter in more expensive items and services. A full third of the city's trade is still done by barter.

The Guilds of Triskellian

Triskellian is an unusual city; it alone on Calabria has guilds independent of the noble houses. They have the House Rinaldi to thank for their freedom. Over the years the Rinaldi have been more and more consumed with infighting and have left more and more of the city's administration to the Guilds and the Constabulary.

Guilds in other lands and cities are generally beholden to the nobility for profit and advancement. Some hundred years ago Auvrich II, then Don of the Rinaldi, became tired of running the city and keeping up with court intrigue. The Avoirdupois were contesting the Doloreaux claims and fighting had broken out along their common border. In haste Don Auvrich II



Malthus the Elder
(Mouse Merchant)

Constantly one step ahead of his creditors, he finds himself taking greater risks for greater returns.



Ripugnante (Red Fox Bawd)
Often seen in the company of Jerobal, this unsavory fellow has taken advantage of more than one tourist.



Umberto del Serio
(Ape Solicitor)
Elected Magistrate of the Constabulary, Umberto seeks to keep his position of power.



Captain Wilgefortis
(Skunk Watchman)

Eager to please both the nobility and the wealthy, his purse has become quite heavy from "gratuities."



Desconocido
(Lynx Thaumaturge)

By maintaining an air of haughty mystery, she is able to demand heavy prices for her knowledge and her services.



Ladro Verde (Monkey Robber)

His uncanny ability to find the richest targets with the lowest risk leads many to believe that he commands a sophisticated network of spies.

appointed a Council of the then largest Guilds in the city with the mayor of the Constabulary to oversee the city's governance. The guilds which comprise the Council are: Merchants, Ironsmiths, Navigators, Shipwrights, Millers & Weavers.

When a young child is taken as apprentice, he can expect to serve his Master in every capacity. A cooper's apprentice, for example, can be expected to clean the shop, care for the tools and run all manner of errands. For the first several years he will learn only the rudiments of barrel making. It will only be later, when the Master is satisfied of his readiness, that the true secrets of the craft will be passed along. The Master, for his part, is bound by the Orders of the Guild to teach his craft in full and to the best of his ability.

The time in apprenticeship varies from craft to craft and trade to trade, ranging from five to eight years. When apprentices have successfully completed their trials, they are brought into the Guild as Journeymen. Then they either leave the services of the Master to set up another shop (often many leagues away in another city), or the Journeymen stay on at the Master's as senior craftsmen.

If he chooses to leave then he may take on apprentices of his own. He then becomes a Master in his own right. Not all Masters are created equal. Those who have distinguished themselves in the quality and perfection of their craft will have more apprentice applicants to choose from. This allows the truly talented master room to pick and choose, thus insuring that he gets only the most talented apprentices. He thereby increases his reputation further.

Customs

The citizenry of Triskellian are very cosmopolitan. All manner of commoner and noble can be found wandering its streets and skulking in its shadows. People arrive from dozens of lands, bringing their own customs. Within the city, people of like culture live together in parishes. Each parish has its own distinct flavor and atmosphere. To find oneself amongst the otters is to be assured of a tasty meal, while to find oneself amongst the rats is to risk larceny, at best.

Laws

The citizenry of Triskellian prefer to think of themselves as "free," without the need for lords and masters. However, the charter of the city still acknowledges the Guild Council and the Mayor to be commoners, and not of noble birth — and as such, the magistrates and constables of Triskellian can only mete out "low justice," the law of common folk. Nobles of the "blooded" royal families can only be tried by other nobles, not by "low judges."

High justice is meted out by the High Court, whose Justices are entirely of noble birth. There is one representative from each of the Great and Minor Houses. They are appointed by their sovereigns for a period of not less than 5 years. Holding a proceeding of the court requires that there must be enough justices present to form a quorum (three-quarters of the total membership). The High Court deals with all aspects of the law involving nobility save those which are reserved for the monarchy.



The Court of Commoners metes out low justice. These courts are presided over by the Magistrates. The Magistrates in turn report to the High Justices but are accountable only to the local officials. Magistrates hold proceedings most every day of the week and deal with all aspects of the law save those concerning the nobility. A typical session of the Court might consist of hearing a murder case, simple larceny and minor trade disputes among commoners.

The commoner police, known as the Constabulary, can only hold gentry in custody, later handing them over to one of the three noble families for trial. Often issues of "legitimacy" crop up. Can an Avoirdupois criminal be tried in a Bisclavret court and expect a fair trial? The constables of Triskellian aren't always particular to whom they deliver their prisoner ... but sometimes bribes or other favors play a role in the decision-making process.

Religion

As with customs, religion also varies from parish to parish. However, the city is the home of the Penitents of S'allumer, which is the primary religion of Calabria. The city observes all the high holy days of S'allumer, and every seventh day of the week is the day of *Dimache*, where it is forbidden to exchange money within the city limits, by clerical and secular law. Each year pilgrims from across the land gather in the city to visit the Cathedrale de Temoin.

Armed Forces

The Constabulary is composed of about three hundred regulars called "Captains", and six hundred or so "Deputies". The Guildsmen pay for their arms, armor, and wages from the excise taxes they collect. Constables are also entitled to shares of loot from arrested criminals. On the whole, the Constables are well paid, have high morale, and are seasoned combatants. They are also the best-equipped force in the known world, having all of the best arms and armor. The Constables drill for both skirmishes and for sieges, usually in plain view of noble house emissaries to "keep them guessing". The Constabulary of Triskellian claims to remain neutral in the conflict between the Houses of Avoirdupois, Bisclavret, and Doloreaux. The constables tend to err on the side of the High Court in matters of the nobles.

Language

The original tongue of the Rinaldi, and thus Triskellian, was Matriloquentia. Many Rinaldi nobles still speak it with a heavy accent, and some of the older Guild Masters do too, especially those who know the finer points of law. Some Penitent ceremonies are conducted entirely in this older tongue. Today, the common language of Triskellian and the rest of the island is Calabrese. However, on the dockyards, the better merchants know a handful of languages to deal with their hodgepodge crew and their various customers.

Names

The original Rinaldis have Calabrese names. Some example given names for women include Agata, Bianca, Carlotta, Giulia and Volante; for men, Arnaldo, Davide, Enzo, Fidelio, Paolo, and Salvatorio. The polyglot population of the city, coming from a dozen languages and cultures, has a wide variety of names.



Pierre Mur (Badger Pit Fighter)
Known as "The Wall" because of his endurance, Pierre has become dissatisfied with the shrinking size of the prizes and ponders a new career as a mercenary.



Hermoso Huérano
(Otter Marine)

An orphan who escaped from slavery many years ago, he seeks those who might identify the only clue to his past — his golden amulet.



John Wesley (Weasel Burglar)

A disagreeable sort who'd rather run than fight, John is also frightfully good at acquiring things for those who are willing to meet his fees.



THE GREAT HOUSES



"Pure in Thought, Pure in Deed" – The House of Avoirdupois

History

The equine Avoirdupois claim that their noble line is the oldest and the proudest of all time. To back up their claim, the Avoirdupois maintain the oldest known castles and have the longest written records of anyone in Calabria. Steeped in tradition, members of this house are known for their unfailing courage, their unfaltering attention to their chivalric code, and their intolerance for everything not "Avoirdupois".

The Avoirdupois are proud and strong, fleet of hoof and of mind. They control the vast sweeping northeastern plains of Calabria. Their great vineyards and sweeping manors are responsible for most of the specialized food production on the continent. They pride themselves on having the swiftest army in the land and the most rigorously trained knights. They wish to maintain their open fields and keep their heritage intact. Despite their militant stance, they are also quite concerned with the knightly virtues of loyalty and honor. None could be said to more pious than an Avoirdupois knight on the morning of battle.

Current Affairs

The Avoirdupois control a large demesne of plains to the east of the City of Triskellian — but the Avoirdupois claim to have a history that dates back before any of the other cultures on Calabria. They make little secret of



Droitier le Doux
(Avoirdupois Horse Cleric)
No stranger to the ways of politics, her humble appearance masks her craft as an expert diplomat.



what they see as their “manifest destiny” — the domination of all of Calabria. At first glance, such a goal might make people unlikely to do business with them, much less ally with them. However, the Avoirdupois are nothing if not chivalrous — they always keep their word and never stab anyone in the back.

Friends and Foes

The Avoirdupois are outspoken foes of the Bisclavret and the Doloreaux. They do not appreciate the Doloreaux control of the River Lyore and are rankled by having to buy timber from the Bisclavret. They tolerate the presence of the Constabulary of Triskellian — as long as they “remember their place”.

Geography

The Avoirdupois control a large estate of hills and plains to the east of Triskellian. They are bordered on the south by the Paludestris, on the east by ocean cliffs, on the west by Triskellian and the Granvert River, on the north - northwest by the Lyore River and the Doloreaux. Their fields and farms are well situated in the heart of their territory, well-protected from attack. The Sauldre river feeds the farms and supplies the Avoirdupois with a small river trade.

Landmarks:

Chateau d'Avoirdupois: Located at the center of their largest city, Chalon su Sauldre, it is also their ruling seat and home to the House of Avoirdupois. This oldest functioning castle in Calabria sprawls out on a wide flat plateau with treacherous sides. The plateau was shaped generations ago by the deliberate designs of clever engineers. The might of the entire Avoirdupois race was necessary to build the great plateau. The castle is in a dumbbell shape with high parapets and meticulously-maintained catapults.

The Barrows: In the center of one of the rocky hills unsuitable for farmland is a cluster of oddly-shaped hills. If one looks around long enough, they may find the secret entrance to the tunnels below. Within the twisting corridors are interred the bones of uncountable skeletons, of various races and sizes. The people who built these barrows are unknown, and so is the reason they chose such a location. The Avoirdupois histories have yielded no clues. Some say the barrows are haunted, and that the dead walk, searching for the souls of the living. Others say it's a thief's hideout, and that the villains who lurk there perpetuate the rumors to keep people away.

Climate

The wind often howls across the mostly-treeless plains. While the Avoirdupois have an extensive irrigation system, it only works well in the summer. Winters in this land are notoriously harsh.

Flora and Fauna

Much of the land is either farmland or wild grasslands. The few trees are clustered together in small forests that are zealously guarded by Avoirdupois rangers. Only small game and livestock are to be found outside of ranches. The richest Avoirdupois raise their own destriers.



Meilleur de Sabot
(Avoirdupois Horse Paladin)

With noble blood in his veins and unwavering faith in his heart, his enemies fear his wrath and his allies suffer his righteousness.



Ribelle (Gray Fox Highwayman)
No one has been able to verify his claim as a bastard of the Rinaldi line; many will verify his rapacity and violent temper.



Septliguesse
(Shrew Road Warden)

One can only guess why she chooses to abide such a boring and dangerous job — she's certainly not doing it for the bribes, for she is as honest as the day is long.



Sérieux de Dévoué
(Raccoon Exciseman)

Nervous to a fault, he hopes to retire with an unblemished record and a weighty cash-box.



Theriot du Crinière
(Avoirdupois Horse Diplomat)

A welcome exception to the haughty pride typical of his Noble House, Theriot hopes to use words and promises to help his clan where swords and battles have failed them in the past.



Zelante (Coyote Ascetic)

Wandering throughout Avoirdupois demesne, she gives succor to the needy when she is not preaching against the idolatry and indulgences of the established Church.

Economy

The Avoirdupois are very efficient farmers, but their lack of lumber hampers them immensely. To compensate, many farmers live in sod houses or even earthen homes. Their organization is impressive — precise records are kept, and taxes are collected on time. The skilled serfs are rewarded; the poor performers are punished. The Avoirdupois also maintain their own arms, using techniques handed down for generations. It is illegal for Avoirdupois serfs to accept denarii.

Customs

The Avoirdupois lifestyle is austere — as one scholar described it, “first toil, then the grave.” Avoirdupois of all ages have a great sense of pride in their land and holdings be they serf, tradesman, merchant or noble. All of the gentry regularly drill in the arts of combat and heraldry, male and female alike. Manners and etiquette are not only valued, but mandatory. To outsiders, the Avoirdupois look humorless and severe. They use the S'allumer calendar to measure their days.

Law

All gentry are schooled in the precise laws of Avoirdupois rule, unchanged in over a hundred years. Ignorance of the law is no excuse, and the nobles have no patience with scofflaws. Low justice is meted out on the spot, and is usually a quick beating for light crimes, indentured servitude for greater offenses, and summary execution for murderers or worse.

Religion

The “approved” religion of Avoirdupois nobles is Penitence of S'allumer. Serfs and underlings are expected to worship as their lord does, but this is not always the case. Local churches are small and modest, as the Avoirdupois prefer their worship to be as simple and pragmatic as their lifestyles, and not weighted down with grandiose icons, but as the influence of the Church grows, so do their buildings and estates.

Armed Forces

Since all gentry, save the infirm or young children, are combat-worthy and highly-disciplined, the Avoirdupois can field land-based forces more formidable than any on Calabria. Conservative by nature, they prefer not to engage a foe unless they can win a quick, decisive victory, which explains why the Avoirdupois have yet to campaign in earnest to fulfill their “manifest destiny” as rulers of all Calabria.

Language

The modern, pragmatic Avoirdupois speak Calabrese. The Avoirdupois have refused to translate their law books into a more common language, so as not to “adulterate” their meaning.

Names

Examples of male given names include Astolpho, Ignace, Somer, and Warrane. For women, Albracca, Calandre, Fanette, and Joanna.



Avoirdupois are most likely to pay homage to their family, and will include that in their name. Some noble surnames include Boulanger, Chaussé, Crinière, Enclume, and Sabot — for example, a noble's full name might be Astolpho du Sabot l'Avoirdupois. Other Avoirdupois fancy themselves as "knights errant" and drop their surname in favor of just their family, such as Anton d'Avoirdupois.



"From Stone & Wood to Brick & Steel" — The House of Bisclavret

History

The Bisclavret were once part of the demesne of the Phelan (p. 283). Over three hundred years ago, on the night of the "Seiscethir," the Bisclavret proclaimed themselves a separate nation. They threw off the trappings of their old ways and embraced the "modernism" of the Church of S'allumer, of kings and vassals, of commerce and technology. Today they are a formidable Nobe House in their own right.

Their control over the northwestern forests of Calabria has given them the economic power to build an army second only to the Avoirdupois. The might of their mercenaries and the quality of their troops should not be doubted. They have pretensions of being a great power but are limited by endless infighting and lack of supplies. Their nobles are forever in a contest over land and status, each trying to best the other. Their shipping industry has been a priority of late and is growing.

At one time, the Bisclavret thought they could compete with the port of Triskellian through lower taxes and dock fees. However, that resulted in Bisclavret shores becoming glutted with pirate ships, slavers' frigates, and an influx of unsavory characters onto their lands. In the past twenty years, the



Ridir Niadh
(Bisclavret Wolf Cavalier)

It isn't that he particularly enjoys killing his enemies — it is that there is nothing he enjoys more.



Bouchon Envaleur
(Bisclavret Wolf
Judicial Champion)

A firm believer in the ideal of trial-by-combat, Bouchon reminds his opponents that it is their dignity that matters most of all.



Calg-dhireach Sen-aighe
(Bisclavret Wolf Dilletante)

Called "Dhee" by her confidants, she is often seen at parties and social functions, with a keen interest for new gossip.



Calmarragach (Elk Toll Keeper)

When he was first vested, he had enthusiasm for his office; years later, the corruption that surrounds him weighs heavily upon his thoughts.

Bisclavret have tried to "reclaim" their shipyards, mostly by intimidating people to leave, sometimes by seizing their ships and enslaving their crews.

Current Affairs

The Bisclavret make the other noble houses nervous. Apparently, the Bisclavret gentry have seen the future, and they believe that sea power will play a dominant role. Their control over most of the lumber in Calabria places them in a fine position to control ship construction. To further their own power, the only ships allowed to dock at their ports are either owned outright by the Bisclavret or have purchased expensive "letters of marque".

Friends and Foes

Since they closed their ports to foreigners, the Bisclavret enjoy improved (if somewhat strained) relations with the city of Triskellian. Since the Avoirdupois view all other inhabitants of Calabria as "squatters," the Bisclavret do not get along with them. The Doloreaux are envious of the Bisclavret seaports, but neither is willing to risk a land conflict.

Geography

The Bisclavret holdings run along the southern coast, and deep into heavily-forested areas. They are bordered by the ocean on the south and west, and their territory stretches far into the dark northern forests. Somewhere in the deep northern woods is the blurry boundary between the Bisclavret and their tribal cousins the Phelan. Triskellian borders their southeastern reach. Directly to the east are the Rother and Granvert rivers and across them are the lands of the Doloreaux and Avoirdupois. While they and the Phelan may control the rocky mountains of the far north, no one has bothered to move into the inhospitable area, and prospectors have not found any significant mineral wealth.

Landmarks

Harrowgate: Long ago, a meeting hall with a watchtower was built on a high hill. The hall and tower became what is now the center of the Harrowgate castle. It is a massive circular structure of stone quarried from the banks of Lake Coire. It is surrounded on all sides by a flat expanse of low grassy fields then beyond into the heavily patrolled forest. It is bordered on its northwest side by Lake Coire.

The Invisible Guild: Rumors circulate of a gang of pirates and marines who have a base of operations in one of the Bisclavret ports. Legend says they call themselves "The Invisible Guild" in mockery of the rigidly-organized and xenophobic Merchant Guilds of Triskellian. The Invisibles are purported to sell forged letters of marque and to smuggle illegal goods into Calabria.

The Unfinished Bridge: Jutting out from the west coast in the port of Thanon is a wide bridge, built centuries ago by some forgotten race or culture. A remarkable feat of engineering, it extends over one hundred paces into the water. The western end is broken, but not crumbling ... and it only faces the endless sea. Was there once an island off the shore? Or was the bridge built for some mad, unknown purpose? The only clue is the cornerstone of the bridge, with script written in a language yet to be deciphered.



Climate

In the depths of the forests it is quite cool and mild, though during the summer, the lands of Bisclavret are notoriously buggy. In the south the weather is often rainy and warm. In winter, the port of Thanon freezes over and become unusable. The forests become blanketed with a thick layer of snow.

Flora and Fauna

Bisclavret lands are thick with forests and undergrowth. Clear-cut forest is being converted to farm-land; often gunpowder is used to blow up stumps. The fishing grounds outside Bisclavret inlets are quite good. The gentry also maintain livestock, in the form of domesticated saurians, as the Bisclavret and their kith are consumers of meat. While once the forests were run with monsters such as the thick-skinned, fanged "bethrachanna," today the forests are cleared of most beasts ... and are over-run with bandits.

Economy

Wood is constantly in demand, and no one on Calabria has more wood than the Bisclavret. In return, they often trade for metals that they lack. Thus the Bisclavret need the Doloreaux metal as much as the Avoirdupois need Bisclavret wood. The Bisclavret mint their own coins, called *fibulae*, but these coins are only of value in Bisclavret lands, and mercenaries will prefer to be paid in denarii.

Customs

Like most noble families, the Bisclavret revere tradition and the codes of chivalry. Those of lower status are expected to bow and defer to their betters, although there has been known to be some bickering in the ranks. They have a particular problem with duels amongst the nobles as they vie for title and rank amongst themselves. Positions and titles are awarded by bloodline to the strong and loyal; disputes within and between bloodlines are settled by combat.

Law

Unlike Triskellian, the Bisclavret tax codes are confusing. They tend to vary greatly from region to region and city to city. This is primarily due to feuds between the various officials and households. Corruption among dock officials is widespread; often wardens can be bribed and forged letters of marque can be obtained by those in the know.

Religion

As part of their attempt to appear more modern, many Bisclavret converted to S'allumer. Among the serfs, and even a few gentry, there are a considerable number who still practice their older religions, even though such practices are proscribed by Bisclavret law. These are as varied and rich as the Chevernaise. Churches are usually small affairs, even in Harrowgate.

Armed Forces

The Bisclavret royal family is smaller than either the Avoirdupois or Doloreaux — but they employ large numbers of fairly loyal mercenaries of both their own



Épargnanne (Goat Archeologist)
The aggressive modernism of the Bisclavret means that many relics and shrines have been destroyed, so she feels an urgency to investigate what yet remains.



Jaune le Garde (Lion Ranger)
His men are fiercely loyal to him and him alone — and he is loyal to himself alone. He uses his Investiture when it suits his own ends.



Weigraf Ehrgeiziger (Wild Dog Seer)
A self-described "spiritual advisor" to Bisclavret lords, he is either a mystic diviner or a clever charlatan — either way, his predictions are usually correct.



Gregor and Kitaro
(Cat Enterterainers)

Brothers who dress like showy pirates in leather coats and gaudy scarves, they take their comedy routine of dancing and story-telling on the road. However, like many itinerants, they are not above supplementing their income with a little larceny.

race and many others. The gentry are also investing in gunpowder cannons, for both ships and field carriages, although the artillerists have to be imported.

Language

Calabrese is the default language of trade, and it is commonly spoken in Bisclavret territory. It has become something of a tradition for Bisclavret officers to learn a smattering of the *Bérta Féini*, so that they may have a pidgin they may communicate to one another with in front of their mercenaries. Both of these languages are in addition to their already complex system of body language.

Names

Bisclavret names follow the old tradition. Men's first names include Duncan, Fingal, Huarwar, Inness, and Tremaine. Women's first names include Adsaluta, Genevieve, Penarddun, Rhiannon, and Venetia.

Rather than use family names, Bisclavret are more likely to pay homage to their parents; sons will prefix their father's name with *Mac*, daughters with *Sen* — for example, Duncan MacInness or Venetia Sen-Rhiannon.



"Iron Tusks and Gardener's Souls" — The House of Doloreaux

History

The Doloreaux made their home on the northern part of Calabria, moving quickly to claim the area between the Rother and Lyore rivers. Their arrival was not without violence — the Doloreaux expansion was the first to buffet the Rinaldi, and later the Avoirdupois and Bisclavret. Young



lords, eager to stake their claims to land, went to war whenever they thought they could win. After many victories and few losses, the Doloreaux have staked their claim ... but they command no sea ports, and their farmland can only sustain their current population.

Current Affairs

The Doloreaux are in a stalemate. Surrounded by rival houses, and with only enough farmland for subsistence, their holdings have no room to grow. Their leaders have chosen to expand their power through material wealth ... which means dealing with the Guilds of Triskellian.

Friends and Foes

The Doloreaux have few friends. The Avoirdupois believe that all other noble houses should be evicted from Calabria, and the Bislavret have their eyes keen on expansion. The Chevernaise do not negotiate with anyone. The Rinaldi's power has all but disappeared. A stoic lot, the Doloreaux house is resigned to campaign against everyone, biding their time. They are building their resources through the help of sympathetic Triskellians and minor houses. They hope to expand their land holdings and be strong enough to keep their new borders — no easy feat, given the Bislavret's mercenaries and Avoirdupois' great forces.

Geography

The Doloreaux lands are bounded by the southern foothills of the Rothos Mountains. Their western border with the Bislavret is the edge of the Rother river and the southern portion past the eastern face of the Walls of Calabria. It then proceeds down the western side of northern road past the beginning of the Granvert and stopping at the Three Corner Fort. Their eastern border is the length of the Lyore River and they are faced there by the Avoirdupois.

Landmarks

Bruges: This largest of all the Doloreaux cities is the focus of their financial efforts to maintain their shaky hold on their kingdom. Its battlements are a blocky affair: its squat, square towers and walls are on a raised plateau, surrounded by a moat. Its back is to the mountain face and it faces toward the Lyore River. Some say there is a network of caverns behind the battlements, which is the Doloreaux's real fortress.

The Walls of Calabria: These massive cliffs tower over the adjoining rivers of the Rother and Lyore. Fully half a league high, they stand in testament to the might of the Granvert River, which roars toward Triskellian. Some speculate that these could not be the creation of the river alone.

Auriville: A small town far up-river, closest to the Chevernaise pass, this hamlet would be considered pastoral and serene were it not for the fresh bulwarks and defenses built around it, as the other Noble Houses see it as a prime target for acquisition.

The Sacred Grove of Lutara: Located somewhere in the Doloreaux foothills is reportedly a thick, uncut forest that the Doloreaux rangers do



Cervant le Parfumés
(Deer Homeopath)

The Doloreaux are distrustful of modern medicine — a skilled herbalist such as herself has no want for business.



Courageux des Lyore
(Doloreaux Boar Outrider)

His quest to prove that the bandits who plague his roads are actually the Bislavret's mercenaries has become his obsession.



Gaemine de Chêne
(Doloreaux Boar Diplomat)

Classically schooled and suitably finished, it is difficult for some to divine that she was one a priestess of the Old Faith of Lutarism.



**Genovieve le Courrier-Porteur
(Wolverine Messenger)**

Many years of travel has given her knowledge of much of Doloreaux lands ... and a healthy respect for bandits.



Lerigot (Tiger Scout)

He fears no man, woman or beast ... but an incident on the night of the Secret of the Unhewn Stone has so unnerved him that even today he does not speak of it.



**Aranea Mygale
(Mouse Bounty-Hunter)**

Her noble house was absorbed by the ambitious Doloreaux, but she continues to carry on the traditions of her proud heritage.

not permit anyone to enter. The local serfs have been known to refer to this area as the "Harvest Haunt" and they give it a wide berth. Since the Doloreaux are known to be ardent worshippers of an old faith, it is assumed that the Lutara Grove must be part of some religious mystery. Others whisper in hushed tones about more unsavory things.

Climate

Doloreaux lands are deep inland and bordered by mountains, so their winters are milder than most, although there is a rainy season in the spring. Doloreaux live in a land whose temperature varies widely. When it is winter in Auriville it may be a balmy day in Bruges.

Flora and Fauna

The forests run towards the softer woods, good for building, but poor for ships or bows. Their farms tend to be terraced and grow mostly root crops. Some serfs attempt to raise drays on the scrub that grows in the hills, but they lack the skill and resources for proper destriers.

Economy

The Doloreaux have willingly adopted the denar as a unit of currency. The hills yield the iron, tin, and copper necessary to make cannons, which the gentry sell to buy the other goods they need. The hills are also a reasonable source of gems stones and precious metals. It is from their mountains that they extract and ship the finest ores and gems in all Calabria. Their skill in the mines is unequalled and is surpassed only by their skill in trade.

Customs

Most Doloreaux maintain a belief in the Old Faith, despite the efforts of Penitent missionaries. The deities worshipped vary from place to place, but the worship of Lutara invariably enjoys popularity above others. Their festivals and rites are renowned for their opulence. Conservative by nature, most Doloreaux look upon the prudish customs of S'allumer with disdain, and upon the secular modernism of wizardry and technology with distaste. Most folk continue to use the older Doloreaux calendar.

Law

The Doloreaux law is simple and tends to conform closely to that in Triskellian. This is fairly new and as a result has been an increase in overall trade. This combined with their acceptance of the denar as their primary currency has made the Doloreaux a mercantile power.

Religion

The Doloreaux, maintain belief in the "Old Faith," often called "Lutarism" because of their goddess Lutara "the Lady." Their religion is dominated by a sacred order of High Mystes, whose membership is exclusively female. The Hierarchs of Lutara command supernatural mysteries beyond the understanding of scholarly wizards, and they do not share their secrets with unbelievers or outsiders.



Armed Forces

Despite an aggressive campaign to modernize to gunpowder, most of the Doloreaux levy and cavalry are still equipped with spears, swords, and shields. Fortunately, with their highly-defensible position, the Doloreaux do not need to modernize too quickly. They have been biding their time and building their assets.

Language

Increased commerce with Triskellian has encouraged the Doloreaux folk to learn Calabrese. The Doloreaux family dialect is still practiced, but only among the gentry.

Names

Men's given names include Burcet, Gauthier, Kalman, Mercer, and Tybault. Women's names include Calendre, Eglantine, Liana, Patrice, and Vivienne. Doloreaux surnames are more likely to be taken from the place they hail from (such as des Feurebouche, des Vosges, des Lyore, or des Mortemere), or from the month of their birth (such as d'Aubépine, de Chêne, de Houx, de Vigne, or de Roseau) than their family name, unless they are of noble blood — then such surnames include Bien-être, Cattermaux, and DeLume.

The Other Folk of Calabria

The Chevernaise of Rothos

The goats who dominate the north-eastern mountains are known as the Chevernaise, though not all of them claim lineage from that dynasty. They are mostly composed of small clans which vary in their organization and religion from valley to valley and mountain to mountain. The richest of these clans inhabit the length of the Chevernaise pass and charge a heavy toll for use of the only safe way to Epinian and back. The Chevernaise refuse to acknowledge the authority of any of the Great Houses. They often ambush caravans that move through their pass to the northeastern port.

Phelan

Living in the deep forests and steppes of the north-west are the Phelan, a proud race of wolves who are cousin to the Bisclavret. The Phelan have customs and way of life very different from other Calabrese — many speak their old language of *Bérta Féini*, and few have given up their old ways of worship in favor of these new gods. Phelan society is dominated by the folk known as *Druids*, who serve as mediators between the mundane and the spiritual worlds. Of all the folk of Calabria, the Phelan have the most accomplished Atavists.

The noble titles of the Phelan are not hereditary; successors are chosen among the worthy. As can be imagined, there are many squabbles and feuds over power and wealth. The Phelan are united mostly by their dislike for all other factions on Calabria, especially the Bisclavret who have forsaken the old ways in favor of avarice and greed (by Phelan reckoning, anyway.)



Prewitt na Fògarrach
(Goat Highwayman)

Branded as an oath-breaker for a crime he did not commit, desperation has moved him to a life of crime.



Lir na Imbolc
(Phelan Wolf Witch-Hunder)

An Atavist who claims to have the gift of prophecy, he knows no fear, especially in matters of the supernatural.



Trovão (Porcupine Elementalist)

Exiled from Triskellian because of a miscast spell, he now claims Epinian as his home and continues his research for an Air Magic spell that would grant one the gift of flight.



Kolenka Gorisov
(Bat Green & Purple Mage)

A strange man with strange motives, he throws in with this family or that organization apparently at random, playing a great game for his own amusement.



Liurgi Preta-Raposa
(Black Fox Slaver)

Always working on that "one big score," he increases the number of his bandit-gang all the time, but lately he worries that his organization is becoming too large to handle.



Lo Scuriscador (Rat Torturer)
Never staying in one place long (probably because his employers have little stomach for his activities), he neither confirms nor denies the rumors that he is a Necromancer.

Other Places of Note in Calabria

Epinian

If Triskellian is a warm welcoming place, Epinian is its sallow younger sister, with an economy based primarily on precious ores and specialized mining. Its weather is severe and even the warmest day will barely melt the frost on the ground. The port is often frozen over and thus the only way to get its load of rich ore is through the Rothos Mountains.

Paludestris

The southwest coast of Avoirdupois lands, rather than being useful timberland, is a morose swamp known as the Paludestris. Issuing forth from its murky depths are odors and legends more foul than any childhood imaginings. Many enter its shade and never return. While some would say that monsters or ghosts inhabit the place, skeptics will note that the Paludestris is a popular retreat for bandits and thieves away from the forces of law. Recent rumors abound that the Family of Jakoba, a noble house of grey foxes that has fallen into disgrace, inhabit the darker places of the swamp, where they practice the black arts.

The Broken Coast

A set of reefs, fjords, and islands northwest of Epinian, the Broken Coast is almost impossible to navigate — the shallow waters threaten the hulls of larger ships, and the whirlpools will swamp the smaller craft. In the winter, the narrow inlets freeze over and can often be crossed on foot, if one is willing to take the risks. More than one charlatan has sold a map or book purported to disclose some forgotten artifact of the Autarchs with its location being one of the nearly identical islands of the Broken Coast.

The Corsair Islands

On the opposite side of Calabria, the Corsair Islands are very much what the Broken Coast is not: well-known and hospitable, with many safe harbors. To the chagrin of all merchants, these islands are the base of operations for the growing pirate trade. Rumors abound of a "pirate city," rife with lawlessness and greed, where ruffians live like kings. At present, few put stock in such wild tales, but as more ships are ransacked and more wealth is stolen, the idea of such a place does not sound as far-fetched.

A Guide to Life in Calabria

Calabria is a melting pot for folks from many different places, of all kinds of breeding, origin, customs, and beliefs. An uneasy peace dominates the land. With no clear leadership from any one Noble House, there is no common law throughout the land. What is legal in one place might be illegal in another. Often, no greater authority exists than one's own sword.

Given that everyone is an immigrant of some sort, where one is from is usually not as important as who one throws in with. It is common greeting to a stranger to ask, "Who are you and who do you serve?" Most folks will know at least one name to drop, and the shrewd will know two or more





people to claim as their superiors so they can give the right name to the right person. (For example, it is better to claim service to the Chevernaise to those who serve the Bisclavret than to those who serve the Doloreaux.) A common reward given to a commoner is a letter of recommendation. Clerics, monks, and the devout (or those who can successfully pretend to be devout) are generally given greater regard than the lay-folk.

The nobility enjoy many rights that are often denied to the commoners. The *low courts* for the commoners are often presided over by a single judge who makes rulings after a brief appeal from all aggrieved parties. The *high courts* are reserved for the nobility, where they may have a judge of higher status or (as is the custom in Avoirdupois lands) a jury of eight. Bribery and corruption are rampant; laws and rulings are bought and sold. Homes can be searched without any warning, property can be seized on flimsy excuses, and people are tortured into signing confessions that they often cannot even read. In the city of Triskellian, the situation is somewhat better, as the city charter has guaranteed that the commoners who claim residency there have the rights to a trial by their peers and from unreasonable search and seizure ... but in practice, money speaks louder than the law.

Folks are rarely imprisoned for long. Those who have committed extreme crimes such as murder are executed - nobles are entitled to a swift beheading; for commoners, the lucky ones are hanged, while others may suffer anything from hanging to being burned at the stake or worse. For lesser crimes, a ransom will have to be paid (proportional to the social worth of the criminal and to the offense) before the subject will be released. If the ransom is not paid, the criminal will be sold into slavery. A share of the ransom goes to the victims of the crime, if appropriate.

Courts can become backlogged for days, weeks, or months. It is not unknown for people of little influence to disappear into the hands of a slaver, without getting their due process of law.

The Church of the Penitence of S'allumer maintains its own system of laws, often called the *benefit of clergy*. Those folk of the cloth are entitled to clerical law, which is noticeably less severe in its capital punishments. Unfortunately, there is currently no accepted definition for what "clergy" is — in some places (such as Avoirdupois demesne), anyone who can prove

The Destrier

This type of mount is very rare and very expensive, the product of selective breeding and extensive training. A destrier is combat-trained and won't spook at magic or the sound of gunfire. It can also be coaxed into attacking and trampling foes. Unfortunately, destriers are known to be irritable, and skilled handlers are required for their upkeep. They are also omnivorous, requiring a high-protein diet to keep up their muscle tone — in other words, a fair amount of meat, which makes their upkeep far costlier than most mounts. Also, many are temperamental and can't be kept in a stable with other mounts, even other destriers, as they will bite and kick.

A typical Destrier has Body 3d12, Speed d10, *no* Mind Trait, and Will d10. A well-bred Destrier will have a Race Trait of d12, which is included with Brawling, Dodge, all Listen and Smell Tests, and adds to their Dash.

They have a Size of 64 stone, a Dash of 22 paces, and a Stride of 5 paces. Their massive physique gives them a Lift Bonus of +15 (enough to carry a rider and gear). They have the Gifts of Claws, Extra Hit Point +1, and Teeth.

Typical Skills (with Favored Use) include: Dodge d10 (while on the plains); Hiking d8 (through Plains); Observation d6 (to spot foes); Resolve d10 (while being ridden).



The Dray

Squat, foul-smelling, and generally unpleasant, the dray is a beast-of-burden good for heavy labor, such as wagon-hauling or field-plowing... provided one isn't in any hurry. Drays will eat most any vegetative matter, and they vary in personality from docile to downright ornery. Few will attempt to ride one — in fact, many drays will balk at first-time riders and shy away from saddles and the like — but they can be ridden at a slow and ponderous pace for hours.

A typical Dray used to drive a carriage or wagon has Body 3d12, Speed d4, no Mind Trait, and Will d8. Most Drays have a Race Trait of d8, which is included with Dodge, all Smell Tests, and adds to their Dash.

They have a Size of 70 stone, a Dash of 12 paces, and a Stride of 3 paces. Bred for strength, they have a Lift Bonus of +18, Strength Dice 3d12 & d8, and a Soak Dice of 3d12. They have the Gifts of Extra Hit Point +2, Hooves, and Strength +3.

Typical Skills (with Favored Use) include: Hiking d12 (through Plains); Observation d8 (for Smell Tests); Resolve d10 (vs. blunt attacks).

Drays that are bred for food and not for burdens will lack the Gift of Strength and will have the Flaw of Corpulent. Many drays will spook if forced into combat, and will have the Flaw of Skittish.

that they are literate and can read from *The Book of Helloise* can claim benefit of clergy; in others (such as Doloreaux territory), clerical law is dismissed or ignored.

Subjects are expected to worship the same way as their lord, a principle that the Church of S'allumer calls *cuius regio, eius religio* ("whose region, his religion"). In Bisclavret demesne, all religions other than S'allumer are outlawed; in Ayoirdupois lands, religions other than those of S'allumer are discouraged and met with hostility. In Doloreaux lands, the opposite the true; they maintain their devotion to the Old Faith of Lutarism and rarely impose their faith on others.

In most of Calabria, it is forbidden by law for anyone to have weapons or armor unless they have Investiture, Nobility, or some other license. In the City of Triskellian, the law is more liberal, as it "recognizes the need for a standing militia"; thus commoners of this city are entitled to bear arms. Since Calabria is largely a dangerous place, most folk are permitted to carry weapons, only being arrested if they commit some crime (or are accused of some crime). As with almost everywhere, laws are enforced when someone feels a need to enforce them — folk who have friends in high places or who cross the right palms with gold and silver will have more license than those who don't. There are no "weapon shops" that sell guns or swords — such items must be specially commissioned from the few artisans who can make them, thus making them both expensive and rare.

The higher-ranking nobles may demand a form of hospitality called *coim-med*, the right to stay at one of their subject's homes, at any time and for any duration. Sometimes (especially in Bisclavret lands), soldiers and mercenary companies will be housed in a lower subject's home for weeks at a time and without warning.

In Triskellian, civil offices (and the Investiture they grant folks) are not elected positions but given out as bribes or rewards, to noble and to commoner alike. When the officials are capable, the aqueducts flow smoothly and the walls stand firm and solid; when they are not, the water becomes stagnant and stone crumbles.

A new invention represents a challenge to the social order, and it is not a gun or a sword — it is the printing press. While still cumbersome, as entire plates must be engraved every time (with the concept of moveable type still beyond the skill of present-day engineers), books have become cheaper and more affordable than ever. Without standardized education, however, most folk are still illiterate.

The Game Host is encouraged to play up the tacit nature of distrust and uncertainty that pervades Calabria. Almost any noble or official is scheming for a position of greater wealth or authority. The Player-Characters will be people of unusual skill and ability, and probably without friends in high places; they could perform services or delicate tasks that cannot be traced easily... and one could always deny knowledge of their activities. Will the PCs be pawns in a larger game? Or will they gain franchise by striking the right deals with the right people, perhaps by design or by chance? The delicate balance of power in Calabria can be changed by even one single person...



Calendars

The S'allumer Calendar

The Church of S'allumer begins the numbering of their years "after the Miracle of Helloise," starting at the year 1. Prior to that event, all dates were recorded as the year and the day of the current Don Rinaldi's reign. The current year is 882 *Après le Miracle*.

The S'allumer calendar divides the year up into 12 months, each one of varying days; the average year is 365 days. The first day of every month, known as the *kalens*, is the standard marker for the period of interest on a loan or lease. The S'allumer week is divided into seven days, named *Lundi*, *Mardi*, *Mercredi*, *Jeudi*, *Vendredi*, *Samedi*, and *Dimache*. The last day, *Dimache*, is a day of rest and worship; shops are closed and it is forbidden by Triskellian law to exchange money within the city limits.

It has come to the attention of navigators and astronomers that the 365-day calendar is not perfect; the true year is closer to 365 218/900 days. To fix this, the S'allumer calendar has a *leap year*, a 366 day year, where the month of Snow is 29 days instead of 28. The rules for a leap year are:

- Every year divisible by 4 is usually a leap year, except ...
- If the year is divisible by 100, then it is *not* a leap year, except ...
- If, when the year is divided by 900, it leaves a remainder of 200 or 600, then the year is a leap year.

The Doloreaux Calendar

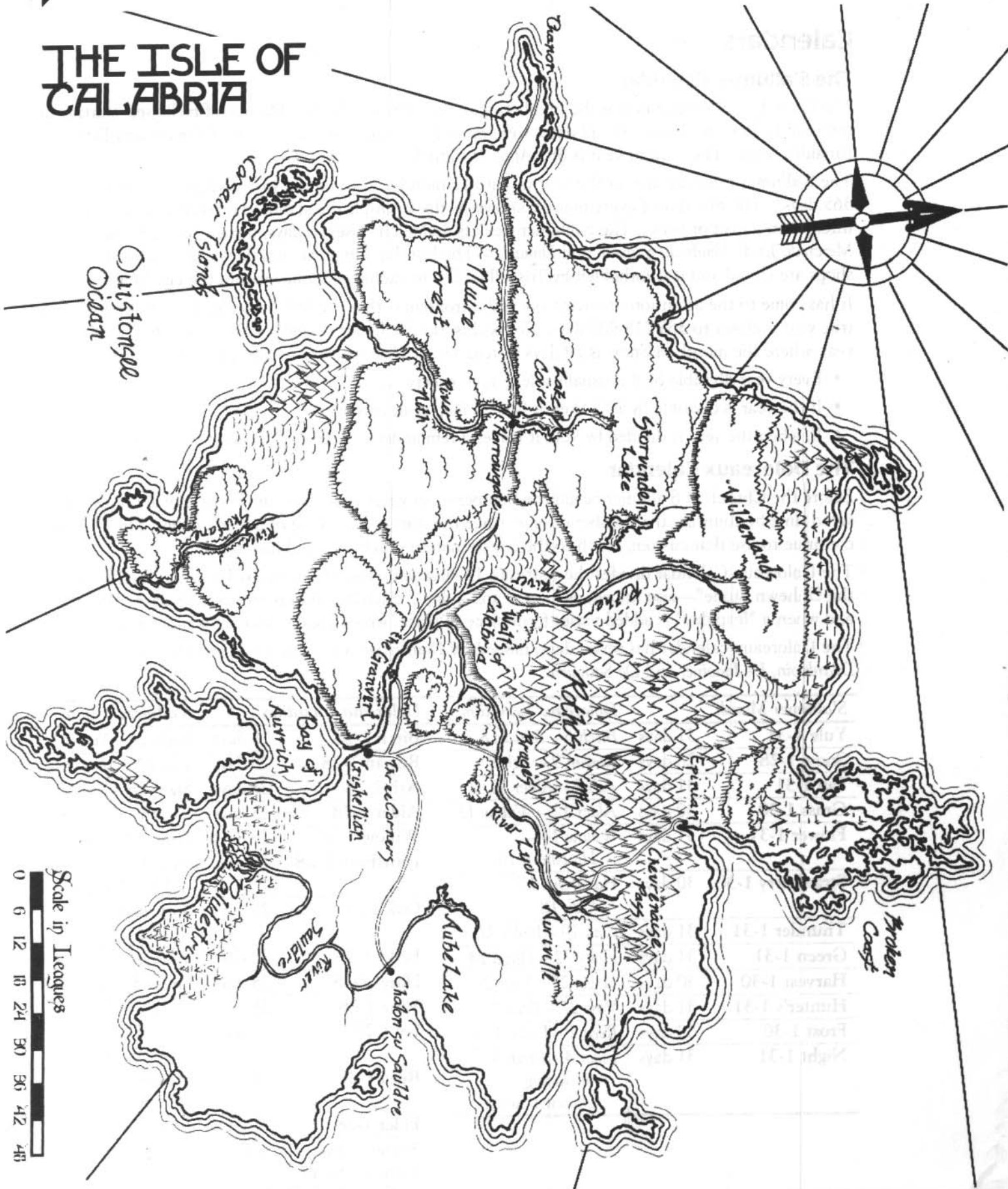
Before the Church of S'allumer began the numbering of years after a specific event, noble houses measured time by counting the number of years since the start of each king or queen's reign. The Doloreaux continue to use that custom, much to the consternation of scholars and historians.

The Doloreaux Calendar divides the year into 13 *lunations*, plus one extra day known as the "Secret of the Unhewn Stone"—also known as "a year and a day". Each lunation is precisely 28 days. Whether and when a "leap day" is added varies from place to place, which creates another source of confusion.

The Doloreaux calendar has seven days, named *Dé Domhnaigh*, *Dé Luan*, *Dé Mairt*, *Dé Céadaoin*, *Déardaoin*, *Dé Haoine*, and *Dé Sathairn*.

S'allumer Month			Doloreaux Lunation			Doloreaux Lunation			S'allumer Month		
Yule	1-31	31 days	Birch	6 – Rowan	8	Birch	1-28	28 days	Night	24 – Yule	20
Snow	1-28	28 days	Rowan	9 – Ash	8	Rowan	1-28	28 days	Yule	21 – Snow	17
Sap	1-31	31 days	Ash	9 – Alder	11	Ash	1-28	28 days	Snow	18 – Sap	17
Grass	1-30	30 days	Alder	12 – Willow	13	Alder	1-28	28 days	Sap	18 – Grass	14
Flower	1-31	31 days	Willow	14 – Hawthorn	16	Willow	1-28	28 days	Grass	15 – Flower	12
Strawberry	1-30	30 days	Hawthorn	17 – Oak	18	Hawthorn	1-28	28 days	Flower	13 – Strawberry	9
Thunder	1-31	31 days	Oak	19 – Holly	21	Oak	1-28	28 days	Strawberry	10 – Thunder	7
Green	1-31	31 days	Holly	22 – Hazel	24	Holly	1-28	28 days	Thunder	8 – Green	4
Harvest	1-30	30 days	Hazel	25 – Vine	26	Hazel	1-28	28 days	Green	5 – Harvest	1
Hunter's	1-31	31 days	Vine	27 – Reed	1	Vine	1-28	28 days	Harvest	2-29	
Frost	1-30	30 days	Reed	2 – Elder	3	Ivy	1-28	28 days	Harvest	30 – Hunter's	27
Night	1-31	31 days	Elder	4 – Birch	5 (including Unhewn Stone)	Reed	1-28	28 days	Hunter's	28 – Frost	24
						Elder	1-28	28 days	Frost	25 – Night	22
						Secret of the Unhewn Stone		1 day	Night	23	

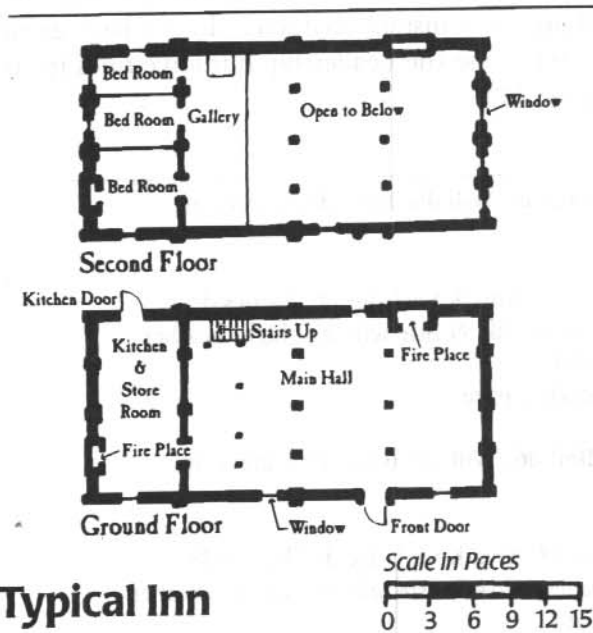
Quistone
Dear



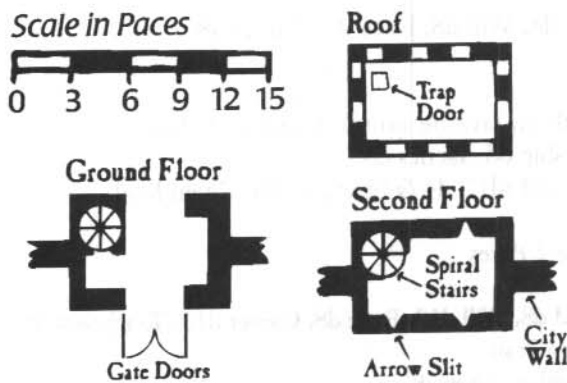
Scale in Leagues

0	6	12	18	24	30	36	42	48
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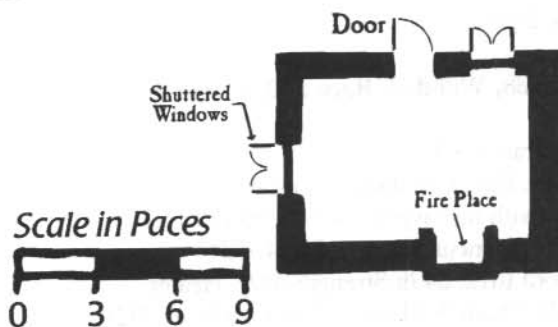
SAMPLE FLOOR PLANS



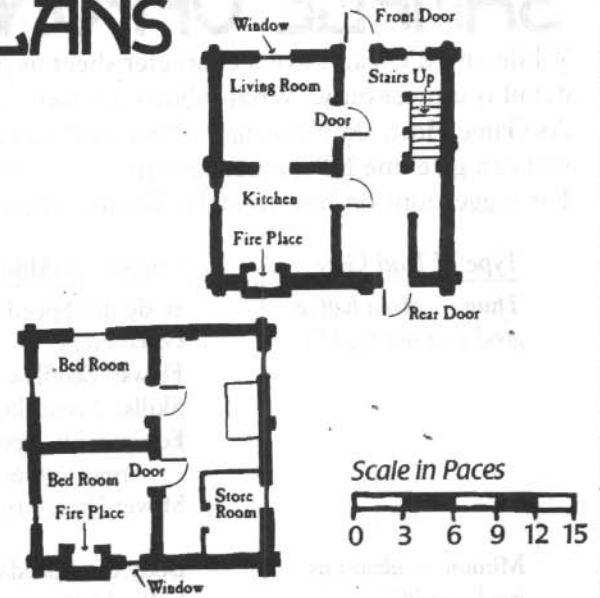
Typical Inn



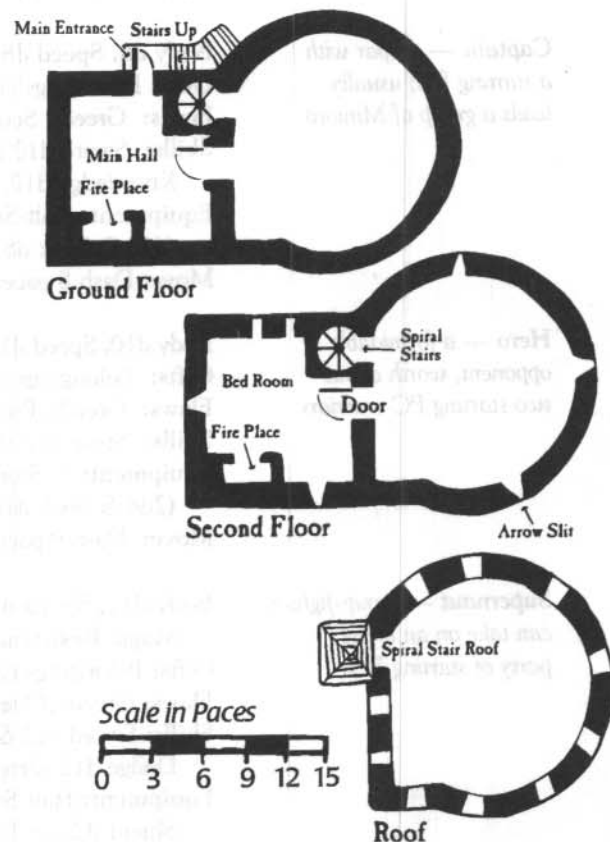
City Gate House



Single Room Hovel



Two-Storey House



Road-Side Keep

SAMPLE OPPONENTS

While an NPC can have a character sheet as detailed as a Player Character, for most "bit players" such detail is unnecessary. What follows are some archetypical NPCs, grouped by their strength in combat. As Game Host, simply assign a Race and Career and presto — instant character. In any large group, you can give one NPC a Leadership Skill of d6 or better to use the Leadership Initiative rules (p. 167). For suggestions on how to make Wizard NPCs, see page 243.

Type of Bad Guy

Suggested Abilities

Thug — about half as good as a starting PC

Body d6, **Speed** d6, **Mind** d6, **Will** d6, **Race** d6, **Career** d6
Gifts: None
Flaws: Scofflaw
Skills: Spear d6, Dodge d6, Area Knowledge d6, Tactics d6
Equipment: Spear (Damage 2d4 & Strength d6), Light Leather Armor (d6 & Soak d6)
Move: Dash 6 paces, Stride 1 pace

Minion — almost as good as a PC

Body d8, **Speed** d8, **Mind** d6, **Will** d8, **Race** d8, **Career** d8
Gifts: None
Flaws: Scofflaw
Skills: Spear d8, Dodge d8, Area Knowledge d8, Tactics d8
Equipment: Spear (Damage 2d4 & Strength d8), Heavy Leather Armor (d8 & Soak d8)
Move: Dash 8 paces, Stride 2 paces

Captain — on par with a starting PC; usually leads a group of Minions

Body d8, **Speed** d8, **Mind** d8, **Will** d8, **Race** d8, **Career** d8
Gifts: Belongings (1)
Flaws: Greedy, Scofflaw
Skills: Sword d10 (Fv: with my favorite sword), Dodge d10, Area Knowledge d10, Leadership d8, Tactics d8
Equipment: Half-Stone Sword (d12, d4 & Strength d8), Chain Mail (d12 & Soak d8)
Move: Dash 8 paces, Stride 2 Paces

Hero — a formidable opponent, worth about two starting PC warriors

Body d10, **Speed** d10, **Mind** d8, **Will** d10, **Race** d8, **Career** d10, **Toughness** d6
Gifts: Belongings (1), Extra Trait
Flaws: Greedy, Proud, Scofflaw, Showoff
Skills: Spear d12 (Fv: with my favorite spear), Dodge d12, Resolve d10
Equipment: ¾-Stone Spear (2d8 & Strength d10), Banded Mail (2d8 & Soak d10)
Move: Dash 9 paces, Stride 2 paces

Supernaut — group-fighter, can take on an entire party of starting PCs

Body d12, **Speed** d12, **Mind** d8, **Will** d12, **Race** d10, **Career** d12, **Magic Resistance** d8
Gifts: Belongings (2), Extra Trait, Luck
Flaws: Greedy, Overconfident, Proud, Scofflaw, Showoff
Skills: Sword d12 & d8 (Fv: with my favorite sword), Shield d12, Dodge d12 (drops to d4 from Encumbrance), Resolve d12
Equipment: Half-Stone Sword (d12, d4 & Strength d12), Heater Shield (Cover Dice 2d10), Chain & Plate (d12, d10, & Soak d12)
Move: Dash 4 paces, Stride 1 pace

HOSTING THE GAME

The role of Game Host is a demanding one. The Players each have only one Character to look after — you have to assume the roles of all the Non-Player Characters, from the lowliest peasant to the Arch-Dukes of the Great Houses. You have to make all those rulings and use your discretion. You're the constant center of attention. It can be quite taxing.

Always keep in mind that *Ironclaw* is a role-playing game. As with all games, the objective is to have fun. Some folks are natural Game Hosts and can assume the role easily. Others find that they make much better Players. Many folks need to spend time adjusting to the role. If you are new to being a Game Host, we recommend that you read through this chapter carefully, often before and after every adventure, until you feel more comfortable Hosting the Game.

Know the Theme of Your Game

Every role-playing game has a *theme*, a recurrent idea or motif that sets the tone. In some games, the theme is to improve one's character by defeating stronger villains and garnering treasure. In another, the theme might be intrigue and politics. In still another, the theme could be fighting an eternal struggle against almost insurmountable odds.

In *Ironclaw*, the PCs will represent the new "middle class". They have esoteric skills and abilities above the common unskilled laborers, and they have lots of expensive equipment. They're certainly not "lower class". However, their adventurous lifestyle makes it hard to hold and to administrate land, and they're not likely to be heirs to any thrones, nor to be blooded, so they're not "upper class" either.

The political situation in Calabria involves three Great Noble Houses in a cold war that revolves around a large free city. Often, nobles will have to employ the PCs for clandestine operations for which their own men are unusable for one reason or another. In addition, the new Guilds of Triskellian are rich people with political motivations but no "divine right" to take land, so they can't act too brazenly or they'll annoy the Noble Houses. Adventure scenarios can exploit these aspects to create scenarios of uncertainty and conflict.

Know What Makes for a Good Story

In the end, the Player Characters are the stars of the game. As Game Host, your role is to make the Players feel challenged to solve the puzzles and obstacles in the course of the game, but they shouldn't feel overwhelmed by them. Role-playing is like co-operative story-telling: the Game Host and the Players are together crafting a story, with the Player Characters as the heroes of the action. Like any interesting story, the drama and excitement of the tale is drawn from the uncertainty of what's going to happen next, from the conflict between the characters against their environment and

Field Guide to Players

As Game Host, it's your responsibility to know how your Players want to play. Some Players are easier to understand than others. Do you recognize any of the following types of players in *your* Party?

The Newbie: New to role-playing. May have trouble with all the math involved; veteran role-players may not have the patience to teach them the ropes. Newbies are usually quiet and have to be coaxed to participate. Remember that everyone starts as a Newbie — think back to when you first started this game, and help them learn the ropes.

The Nonpareil: This Player has to play a Character who has no equal; they often start as Prodigies in something like Sword, or with a Master Spell List. Try to set up your adventures so the Nonpareil has a chance to show off their incredible skill at least once — and *never* penalize the Nonpareil for building a powerful character by changing the rules or giving the NPCs an unfair advantage. Smart villains will have to work around the Nonpareil.



The Collector: This Player wants to accumulate better weapons, armor, and money. Their PCs almost always have the Flaw of "Greedy" or even the Passion of Desire. In *Ironclaw*, money isn't everything — reward the Collector with letters from nobles or other important persons, which may provide hooks for later adventures. Beware of Collectors who pick the pockets of other PCs — this kind of role-play can be amusing for a bit, but it can cause bad feelings later on.

The Formalist: This person insists that everything be done by the book. They can often quote page numbers off the top of their heads. Many Formalists are "Rules Lawyers," who view the game as an us vs. them contest between the Player and the Host; they quote only the rules that help their case and omit others. The purpose of game rules is to be *fair and consistent*, not to be used as fuel for arguments. At their core, Formalists want the game to make sense; if your game doesn't work the way they had understood it would go, they will become frustrated. Talk to your Players and ask them what they want out

against each other. Unless your story is an especially tragic one, the Player Characters should overcome the odds and win in the end.

However, unlike a typical story, *Ironclaw* is also a game, played for amusement and entertainment. Some of the things that work in story-telling won't work in a role-playing game. When crafting your adventures, keep the following things in mind:

- **Use the conventions of the genre.** *Ironclaw* is a fantasy game set in an Age of Reason, where new technology and fantastic wizardry exist side by side. There are mysterious ruins and forgotten mysteries from the past. Material wealth is important, but not as important as social status and family bonds. People pledge to serve other people or their religion, rarely abstract causes or ideals. Cruelty is rampant; many live in deplorable conditions and can see no escape from their lot in life. Might makes right — the strong abuse the weak. Dozens of races mingle together, and their differences often dictate the roles they will have in society.
- **Keep it personal.** *Ironclaw's* setting is about a struggle between people of ambition, who will often do anything to achieve their goals, sacrificing their social roles, their positions, even their friends and family, sometimes even their own lives. Your adventures should be written in terms of what characters would do, and because people are unpredictable, anything could happen, rather than as a tightly-scripted plot. Make sure all Players gets some time to role-play their Characters.
- **Know your audience.** There's no point in planning for action-adventure if your Players would prefer puzzle-solving and quiet negotiations. Role-playing games are much like improvisational theater — a good actor knows when to play to the crowd. Feel free to use "inside jokes" or other kinds of banter, but know when to move from a light-hearted humorous mood to a serious one.
- **Know yourself.** What is it that you like to have in your role-playing games? The more interested you are in a storyline, the better it will be realized for you and your Players. Often you may find an adventure written by someone else isn't exactly what you're looking for but has elements you like — feel free to make changes that make the story more personal to you. Think of the kinds of stories you want to play.



- **Control the environment.** Group everyone around one gaming table. Eliminate distractions such as television; if you think it will help, put some music on the stereo and keep the volume low (movie soundtracks and classical music work best for this). Prepare miniatures and maps in advance.

Know your Characters' Motivations

A good way to make your Non-Player Characters more believable to the players is to keep a list of the character's *Motivations*. During play, if you find yourself wondering what a villain would do next, you can refer to this list.

A major character should have at least three *Motivations*. For all NPCs but the most suicidal ones, we recommend you put "Survive" at the top of that list, as a reminder to yourself that most folks would rather surrender than throw their lives away.

Example 1: *The Game Host decides that Sheridan de Bisclavret is a man of ambition, who plans to rise to power and crush anyone foolish enough to stand in his way. However, Sheridan is also a landed knight and has certain responsibilities. A good list of Motivations for Sheridan would be: "(1) Survive; (2) Gain wealth and power; (3) Attend to the duties of his noble office."*

Example 2: *Erhime Can Cynyr is a friendly, outgoing sort. She enjoys working with the Player-Characters and values their companionships and trust ... but she also is a private person with a secret: she has refused an arranged marriage and is a fugitive from her own family. If a situation came down to a choice of betraying her friends or going home to a loveless marriage, Erhime would (reluctantly) choose to betray her friends. The Game Host lists Erhime's Motivations as "(1) Survive; (2) Pursue her own love and avoid her arranged marriage; (3) Help her friends and companions."*

Example 3: *Foncée la Sorcière has studied over-long at the arts of wizardry, and her quest for knowledge is no longer tempered by reason. She now seeks to learn magics of greater and greater power, heedless of the risks involved; her confidants believe that she has become a danger to herself and others. The Game Host lists Foncée's Motivations as "(1) Become more powerful in the arts of magic; (2) Use people like tools and discard or destroy them when they become useless; (3) If she can't destroy her foes, then bargain with them." Foncée will probably come to a tragic end as she will ignore the risk of death to accomplish her goals.*

When you write your adventures, remember that things usually happen because people decide they want them to happen. People lie, cheat, steal, hold grudges, and fall in love. As Game Host, your game should be like a story, where the plot points are decided by the goals of the Characters.

Definitely do *not* have NPCs who throw their lives away by attacking the PCs without a clear goal in mind for doing so. Major NPCs may send minions to delay the PCs from their goals or to finish them off for good. They should rarely put themselves at risk. Force the PCs to track the major villains down to force them into direct confrontations.

of your game. And use the Formalist as your ally — instead of looking up a rule, ask them what page it's on.

The Absentee: If you're running a campaign game, it will be inevitable that someone may miss a session or two. Some Players, however, only show up occasionally. This may be unavoidable: school, work, and other things can get in the way; you may want to revise your gaming schedule. Other times, an Absentee is simply losing interest in the game. When you talk to your Players, ask the Absentee what might liven up the game.

The Languisher: Some Players are present for the game but don't contribute much to what's going on, often letting others make decisions for them. Read the Languisher's Character Sheet; ask the Player what would motivate them to take a greater role in the game.

The Maniac: With Flaws like "Capricious," "Overconfident," or "Showoff", the Maniac's PC often gets into trouble, seemingly at random, making it difficult for you as Game Host to craft a compelling plot for the game. Sometimes the Maniac is someone who wants attention, who revels in chaos



for its own sake and has little interest in "serious" role-playing. If you have other Players who are, you will have to channel the Maniac's energy into the campaign instead of simply derailing plots. Do not let the Maniac abuse the "party mentality" — simply because the Maniac has a PC, the other Players should not feel obligated beyond the call of duty to rescue them after something particularly abusive. Party loyalty is a two-way street.

The Butcher: Some Players always go for the violent solution. If an NPC bothers their character, they kill the NPC. When the town watch shows up to arrest the PC, they attack again. The Butcher will cause problems in games where there is more to do than fight. As Game Host, you can't let the Butcher get away with unrestrained violence — realistically, people wouldn't stand for it. As with the Maniac, the Butcher shouldn't do as they please and demand that the other PCs go along with them. Talk to the Butcher away from the gaming table, and explain to them that they'll have to take a greater interest in the game other than wanton slaughter.

Assume that NPCs could get away with their plans ... if it weren't for those meddling PCs

A good plot line is a three-step one: (1) NPC hatches complicated plot; (2) plot crosses PCs path, who then must interfere; (3) major NPCs draw PCs into conflict. This plot is usually a good one for gaming, because it gets the PCs involved of their own free will. Be prepared for what happens if the PCs *don't* interfere — have whatever the NPCs have in mind be antithetical to what the PCs like, perhaps even dynamic enough to alter the campaign.

Plot lines like this one are especially good because the NPCs have realizable, realistic goals ... which doesn't necessarily mean just "killing the PCs". Your major NPCs will come into conflict with the PCs because of their exclusive goals ... and conflict between Characters is what role-playing is all about. After many games, your campaign's plot will flow naturally because of how the many Characters interact with one another.

We designed the *Ironclaw* game to encourage Players to build characters who would have complex social conflicts. PCs can have Flaws involving their personal honor, their social commitments, their senses of justice, and their obligations to the law. It's harder for the amoral, uncaring characters to get involved in proactive plots.

Know the Common Pitfalls

Role-Playing Games lend themselves to very divergent styles of play, but there are some elements that often diminish the enjoyment of the game.

Avoid "Guided Tours"

Some adventures are scenic tours where the plot line centers on the PCs traveling through some exotic locale where they meet the locals and tour the countryside, but there's little to do or to interact with. For example, an adventure where the PCs go to the Small Town, pick up the Sacred Object, and deliver it to the Other Spot, while meeting lots of people on the way but never really getting into any dramatic conflict. Sometimes this adventure adds a "Native Guide" who has all the necessary skills and preparation for the PCs to get through the place, making it a no-brainer.

Make sure that, if you write up some exotic locale or colorful people, that there's some sort of conflict with them, something that involves the PCs, either to get their assistance or to interact with them. Perhaps the Native Guide gets killed or captured. Perhaps he's corrupt or evil or otherwise has motivations that go against the PCs. Perhaps he isn't as competent as he thinks he is. Maybe the area has changed, such as new bandits have moved in or some horrible monster is present. Toss the Players a curve.

Watch out for "Cooler-Than-You" Syndrome

There's a strong temptation to write up NPCs that are really "cool". They have large legions of unquestionably loyal followers. They command vast wealth. They are unrivaled spell-casters. They are unequalled sword-masters. And, worst of all, they're incredibly necessary to the adventure plot, *on the PC's side*. One sometimes wonders why, if they are this qualified, they even bother to hang out with the Player Characters.



Don't let your major NPCs over-shadow the PCs. Let the PCs keep guessing as to their true power level. The *Ironclaw* system is designed to allow for levels of specialization ... so have your NPCs specialized in a very narrow niche (with Skills like "Area Knowledge" and "Lore"), which the PCs can't match since they're such generalists. Don't write adventures that make the intervention of a cool NPCs mandatory, especially if those NPCs might get into combat. Plan for different endings.

The "Mandatory Skill Roll" Bug

Don't confuse dice rolling with conflict management. Don't have adventures that will come to an absolute, grinding halt if the PCs miss a skill roll. Adventures of this type include ones where the PCs must make a Research roll at the library, or they must make that roll to find the secret door, or they must know enough about "Lore: Metallurgy" to divine the location the scepter came from, etc.

The major problem with this sort of adventure is not that the PCs might fail those rolls — it's that, if the PCs figure out it's this kind of adventure, then they may realize they don't really need to think their way through it. Either their die rolls will decide the plot, or some specialty NPC will show up and lead them by the nose to the next part.

A good adventure will have "opportunity costs" and risks that keep the PCs on their toes. One good way around this bug is to have a "simple" solution that requires specialty skills (whose rolls can fail), and a "complex" solution that requires the PCs to jump through a few hoops but is otherwise solvable. This will encourage the PCs to try to think of ways around that complex, difficult way — and encouraging the PCs to come up with creative solutions to their dilemmas is what good role-playing is about.

Making Changes

Part of the fun of a role-playing game is experiencing things differently. There is a visceral thrill to pretending to be someone else, fighting the good fight and scheming the grand games. This rulebook is based on many assumptions about what makes something fun: "if this works like this, then that should work like that."

As Game Host, you may decide you want something to be different. Maybe you'd like to set your campaign someplace other than Calabria, or perhaps you'd like to have a game with no supernatural elements at all. You are encouraged to experiment with the setting and the rules of *Ironclaw*. Here are some points to keep in mind as you move from the role of Game Host to Game Designer.



The Controller: This kind of Player often dominates the plot of the adventure. They will be the "party caller," giving out orders about what to do in almost every situation. The Controller isn't necessarily bad — a Party of PCs will get more done if they have some organization. Just make sure the other players are getting "screen time" to do the kinds of things they want to do, as well.

The Author: This Player has crafted a long and involved storyline for their Character, from their humble beginnings to the present day. What makes the Author stand out is the volume of detail, which is far beyond what the other Players are writing. Authors can be great fun, because they bring lots of enthusiasm to the game. They can also be annoying, because they have very definite ideas of how they want the game played, which may not be consistent with the other Players'. Channel the Author's efforts into the game setting, and be sure to mine their writings for seeds for adventures that can involve all the Players.



New Careers and Races

Adding new Careers is really easy: simply pick four Skills that the Career should be included with. See page 63 for guidelines. Creating a new Race is a bit trickier, as there are Point Costs involved. The Gifts and Flaws (p. 79-104) each have Point Costs associated with them; total those points up and include them as Racial Cost. For Racial Skills, consider the qualities associated with the anthropomorph. Are they solitary hunters, which would imply Stealth? Do they travel in herds or packs, for which Tactics is more appropriate? What sort of habitat would they prefer: Forest, Mountains, or Plains?

Example: You decide to add a Race of Bovines to your game. Bovines are known for their physical prowess both in terms of strength and robustness, and some have very large horns. They are vegetarians, travel in herds, and are rumored to have an uncanny ability to predict the weather.

As Game Host, you decide that Bulls and Cows should have the Racial Gifts of Horns (1 point), Robustness +1 (2 points), and Strength +2 (5 points), with no Racial Flaws. Their Racial Habitat is the Plains; their Racial Skills include Herbalism, Tactics, and Weather Sense. Their Racial Weapons are Horns. With a wide field of vision, the Racial Sense Test of Spot would be appropriate. The total Racial Cost to play a Bovine is 8 points.

New Flaws, Gifts, and Special Traits

Both the Player and the Game Host are encouraged to come up with new Flaws, especially Internal ones. Guidelines for making new Flaws are on p. 91-92.

A Gift should be something simple, such as a special ability or an advantage to overcome deleterious circumstances others would suffer from (such as Night Vision to reduce darkness, Sure-Footed to remove bad footing penalties, etc.) For things that might have a variable level of effect, consider making it a Special Trait. For example, Characters can have differing Levels of Magic Resistance or Toughness.

The same as a Flaw, the Point Cost of a Gift should be proportional to how useful it is. A Gift that is rarely useful or is supplanted by other things (such as Claws, which are not as good as most weapons) should cost 1 or 2 points. Gifts that affect a great number of things (like Luck) or ones that give one unusual power or influence (such as Armor or Wealth) should cost 3 points or more.

Most Players will choose something that gives them a *rules-mechanic* advantage (which has a concise, empirical definition measured in good old numbers) over a *game-setting* advantage (which is subject to interpretation and may be of dubious value.) For example, suppose you make a Gift that allows one to have Extra Magic Points. You might be encouraging your Wizard PCs to increase their Magic Points (clearly an improvement) instead of their Wizard Traits (which would also make them more capable in knowledge skills and literacy — good hooks for future adventures.) Many games down the road, you may find that your Wizard PCs lack for skills but not for combat strength, and that you are having difficulty encouraging your Players to do things other than use brute force.

New Rules or Rules Changes

Remember that the purpose of game rules is to offer a common definition of the world for both Players and Game Host. If you change a rule, you're changing the way the world works.

For example, suppose you decide spell-casters should include their Will Trait for Casting Tests instead of the Mind Trait. Wizard characters would have more incentive to have a higher Will, which not only increases Magic Points but also is included with combat skills such as Resolve.

When making up new rules, consider the "minimaxer," the Player who will use the rule to its logical extreme. For example, suppose you decide that the Gift of Armor (p. 83) should be a Trait instead. What happens if someone puts a d12 there? Or a d12 & d4? Players have only the rules to use as a gauge to what they can and cannot do, so don't be surprised when they push the rules to the limit.

Use the rules of a role-playing game as a tool for better story-telling and to endorse the behavior you want to see in your Players; if the rules are making things happen that you think are silly and inappropriate, change them.



INTRODUCTORY ADVENTURE: THE CLOSING OF THE CITY GATES

In Which Our Heroes Meet and Begin their Saga

Attention! The text that follows explains in detail an adventure involving mystery, deceit, and even violence. This section is for the eyes of the Game Host only. Those players planning to experience the adventure must avert their eyes and must not read this section, lest they spoil their own enjoyment.

What Has Gone On Before

Much to the dismay of the citizenry and the anger of the Constabulary of Triskellian, the highwayman known only as Tassobianco has been plaguing the countryside. He strikes apparently at random, choosing only the wealthiest targets, where he sets upon them and leaves no survivors.

This adventure will serve as a good way to unite the party in the face of a common obstacle. This adventure is designed with two to four beginning Player Characters in mind, who are fairly respectable in combat but also have a variety of other abilities.

Before staging this adventure, read through it completely, familiarizing yourself with schedule of events and the major Non-Player Characters.

The Tale of How Our Heroes Came to Meet

The opening scene for our adventure is the Northern Gate of Triskellian. Ask your Players to come up with reasons why they would be traveling south on the Northern Road to the city. Here are some suggestions based on the different spheres of influence characters might have:

- *Clergy, Worshipers, and the Religious:* Many take a religious pilgrimage to see the Cathedrale de Temoin, site of the Miracle of Helloise. Others come to give alms to the many indigent and desperate folk who live within the city walls.
- *Ne'er-do-wells, Rogues, Scoundrels, and Thieves:* Triskellian is the wealthiest city in all of Calabria, maybe even in the world; for those willing to take liberties with the law, many opportunities await.
- *Nobles and Blooded Persons:* There's a saying that "all roads lead to The Three Gates" — Triskellian is neutral ground where all Houses,

both Greater and Lesser, maintain at least one house, sometimes large and sometimes humble. If one is wealthy, one can sample some of the finer things the city has to offer.

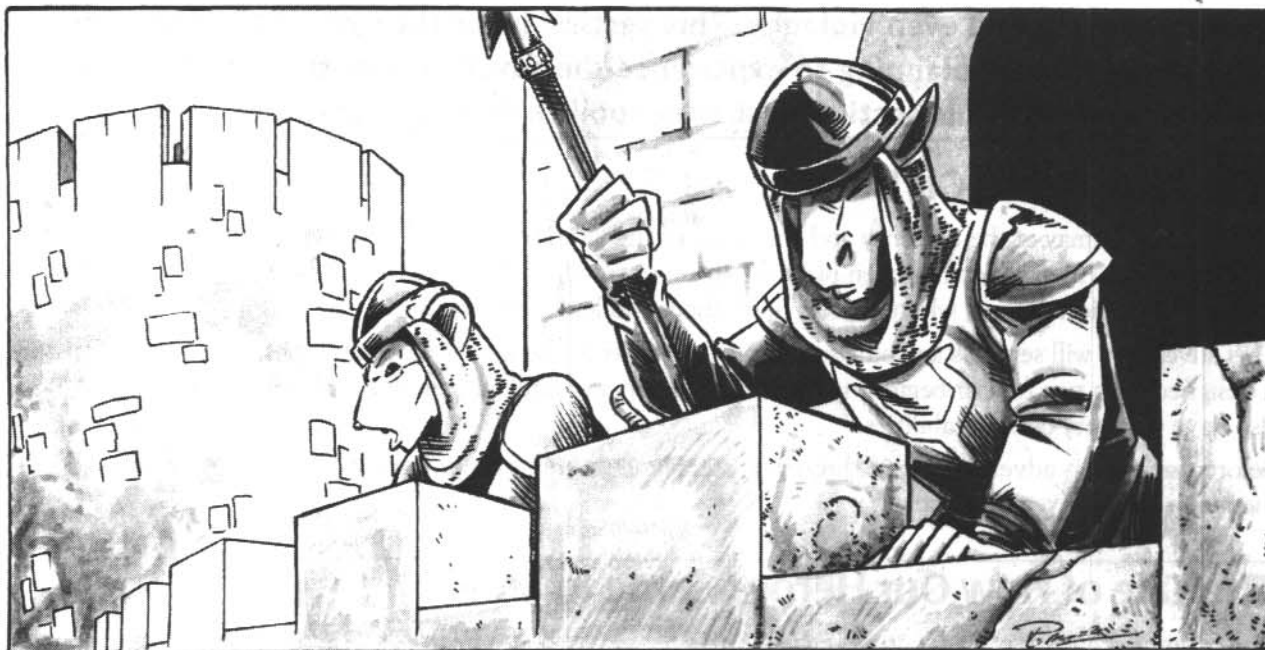
- *Craftsmen, Tradesmen, and the Working Class:* The city is always under construction, and if a freeman can't find honest work within Triskellian, there's probably something wrong with them.
- *Fighters, Warriors, and Those Who Bear Arms:* Rumors abound that the "Sailor's Guild of Triskellian" is actually a front for an organization that brokers for mercenaries, under the theory that someone who just came off a ship and will leave again soon is someone who can perform a nefarious task and then leave town before any pesky inquiries. Whether the rumor is true or not, Triskellian is a city of people with too much coin and not enough bodyguards.

- *Mages, Mystics, Spell-Casters and Wizards:* Triskellian is famous for its higher centers of learning, especially the Dunwasser Academy, which may or may not be a conclave of wizards, depending on who you ask.

Ask your Players what they think would be their motivations. Some Players may come up with reasons why two or more Player Characters would be together beforehand. Take a few minutes to let the

Players discuss their motivations — after all, this is the beginning of what may be years of adventuring!

Explain to the Players that their Characters are all traveling south towards the Northern Gate of Triskellian. They are walking together in a group because they enjoy one another's conversation and because traveling in numbers on the roads is safer than traveling alone. (Some of your Players may have read *The Canterbury Tales* by Geoffrey Chaucer and will notice similarities.)



The Tale of the Surly Watchmen

Our heroes will eventually wander past the non-descript farms and hostels that are outside the city walls. When they get closer, they will discover that the two-story-tall wooden gates have been closed! This is a strange occurrence indeed, for Triskellian is known as "The Free City." Up on the parapets, two Watchmen (a rat and a horse) observe the PCs with bored disinterest.

Assuming the party doesn't turn around to go back the way they came, one of the PCs will ask why the gates are closed. Raimondo, the rat Watchman, is the senior guard, so he will do all the speaking. His companion, Pasquale the horse, will keep quiet and mostly observe.

As the Game Host, you will assume the role of Raimondo the Non-Player Character — role-play his interaction with the Player Characters. Here are

some typical questions the PCs might ask Raimondo, along with how he might respond. Note that Raimondo only gives information if he's asked — as Game Host, you should encourage your players to have inquisitive minds.

"Hello! Is there anyone up there?"

"Hold! Stand and be recognized, for you are before the Northern Gate of the Free City of Triskellian. Tell me and speak truly: who are you and who do you serve?"

"I serve no one but myself."

"Ah, what a glorious life it must be to know no master. Who would speak for you, then? Here in our glorious city, we have no room for the indigent, the lawless, the unemployed, and the disenfranchised. You would best be

on your way then to find someone who could be bothered to do business with you."

(Note: this response is to remind the Players that they are in a fantasy world where Noble House loyalties are taken seriously.)

"I serve the Cause of Penitence and the Worship of S'allumer."

"So you are one of the cloth. You certainly choose strange companions — I suppose you come not to call upon the righteous, but sinners. What business have you here?"

(Move on to "Negotiating with Raimondo," below.)

"I am of noble status."

"Then why do you hide your colors so? Present your heraldry strongly so that I may see them."

(If this is a legitimate claim, Raimondo will recognize it and, since he is a commoner, he will be out-ranked and will have to let the PC in. If this is some kind of charade, go on to "Negotiating," below.)

"I have legitimate business within the city."

"Perhaps you do, stranger. Please dispose freely, so that I might know what your errand might be, as the gates are closed to all save those who can prove they have legitimate business within our city walls."

"Why are the gates closed?"

"By order of The Good Magistrate Umberto, the city gates are closed until the fearsome criminal known only as Tassobianco is brought to justice. It is known that he and his gang of miscreants have robbed the people of our roads not only of their possessions, but also of their lives. Let us pause a moment in respect to our good citizens who perished by such a cruel hand. ...

"... Just so. To prevent this malefactor or his comrades from entering or exiting the city, all three gates have been closed and all persons will be screened."

"Who is Tassobianco?"

"Little is known about this scoundrel. Our great Constabulary has discovered only

meager clues: that he is a badger of stout build and beady eyes; that he commands the respect of a great many men; that he recruits his bandits from the city and its environs; that he knows no mercy and is a vile creature without remorse. If you seek the bounty for him, you should go to the Constabulary Office on the west side of town, where such rewards are posted."

Negotiating with Raimondo

Raimondo's job is to keep obvious troublemakers out of the city, especially people who might be members of Tassobianco's gang. He doesn't really have anything against the Player Characters, but if they enter and cause trouble, he might be held responsible. And as a City Watchman, he doesn't want to make more work for himself and his compatriots when the city walls can keep troublemakers outside. How can the PCs get in?

- **By winning an Influence Test.** (See page 139.) Raimondo will be impressed by Etiquette (which only the upper class would know), Fast-Talk, Diplomacy, or anything else the Players can come up with that you think might work. Letting the PCs in is something Raimondo would normally do anyway and thus has a Difficulty of 2d6.
- **By winning a Bluff Test.** (See page 131.) One or more Player Characters may come up with some convincing lie. Raimondo has a Mind of d8 and no Psychology Skill Dice.
- **By winning a Bribe Test.** (See page 132.) They will have to bribe both Raimondo and Pasquale. Between them, they make 4 denarii per day, which is 28 denarii per week or 120 denarii per month. (How much money do the PCs have? See page 105.)

These Tests are all *Simple Rolls*. For the rules on how to make a Simple Roll, see pages 117-119. The PCs might be clever enough to find other methods to get inside — encourage them to plot and plan!

On a *Tie*, Raimondo will ask some more. (He's not going anywhere, and he is genuinely curious.) On a *Success*, Raimondo will be impressed and will let them in. On an *Overwhelming Success*, Raimondo will tell the PCs his name and the advice that if they drop his



For the Game Host Only

name at certain inns or places, especially the Constabulary Office, they may get special consideration.

Resolving the Encounter

If the PCs win Raimondo over, he will send Pasquale downstairs. The horse will descend the stairs and will open a smaller door within the larger gate to let the PCs inside. (At this time, Pasquale will collect any appropriate bribes, will inspect any credentials or letters, et cetera.)

It's quite likely that only some of the Player Characters convinced the watchmen to let them in the city, but not all. If that's the case, Pasquale will ask the party, "Which of you will speak for the others? Which one of you is the leader?" If no one speaks up, he will pick someone (as Game Host, use your best judgment for what makes the most sense). To the leader, Pasquale will say:

"Know this: that you have chosen to speak for these others. We of the Constabulary do not take kindly to law-breakers — and if

these other folk break our laws, we will hold you responsible."

This can serve as a reason to have the Player Characters together, at least for this adventure; after all, if a PC is to be held responsible for what the others will do in the city, he or she should stick close to them!

If none of the Player Characters gains entry to the city, all will have to stay at one of the hostels (inferior lodging) outside the city. They will have to sleep in a common room with many other unfortunates who also couldn't get in. This probably won't happen — as Game Host, you should give your PCs a break, but if they insist on insulting the guards or other such mischief, they won't be let inside.

Attacking the castle walls is doomed to failure — Raimondo and Pasquale can call for help, and they have bows if they need them. Climbing the walls is right out. (A Bat who flies over the walls during daylight will become a wanted criminal; at night, they may be able to use Stealth.)

The Tale of the Bustling City

Welcome to Triskellian! As the players walk through the north gate, to their left (the east), they will see the sprawling inn of The Three Spears, with its tall blue tower and large stable. To their right (the west), they will see the magnificent Cathedrale de Temoin, one of the largest buildings in the world, its gilded domes glittering in the sun as a testament to the glory of all that is good. Before them (to the south) is the marketplace, with improvised booths and carts set up on a large field paved with cobblestones, with a large crowd of people of all races, classes, and description. Player Characters who have been to Triskellian before will notice that the city is populated with more folks than usual. (They may figure out that this is because the gates are closed, and folks who leave may not get back in, or it might be because of fear of Tassobianco and his gang.)

You should ask your Players what they want their characters to do. By now, they have probably come up with a few ideas. They may want to split up — that is, the Players may want to send their Characters off in different directions. As Game Host, you should

let them, but suggest to them a time of day and a place they may want to regroup.

As Game Host, it's up to you to handle all the PCs' requests. It is suggested that you ask Players in turn, from left to right, what they want their Characters to do in the city. Once that's established, then "play out" each Player's actions from left to right. Decide how much real time you want to spend on this in total, (such as an hour) and divide the time up equally.

Things your Players May Want to Do

- **Buy or sell stuff.** Guidelines to prices can be found in the *Equipment and Services* chapter, p. 105-116. You can use Appraise Tests (p. 128), Availability Tests (p. 128), and Haggle Tests (p. 137) as help to handle these things quickly.
- **Visit the Cathedrale and offer devotions to S'allumer.** This may be an opportunity for Gossip — see below.
- **Make money.** Some PCs may try to find employment. (If they ask about the bounty for Tassobianco, see below.) Those of a more



larcenous bent may try to pick pockets — see the Pickpocket Test, p. 145.

- **Find lodging for the evening.** Those who can afford it can stay try to stay at the Three Spears Inn, where only expensive private rooms are available (6 denarii per night, or 12 if you want a bath). Other Inns include the respectable Gilded Balance (4 denarii for a private room) and the disreputable Heedless Woman (3 denarii, but the locks on the doors aren't very good). Because of the population problem, there are only the common rooms available at the Frost Moon, the Black Sail, and the Fox's Ears. (See p. 111.)

Who is Tassobianco?

While your players go on errands, the talk of the town is Tassobianco and his gang of thieves. Your Player Characters probably come from all sorts of backgrounds and mix with all sorts of different crowds, so each of them will meet different types of folks to talk with, for Gossip Tests (p. 137.) To put names with the faces, feel free to use the Non-Player Characters found in the sidebars on pages 267-282.

On a *Successful Gossip Test*, the Player Characters may gather one or more of the following rumors:

- A cousin of the tanner that this gossip's friend visits knows that Tassobianco is a badger who wears no colors of any of the Noble Houses.
- Everyone knows that all of Tassobianco's victims have been people of wealth. He leaves no survivors; all bodies are badly burned.
- Tassobianco recruits his gang from the innumerable ruffians that hang out on the docks.
- The attacks only happen out of sight of the Triskellian walls or the fort at Three Corners. (See the map on p. 286.) The majority of attacks have been north and west of Three Corners.
- There is a reward for Tassobianco, dead or alive, but it cannot be claimed without a proper warrant.

On an *Overwhelmingly Successful Gossip Test*, the Player Characters will learn some additional bits:

- Tassobianco is a wizard. A warrior who knows a friend of this gossip remembers being held by some kind of invisible force before collapsing behind a ridge ... which is probably what saved

his life, as he awoke hours later to find his comrades all dead and burned.

- Rumors abound that Tassobianco is in the employ of one of the Great Houses, and that he spares all travelers who fly the appropriate colors.
- The Constabulary has increased patrols along the Western and Eastern Roads, but the northern roads, especially near Three Corners, are under-policed and are still rife with bandits.
- The reward for Tassobianco is five aureals, more money than most folks make in a season.
- Tassobianco controls a gang of about a dozen men, one of whom uses a gun.

Hunting Tassobianco

Those who go to the Constabulary can arrange to meet Captain Wilgefortis (p. 270). If they make a favorable impression (I.E., they appear to be discreet bounty-hunters, not unstable maniacs or dangerous incompetents), he will sell them a warrant for Tassobianco's arrest. (The price for the warrant is to deter the casual.) The cost for the warrant is 5 denarii, but Wilgefortis will drop it to 2 denarii if the PCs mention Raimondo's name.

The reward specifies that Tassobianco is a white-furred badger wanted for robbery and murder, and that the reward is 5 aureals for his corpse, or 9 aureals for his live capture. These rewards cannot be redeemed without a warrant. (If the PCs ask discretely, Wilgefortis will reveal that his men obtained this description of Tassobianco from a captured bandit.)

Plans to Capture Tassobianco

Your Player Characters may come up with a variety of plans to capture Tassobianco. As Game Host, you will have to listen to their plans and decide what's possible and what's not. Some of their plans may involve hiring helpers or acquiring items such as coaches, costumes, etc. — see the *Equipment and Services* chapter (p. 105-116) for advice on obtaining these items.

Then again, your Players may decide to avoid him all together. That's okay, too — you may have to improvise some more, based on your Player Characters' Flaws and what they said they might do while they're in the city. Eventually, they will leave the city, and they may be targets of Tassobianco. Never force your Players to pursue plot lines that they don't enjoy.



The Tale of The Roadside Ruffians

Eventually, your Player Characters will leave the city. If they are hunting Tassobianco, they may have gathered clues that he will frequent the northern roads and will search for him there. If not, then they may become his targets because, being Player Characters, they are persons of unusual wealth, and Tassobianco's own gossip network will convince him to seek them out. This encounter should seem natural to the flow of the adventure — as Game Host, you must use your best judgment.

This encounter should happen about 10 leagues outside of Triskellian, in the afternoon. The PCs will probably be down 1 Fatigue because of Travel — see page 152.

Most roads of the Calabrian countryside are made of dirt. Frequent traffic from wagons makes for deep ruts, which become hazardous to axles and wheels. Periodically the roads are dug out and the removed dirt is piled up by the sides ... and such roads are a favorite place for bandits to ambush those who travel along them. At the beginning of this scene, the PCs are rounding a bend in the road which brings them between two stacks of dirt — as Game Host, tell the Players of any warrior-type Characters (or those with Sixth Sense) that they are treading into a dangerous place.

Your Players will probably want to take some defensive measures: to draw weapons, to cast

defensive spells, and such. Listen to them and make reasonable judgment calls about what they can and cannot do. (Remember that the bandits have already made *their* preparations, and they'll be fresh, without the Fatigue of Travel.)

After the Player Characters have rounded the bend, they will be greeted with a chilling sight: the road is blocked by a rat with an eye-patch and a gun, and a ferret with two-swords. The rat will issue his challenge:

"Stand and deliver! We can do this hard or we can do this clever. My associate has a keen nose for valuables, and if you hold out on us, he will surely know and we will exact a punishment commensurate to the value of the hidden items!"

Only the two of them are visible. Your Players may ask if others are around — and there are! They're just hiding behind the ramparts. All PCs who ask can make a Listen Test vs. a Difficulty of 2d6 (the Stealth Dice of the Rat Bandits). A PC who scores a *Success* knows there are an unspecified number in hiding; one who scores an *Overwhelming Success* will know that there are seven more in hiding.

If the PCs simply give up their valuables without a fight, the rat will thank the PCs for their hospitality and disappear into the wilderness. That sounds unlikely, though. If the PCs mention that they want

to draw arms, then combat is joined! The rat (Difettoscchio) and ferret (Duespade) will shout for help, which will start an Ambush Test. Roll 2d8 for the Bandits (their best Speed and Stealth Dice) — the PCs should pick someone among them to roll their Mind, Sixth Sense, and Observation Dice. See the “Ambush Test,” p. 127-128, for how to resolve an Ambush Test.

The combat can be as simple or as complex as you want it to be. Here we have included a round-by-round plan of how the fight might go.

Round 1

First, ask any PCs if they are Guarding. If they are, they don't roll Initiative.

Roll Initiative. Difettoscchio is the party leader, so he will use his Leadership Die of d10 and his allies' Tactics Dice of 2d6, for an Initiative Roll of d10 & 2d6. (See “Special Rule: Substituting Leadership and Tactics for Initiative Dice”, p. 167.) The PCs will each roll their Initiative, which will probably be their personal Speed & Mind Dice. The NPCs will all use the same Initiative Score.

For the First Rank, call out the Initiative Scores from 12 to 1. Any PCs may Strike First (p. 170) or Fast-Cast (p. 195) any spells now, among other Maneuvers. When their Initiative Score comes around, the NPCs will act as follows:

- The six rat bandits will Stride one pace to the top of the ramparts and throw their Darts. (See “Ranged Combat”, p. 172). Most targets will be either at Long Range (5 paces away), good for an extra 3d10 Defense Dice, or at eXtreme Range (10 paces), good for an extra 4d10 Defense Dice. The rats have a To-Hit Roll of 2d6. They will choose their targets based on who's closest. The targets may Defend themselves with their Blocks and their Dodges. Any PCs hit by a dart will suffer d6 & d4 Damage (see p. 180) and may have to make a Resolve Test (p. 182).
- Difettoscchio will Aim his gun at one of the PCs. Aiming is a Long Maneuver — if he Defends in any way, it will mess up his aim. (See p. 175.)
- Duespade will Charge any PC within 10 paces of him. (See p. 164.) This will send him Reeling until next Round, putting all his

Defenses at -1 Penalty. Duespade's Charge only lets him use one sword, with a To-Hit Roll is d10 & d6. His target Defends using a Block, Dodge, or Parry. Anyone hit by his Quarter-Stone Sword will suffer d12 & d8 Damage (see p. 180) and may have to make a Resolve Test (p. 182).

- Tassobianco will remain concealed and will wait. (Note that by remaining concealed, Tassobianco cannot be seen and will thus be immune to any spells the PCs might cast.)

For the Second Rank, anyone who hasn't picked a Maneuver may do so. (If it matters, count off Initiative from 12 to 1.)

- The rat bandits will have already acted by tossing their Darts.
- Difettoscchio must continue to Aim.
- Duespade will probably have Charged, so he has already acted and is Reeling, so he Defends at a Penalty.
- Tassobianco will remain concealed and will wait.

For the Third Rank, anyone who hasn't picked a Maneuver may do so. (If it matters, count off Initiative from 12 to 1.)

- Tassobianco, having made it to the Third Round, will choose to Focus. (See p. 179).

At the end of the Round, Difettoscchio will ask the PCs if they surrender. If they do, the fight ends.

Round 2

Any combatants who are sent Reeling do *not* get to roll Initiative. If Difettoscchio has been sent Reeling or is otherwise out of action, his side will roll their worse Initiative of 2d6. Otherwise, they will still benefit from his Leadership and will have an Initiative of d10 & 2d6.

- On the “zero” Rank, Duespade will have to Recover this Round. He takes no action, and he Defends normally. (See p. 167.)
- On the First Rank, the rat bandits will ready their Quarter-Stone Spears and will Move their Dash of 6 paces to flank the party, cutting off their escape. They will not attack.
- On the First Rank, Difettoscchio will fire his Quarter-Stone Gun at the target he Aimed at last Round. First, roll a d10 to see if his gun will

spark. (See "Spark Test", p. 177) If his gun fires, he will roll his To-Hit Roll of d10 & d6 vs. his target's Dodge. Anyone hit by the Quarter-Stone Gun's bullet will suffer 2d10 Damage (see p. 180) and may have to make a Resolve Test (p. 182).

- On the Second Rank, Tassobianco will Stride his 2 paces to the top of the ramparts and will Cast the spell Paralyze I. Tassobianco is Adept at this spell so he does not have to make a Casting Test. (See p. Choose a Group of Player Characters. (See "Group", p. 200.) Roll the spell's Effect Dice of 5d6. All PCs within the group must roll their Mind & Will Dice vs. Tassobianco's roll or become Paralyzed (see p. 225).

At the end of the Round, Difettoscchio will ask the PCs if they surrender. If they do, the fight ends.

Round 3 and later Rounds

The combat will continue until one of the following happens:

- Four or more NPCs fall unconscious or are otherwise incapacitated. Difettoscchio or Tassobianco will have to make a Leadership Test (p. 143), which requires that one of them be able to act. If no one can make a Leadership Test, then the NPCs will be routed and will flee into the woods. (They can be pursued via a Chase Test, p. 133.)
- If either Difettoscchio or Tassobianco surrender or are incapacitated, the other NPCs will flee.
- The PCs surrender or come up with some other scheme.

Resolving the Encounter

If the PCs surrender and are defeated, Tassobianco and his gang will strip them of any possessions of value. If anyone was killed (which is unlikely), the

bodies will be put to the torch. They will perform First Aid on any Wounded (see p. 185).

If Tassobianco escaped, he can be tracked into the woods. As Game Host, you will have to improvise the details of such pursuit.

If the PCs captured Tassobianco, they may interrogate him. Here are some questions the PCs may ask Tassobianco and his sample responses.

"Who are you and what do you do?"

"I am Don Tasso di Bianca Pianocollina — you may know me as Tassobianco. I am the grandson of Don Mercutio and thus the heir to the dynasty of Pianocollina. Three generations ago, our estates were unjustly seized by the decadent Rinaldi family."

"Why did you murder all those people?"

"Bah! They were not people! They are the parasites of the land! For all their talk of chivalry, of divine right, they think of themselves first! To them we are but toys for their amusement. Who stood up to defend me when land my family owned for twenty generations was seized? Who spoke for me when my father was driven penniless from his land? I'll tell you — no one!"

Tassobianco is a very bitter man. The PCs may turn him in for the reward, or they may interrogate him some more and learn more of his story — that he is a criminal not by choice but by necessity. As Game Host, you should get a feel for your Players and what sort of themes they like to play. Is Tassobianco a tragic figure or an unrepentant murderer? You decide.

Dénouement

By now, you may have been playing for several hours, so this might be a good time to either take a break or end the game session and pass out Experience Rewards (see page 250).

Hopefully, the interludes in the city have suggested future adventures to you. Did your Player Characters meet some unusual personalities? What will the PCs do with the reward money?

If the PCs turn Tassobianco in, they will be rewarded with both money (5 aureals for his corpse, 9 if he is alive) and a letter from Magistrate Umberto personally thanking the PCs.

Tassobianco (née Don Tasso di Bianca Pianocollina)

As is the custom of nobility, often the young princes and princesses are sent away to faraway places, partly as a show of good faith and partly to have them educated in the wider ways of the world. Tassobianco was one such prince, worried that his family had forgotten about him, after many years passed without any letters from his parents. When he returned to Calabria, he found that the Pianocollina estates had been seized by the Rinaldi and sold to pay off that family's debts. He has since embarked on a life of vicious crime. Tassobianco dresses in a hooded robe that conceals his ragged noble's clothes.

Body d8, Speed d6, Mind d12, Will d10

Badger d4 Weapons: Claws, Teeth Habitat: Forest Sense Tests: Smell

Dilletante d4

Green and Purple Mage d6

Skills (with Favorite Use)			
			Etiquette
d4			Fencing (with Favorite Foil)
d4		d6	Leadership (with these rat bandits)
d4	d6	d6	Literacy (magic books)
	d6	d6	Lore: Green and Purple Magic (paralysis and sleep spells)
d4		d6	Lore: Heraldry (spotting the richer nobles)
	d6	d6	Meditation (when in the forest)
d4			Resolve
d4		d8	Stealth (in the forest)
		d6	Tactics (with these rat bandits)
d4			Tracking

Gifts: Belongings: Sword, Book of Green & Purple Magic; Claws; Extra Trait d6; Teeth

Flaws: Bad Reputation: Vicious Killer (Common, Strong); Scofflaw; Wrathful

Initiative: d12 & d6 (Preferred Maneuver: Cast, 2nd Rank)

Defenses: Dodge d6; Parry d10, d8, d4

Move: Dash 6, Stride 1

Armor: Reinforced Leather (Armor d8, d4 & Soak d8)

Weapons: "Alberino," Quarter-Stone Foil (To-Hit 2d6 & d4; Damage d10 & Strength d8)

Equipment: Stolen money (33 denarii), ragged clothes, robe

Spell Lists: Green and Purple Apprentice Magic (see p. 224-226)

Magic Points: 16

Spell-Casting Skills: Paralyze I (5 points – Adept; see p. 225); Rage I (2 points – Adept; see p. 225)

Tassobianco's Motivations:

1. Survive.
2. Get revenge on those who have wronged him.
3. Make money

The Six Rat Bandits

(Abramo, Bruno, Corrado, Egidio, Gian, and Innocenzio)

Body d6, Speed d6, Mind d6, Will d6, Rat d6, Bandit d6

Gifts: Claws; Keen Ears; Teeth;

Flaws: Scofflaw; **Skills:** Spear d6, Dodge d6, Tactics d6, Thrown Spear d6

Equipment: Spear (To-Hit 2d6; Damage d6 & 2d4), Light Leather (Armor d6 & Soak d6)

Move: Dash 6 paces, Stride 1 pace

Defenses: Spear Parry 2d6; Dodge 2d6

Difettoscchio the Rat Bandit

Body d6, Speed d6, Mind d6, Will d6, Rat d6, Bandit d6

Gifts: Belongings; Claws; Keen Ears; Teeth; **Flaws:** Scofflaw; **Skills:** Dodge d6, Guns d10, Leadership d10, Tactics d6

Equipment: "Tuono," Quarter-Stone Pistol (To-Hit d10 & d6; Damage 2d10), Light Leather (Armor d6 & Soak d6)

Move: Dash 6 paces, Stride 1 pace

Defenses: Dodge 2d6

Duespade the Ferret Bandit

Body d8, Speed d6, Mind d4, Will d6, Ferret d6, Bandit d6

Gifts: Ambidextrous, Belongings; Claws; Teeth; **Flaws:** Scofflaw; **Skills:** Dodge d6, Sword d10, Tactics d6

Equipment: "Destra" and "Sinestra," Two Quarter-Stone Swords (To-Hit d10 & d6; Damage d12 & d8), Light Leather (Armor d6 & Soak d8)

Move: Dash 6 paces, Stride 1 pace

Defenses: Sword Parry d10 & d6; Dodge 2d6



MY FRIENDS,
I ASSURE YOU,
OUR JOURNEY
SOON ENDS.

YOU SAID
THAT TWO LEAGUES
AGO, WE ARE LOST,
ADMIT IT!



TSK.
I CHOOSE TO
IGNORE YOUR
UNFOUNDED
ANXIETY...

hmmm...



...YOUR
PROTESTS ARE
AT AN END, AS WE
WALK A DOZEN
PACES...



BEHOLD!

UNDISCOVERED
FOR THREE SCORE YEARS,
AND ONLY BY MY CUNNING
AND MY OWN INTUITION
DID WE, OURSELVES, FIND IT.
DID I NOT SAY AS
MUCH?

JUST SO. THE TIME
FOR TALK IS OVER.

I HAVE
CONCERNS...



Feh. NEXT TIME,
I WILL TRAVEL WITH OLD
WOMEN. THEY HAVE MORE
COURAGE AND THEY
PRATTLE LESS.

SPARE US.
THE HAIRS ON MY NECK
RISE — WE ARE WATCHED.



COME
NOW--BY YOUR
OWN ADMISSION, SIR,
WE HAVE TRAVELLED
VERY FAR.

WE COULD NOT
POSSIBLY BE MORE ALONE...

BLACK MAGIC

Do not let yourself be constrained by the mores and the customs of your times! Knowledge is power, and power makes things right. Forge your mind into an instrument of your will, and the rest of the universe will fall into sway!

— FROM YE BOOK OF BLACK MAGICK BY FRATER PEPHREDO

The opposite side of the same coin of White Magic, the infamous Black Magic allows one to control the spirits of the world to un-make and to destroy the souls of the living. White Magic and Black Magic have more in common than most Clerics would like to admit.

Efforts of the Penitents of S'allumer to stamp out the practitioners of Black Magic have been largely successful. The methods of casting these spells are now a great secret. As such, Players are not allowed to start out with these spells, but they may discover the dusty tomes that teach the spells during play.

Unadulterated or unabridged copies of *Ye Book of Black Magick* are nearly impossible to find. Most books will be scripted in a code that requires a Cryptography Skill Test vs. 2d6 (or worse) to decipher. For those who would study Black Magic, the Game Host is encouraged to use the Experience rules on p.252.

For Game Host Eyes Only: the Hidden Risk of Black Magic

Do not tell your Players this, but there is a risk to Black Magic. Any time such a spell is cast, the maleficent spirits of the world are listening, seeking entry to our physical world to wreak havoc and disorder.

Watch all Black Magic Casting Rolls, Black Magic Effect Rolls, Black Magic Difficulty Rolls, rolls made to Resist Black Magic, and in general almost any roll that involves three dice or more and a Black Magic Spell. If three dice or more come up showing a "6", something bad happens. In short, whenever there's a "666", it's not good.

Example 1: *Alistair casts a Curse upon Darda. Alistair's Effect Dice come up 7, 6, 6, 6, and 4. That's three 6s showing — something bad happens.*

Example 2: *The Horn tries to resist the Wrack Spell. He has a Resolve Skill of Level 7 (d12 & d6) and a Will Trait of d10, giving him three dice to roll. His Resolve Dice come up 6, 6, and 6. That's three 6s showing — something bad happens.*

The Game Host is encouraged to come up with events based on the situation, but it should rarely be a cut-and-dried victory for the caster. Some suggestions:

- The caster or the target goes temporarily mad, possessed by some evil spirit.
- The target of a spell killed by Black Magic becomes Undead, with thoughts only of smiting the caster.
- The caster or target suffers from some curse or physical affliction.
- The caster becomes drained of Magic Points or may even suffer Fatigue. (This result is good for failed Casting Rolls.)

As a general rule, Black Magic should seem unpredictable and dangerous to your Players. One may note that Black Magic Difficulty Dice are a bit "unusual" in that there are usually more dice to roll, increasing the odds of three 6s showing. (The Black Magic spells begin on the page following so that only you, the Game Host, will see this page.)



Esoteric Career: Necromancer. A practitioner of Black Magic, the Necromancer trafficks with unwholesome spirits to gain great power at no inconsiderable risk. This Career is a Wizardly Career, and adds to starting Magic Points appropriately (p. 194). *Include with:* Literacy, Lore: Black Magic, and Meditation.

Black Magic – Apprentice Spell List

Requirements: The Necromancer Career Trait at d4 or better

Curse I

Cost: 5 **Difficulty:** 5d8 **Type:** Regular **Effect:** Attempt to cause an affliction with 5d8 effect dice.

Curses the subject with a physical affliction. The natures of a curse are wide and varied, and are up to the Player's and the Host's discretion. As a general rule, if you curse a person, they may use their Body and Will to resist.

Roll your 5d8 Effect Dice vs. the suggested difficulty below.

Affliction	Suggested Difficulty
Common Cold	2d6 & Target's Body & Target's Will
Fleas	2d8 & Target's Body & Target's Will
Flu	2d10 & Target's Body & Target's Will
Mange	2d12 & Target's Body & Target's Will
Black Plague	3d12 & Target's Body & Target's Will
Leprosy	4d12 & Target's Body & Target's Will
Spoiling Food and Water in a general area	3d6
Bad weather at this location, such as a chilling breeze or an overcast sky	3d10

The Game Host is the final arbiter on what a Curse can do.

Death's Whisper

Cost: 3 **Difficulty:** 3d6 **Type:** Regular **Effect:** Lets the target re-roll their last Death Test.

You cast this spell on any combatant who has had to pass a Death Test during this scene (I.E., in the last five minutes). That target must re-roll their Death Test and apply the new result if it's less favorable.

This spell does not cause any Wounds of Fatigue to the target.



Scry Spirit I

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry the spirits for information vs. 2d8.

Among other things, this spell will tell you if any White Magic or Black Magic was cast in the last few hours, if any Shades are present, and if any major supernatural events involving spirits occurred recently. If cast on a person, it will reveal if that person has any White Magic or Black Magic spells active, and what White Magic or Black Magic has been active in the last day or so. This spell will also detect unholy aspects, such as curses and undeath. The maximum range is a dozen paces. See the Scry Test, p. 148, for how this spell works; the Scrying Difficulty is 2d8.

Yes, this spell is *exactly the same* as the "Scry Spirit I" on the White Magic List. And yes, White Magic does indeed work to scry for Black Magic in this way, too.

Speak with the Dead

Cost: 4 Difficulty: 4d10 Type: Regular Effect: Return a spirit to a corpse to speak with them.

This spell is cast upon the mortal husk of a departed soul. You may return someone's spirit back to the body. The Game Host decides which souls may be summoned back from the great hereafter by this spell, based on how long the body has been dead, whether it has been consecrated, etc. At the very least, the caster will need the skull of the target.

The returned soul has the Mind and Will Traits that it had in life, as well as other attributes and capacities. However, the corpse may do nothing but speak in a haunting, wailing voice. The Game Host is encouraged to role-play this.

The spirit is immune to physical pain, so torture cannot compel it to speak. All present may try Influence Rolls on the target, or appropriate magicks that are resisted by Mind and Will. (The Black Magic spell "Wrack" is appropriate.)

Even an apprentice Necromancer can kill someone, call forth their spirit, and then wrack their soul to get the information they desire. This is one reason why Necromancers are feared.

Steal Strength

Cost: 3 Difficulty: 3d6 Type: Regular Effect: Drains Fatigue from the target, restoring the caster.

Your foe must resist the 3d6 vs. Body and Will, as a Damage Roll. For each hit caused, the target suffers one Fatigue point, and the caster is cured of one Fatigue, as appropriate. This spell may be used even if the caster has no Fatigue to be restored.

Wrack

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Target must test Resolve vs. 3d12.

This spell allows you to torture someone's soul. The target must roll their Resolve Dice vs. the 3d12 effect dice, as if they had actually suffered injury. This spell only causes Wounds to the target if they Botch their Resolve Test.



Black Magic – Journeyman Spell List

Requirements: Adept at any five Black Magic Apprentice Spells

The Black Bargain

Cost: 3 *Difficulty:* 6d6 *Type:* Regular *Effect:* Compare your Casting Roll vs. 6d6 to earn Magic Points.

You may attempt to command the spirits of darkness to empower you. Compare your Casting Dice (I.E., your Mind Dice, Necromancer Trait Dice, and "Black Bargain" Spell-Casting Skill Dice) vs. the spell's Difficulty Dice of 6d6, as a Damage Roll. For each hit scored, you are restored one Magic Point, up to your full reserve. Since you must use your Casting Dice to gain anything, you never effectively become "Adept" at this spell. This spell works best if "slow-cast", using Focus to save 1 Magic Point.

Black Magic Journeyman's Privilege

Cost: 1 *Difficulty:* 4d6 *Type:* Defense *Effect:* Instantly cancel any Black Magic Apprentice spell.

Cancels the affect of any one Black Magic Apprentice Spell. No opposed roll is needed—the spell is instantly cancelled. Can be used as a Defense on any combatant you can see.

Control Undead

Cost: 4 *Difficulty:* 4d10 *Type:* Regular *Effect:* Control a group of Undead creatures.

This spell allows you to wrest control of a legion of Undead creatures. Roll your 4d10 Effect Dice vs. the Body, Will, & Undead dice of your targets. Any Undead that fail to resist are subject to your control — now, and forever. You must have some means of giving orders to your minions; there is no "automatic" link.

The maximum number of Undead minions you may control is equal to your Necromancer Trait Dice. For example, if your Necromancer Trait is d10, you may hold control over a maximum number of 10 Undead beings.

Create Undead

Cost: 3 *Difficulty:* 3d12 *Type:* Delayed *Effect:* Empowers a corpse to become an Undead servant.

You cast this spell on a dead body, be it a withered skeleton or freshly-killed corpse. This spell allows spirits to enter the body and empower it with unholy forces, which are almost always inimical to the living. Undead created by this spell are automatically under your control.

Your Magic Points remain Delayed within the corpse, which is what allows the dark spirits to empower it. If the corpse is destroyed or the spell is dispelled, the spell ends and the Magic Points are released.

A typical Undead has a Body of d6, a Speed of d10, no Mind or Will dice, and an Undead Trait equal to the caster's Necromancy Trait Level. The Undead can see in total darkness, using their Undead Trait Dice for any rolls required to sense targets. They may use equipment and armor, depending upon what the body they now possess used in life; they may retain the body's original skills at no better than d6. Corpses empowered by this spell are *Unholy* and are vulnerable as such. For more details on the Undead, see p. 204.

The maximum number of Undead minions you may control (whether you created them yourself or used *Control Undead* to command others') is equal to your Necromancer Trait Dice. For example, if your Necromancer Trait is d10, you may hold control over a maximum number of 10 Undead beings. Losing control of an Undead you created does *not* release your Delayed Magic Points.

Curse II

Cost: 4 *Difficulty:* 4d10 *Type:* Regular *Effect:* Attempt to cause an affliction with 4d10 Effect Dice

With the exception of the improved Magic Point Cost and Effect Dice, this spell is just like *Curse I* (p. 306).



Death's Breath

Cost: 4 Difficulty: 4d6 Type: Regular Effect: Forces the target to suffer 2 Wounds and a Death Test.

Similar to *Death's Whisper* (p. 306), this spell has the following effects: The target suffers two Wounds, and must re-roll their last Death Test, if appropriate. If, after re-rolling the Death Test, the target becomes Mortally Wounded or Dead, the new two Wounds remain and the target suffers accordingly. Otherwise, the two new Wounds disappear and have no effect.

This spell only affects combatants wounded by 4 or more hits, since other combatants would not have to roll a Death Test. This spell instantly kills targets wounded to -11 or worse.

Drain the Soul

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Drain Fatigue, Magic Points from the target, restoring the caster.

Your foe must resist the 3d10 vs. Body and Will, as a Damage Roll. For each hit caused, the target suffers one Fatigue point and loses one Magic Point, and the caster loses one Fatigue and gains a Magic Point, as appropriate. This spell may be used even if the caster has no Fatigue to be restored (thus only hurting the target). This spell may not raise your Magic Points above their normal reserve; in addition, you may only .

Instrument of Vengeance

Cost: 3 Difficulty: 3d6 Type: Regular Effect: Empowers a weapon with a Black Magic spell.

Cast on a weapon, the very next Black Magic spell you cast this Scene becomes a Delayed Spell, on that very weapon. The next time that weapon "draws blood" (I.E., scores at least one Wound on a foe), that spell is released immediately, and the target must suffer the spell's ill effects.

Example: *Alistair casts Instrument of Vengeance on his spear, and he follows it up with the spell "Wrack". The next poor fellow who suffers one Wound from his spear must win a separate test of their Resolve vs. 3d12 or suffer that spell's effects.*

Each weapon that has become an Instrument of Vengeance may only hold one Delayed Spell. However, individual arrows or bolts may be empowered separately.

Lesser Unmaking

Cost: 5 Difficulty: 5d12 Type: Regular Effect: Test 5d12 vs a single target's Body, Speed, Mind, Will & Race

The target must test their Body, Speed, Mind, Will, and Race Traits vs. the 5d12 of this spell, as a Simple Contest — *keep track of each Trait Die separately*. If the target *Fails* the Test, they suffer one of the effects below for the next three Rounds. If the target *Overwhelmingly Fails*, they suffer one of the effects below for the rest of this Scene.

Find which of their dice (Body, Speed, Mind, Will, or Race) came up the lowest, and consult the table below. If two or more dice tied for lowest, start with Body and work your way down; for example, if the target would become both *Asleep* and *Paralyzed*, then the target would only fall *Asleep*.

Lowest Showing Die	Effect on Target
Body	Asleep
Speed	Paralyzed
Mind	Confused
Will	Terrified
Race	Berserk

See p. 233 for a summary of Abnormal Status.



Scry Spirit II

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry the spirits for information vs. 2d6.

Except for the reduced Scrying Difficulty of 2d6, this spell is the same as *Scry Spirit I* (p. 307). See the Scry Test, p. 148, for how this spell works.

Black Magic – Master Spell List

Requirements: Adept of any five Black Magic Journeyman Spells

Black Magic Master's Privilege

Cost: 1 Difficulty: 1d12 Type: Defense Effect: Instantly cancel any Black Magic Journeyman spell.

Dispels any one Black Magic Journeyman Spell. No opposed roll is needed — the spell is instantly cancelled. Can be used as a Defense on any combatant you can see.

Curse III

Cost: 3 Difficulty: 3d12 Type: Regular Effect: Attempt to cure an affliction with 3d12 effect dice.

With the exception of the improved numbers above, this spell is just like *Curse I* (p. 306)

Death's Touch

Cost: 5 Difficulty: 5d6 Type: Regular Effect: Forces the target to suffer 4 Wounds and a Death Test.

Similar to *Death's Whisper* (p. 306), this spell has the following effects: The target suffers four Wounds, and must re-rolls their last Death Test, if appropriate.

If, after re-rolling the Death Test, the target becomes Mortally Wounded or Dead, the new four Wounds remain and the target suffers accordingly. Otherwise, the four new Wounds “disappear” and have no effect.

This spell only affects combatants wounded by 2 or more hits, since other combatants would not have to roll a Death Test. This spell instantly kills targets who are wounded to -9 or worse.

Greater Unmaking

Cost: 5 Difficulty: 5d12 Type: Regular Effect: Test 5d12 vs a Group's Body, Speed, Mind, Will and Race.

This spell is the same as the *Lesser Unmaking*, save that it is cast on a Group rather than a single target. See the *Lesser Unmaking* spell, p. 309, for a description of its effects.

Scry Spirit III

Cost: 1 Difficulty: 1d10 Type: Regular Effect: Scry Scry the spirits for information vs. 2d4.

Except for the reduced Scrying Difficulty of 2d4, this spell is the same as *Scry Spirit I* (p. 307). See the Scry Test, p. 148, for how this spell works.

Tapping the Soul

Cost: 3 Difficulty: 3d10 Type: Regular Effect: Drains Fatigue and Magic Points from the target in a repeated contest.

This insidious spell drains the life force from a target and gives it to the caster. Roll a contest: your 3d10 vs. your target's Body and Will, and consult the table below.



Result of 3d10 vs. Target's Body & Will

Botch

Overwhelming Failure, Failure

Tie

Success, Overwhelming Success

Outcome

Catastrophic Failure! Something bad happens to the caster, at the Host's discretion. The "default" result is that the spell ends without inflicting any effects on the target even from earlier tests, and that the caster suffers a 4d6 attack vs. Soak (no Armor).

No effect.

Re-roll the Test.

Target is drained, and roll again. Treat this as a Damage Roll vs. your target. For each hit scored, your target suffers one Fatigue and loses one Magic Point if they have one to lose. You lose one Fatigue (if any), and you gain any Magic Points lost by the target. Roll a new contest, resolving the next one as you did this one. You can keep tapping your target's soul until you lose a contest or until your target dies. (Remember that after a point, Fatigue turns into Wounds — see p. 181.)

Vessel of Unlife

Cost: 4 Difficulty: 4d12 Type: Delayed Effect: Bring someone back from the dead as an unholy creature

One of the most powerful Black Magic spells, this spell allows the caster to call back someone's soul from the great hereafter, and into their original body, where it rises from the dead to walk the earth again.

The newly raised Undead creature has the Body, Speed, Mind, and Will Traits as it had in life, with some possible variations. (E.G., the decayed corpse will probably be Ill-Favored, the Speed may rise and the Body may drop due to loss of encumbering flesh, etc.). The Race and Career Traits also remain the same — the body contains the original spirit, complete with memories of their past life and experiences up to the moment of death. The Undead also gains an Undead Trait, equal to the caster's Necromancy Trait Level. The Undead Trait is used in Resolve Rolls, in any roll required to spot the living or Undead, in any roll to spot White or Black Magic, and in any roll to resist any spell. It has a full Hit Point total just like any other combatant. It does not eat, sleep, or breathe. For purposes of magic, it is an *Unholy* creature.

The newly-risen Undead has the personality of its spirit; it is not automatically controlled by the caster. Control requires a separate spell, and may prove difficult given the strength of an Undead created by this spell. (The caster may try to Influence the Undead just as if it was a regular person).

The Magic Points remain Delayed within the Undead until it is either destroyed or dispelled.

Frequently Asked Questions about Black Magic

Are there any risks to using Black Magic spells?

Yes. Black Magic involves summoning forces far beyond the understanding of normal folk—the spirits of disorder, misrule, and decay. Every Black Magic spell carries with it a hidden risk that is known only to the Game Host. Cast one at your own peril.

Since Black Magic and White Magic share the *Scry Spirit* spells, do I have to buy Spell-Casting Skill for those three spells twice?

No; you only need buy the Spell-Casting Skills once. When making a Casting Roll, choose whether the spell is a Black Magic one (and uses your Necromancer Trait and Black Magic Lore, and incurs the risks of Black Magic) or a White Magic one (and uses your Cleric Trait and White Magic Lore.)



APPENDIX: ARMS AND ARMOR TABLES

For more information, see the Equipment chapter, pages 105-116

Melee Weapons

Type	Load	Reach	Damage	Minimum Lift Bonus:			Parry	Cost
				Light	Medium	Heavy		

Natural Weapons

(To-Hit Speed & Brawling Dice [sometimes Race], include Strength with Damage)

Bare-Handed	—	0	None	—	—	—	normal	—
Claws	—	0	d6	—	—	—	none	—
Teeth	—	0	d6	—	—	—	none	—
Antlers/Horns	—	1	d6	—	—	—	normal	—
Single Horn	—	0	d8	—	—	—	none	—
Hooves	—	0	d6	—	—	—	none	—

Wrestling

(To-Hit Speed & Wrestling Dice – does special damage, see page 188)

Grappling	—	0	Special	—	—	—	normal	—
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Swords

(To-Hit Speed & Sword Dice, include Strength with Damage)

Dagger	1/16	1	d6	1	—	—	normal	average
Knife	1/8	1	d8	2	1	1	normal	average
Quarter-Stone Sword	1/4	1	d12	3	2	1	normal	expensive
Half-Stone Sword	1/2	1, 2	d12, d4	5	3	2	normal	expensive
3-Quarter Stone Sword	3/4	1, 2	d12, d8	7	5	3	normal	expensive
Full Stone Sword	1	1, 2, 3	2d12	9	6	4	normal	expensive

Axes

(To-Hit Speed & Axe Dice, include Strength with Damage)

Hatchet	1/8	1	d8	2	1	—	normal	average
Quarter-Stone Axe	1/4	1	d10	3	2	1	normal	average
Half-Stone Axe	1/2	1, 2	d10, d4	5	3	2	normal	average
3-Quarter Stone Axe	3/4	1, 2	d10, d8	7	5	3	normal	average
Full-Stone Axe	1	1, 2, 3	2d10, d4	9	6	4	normal	expensive



Type	Load	Reach	Damage	Minimum Lift Bonus:			Parry	Cost
				Light	Medium	Heavy		
Maces (To-Hit Speed & Mace Dice, include Strength with Damage)								
Club	1/8	1	d6	2	1	—	normal	cheap
Quarter-Stone Mace	¼	1	d10	3	2	1	normal	average
Half-Stone Mace	½	1, 2	d10, d4	5	3	2	normal	average
3-Quarter Stone Mace	¾	1, 2	d10, d8	7	5	3	normal	average
Full-Stone Mace	1	2, 3	2d10, d4	9	6	4	normal	expensive

Spears

(To-Hit Speed & Spear Dice, include Strength with Damage)

Dart	1/8	1	d4	1	0	—	normal	cheap
Quarter-Stone Spear	1/4	1, 2	2d4	2	1	1	normal	cheap
Half-Stone Spear	1/2	1, 2	d8, d4	4	3	2	normal	average
3-Quarter Stone Spear	3/4	2, 3	2d8	6	4	3	normal	average
Full-Stone Spear	1	3, 4	2d8, d4	8	5	4	normal	average

Flails

(To-Hit Speed & Flail Dice, include Strength with Damage – your target suffers –1 Penalty on Block & Parries)

Weighted Chain	1/8	1	d8	2	1	—	none	average
Quarter-Stone Flail	1/4	1	d10	3	2	1	none	average
Half-Stone Flail	1/2	1, 2	d10, d4	5	3	2	none	average
3-Quarter Stone Flail	3/4	1, 2	d10, d8	7	5	3	none	average
Full-Stone Flail	1	1, 2, 3	2d10, d4	9	6	4	none	average

Fencing Weapons

(To-Hit Speed & Fencing Dice, include Strength with Damage – can only be used as a Light Weapon)

Main Gauche	1/8	1	d6	2	—	—	+1 Bonus	expensive
Quarter-Stone Foil	1/4	1	d10	3	—	—	+1 Bonus	expensive
Half-Stone Foil	1/2	1, 2	d10, d4	5	—	—	+1 Bonus	expensive
3-Quarter Stone Foil	3/4	1, 2	d10, d8	7	—	—	+1 Bonus	expensive
Full-Stone Foil	1	1, 2, 3	2d10	9	—	—	+1 Bonus	expensive

Staves

(To-Hit Speed & Staff Dice, include Strength with Damage – requires two hands to use)

Quarter-Stone Staff	1/4	1	d6	—	2	1	+1 Bonus	cheap
Half-Stone Staff	1/2	1, 2	d10	—	3	2	+1 Bonus	cheap
3-Quarter Stone Staff	3/4	1, 2	d10, d4	—	5	3	+1 Bonus	average
Full-Stone Staff	1	1, 2, 3	d10, d8	—	6	4	+1 Bonus	average



Ranged Weapons

	Load	PB	S	Range			Damage	Minimum Lift Bonus:			Cost
				M	L	X		Light	Medium	Heavy	
Slings (To-Hit Speed & Sling Dice, include Strength with Damage – requires two hands to load)											
Pocket Sling	1/8	1	2	4	10	20	d4	1	—	—	cheap
Quarter-Stone Sling	1/4	1	4	8	20	40	d6	2	1	—	cheap
Half-Stone Sling	1/2	1	6	12	30	60	d8	3	2	1	cheap
3/4-Stone Sling	3/4	1	8	16	40	80	d10	5	3	2	cheap
Full-Stone Sling	1	1	10	20	50	100	d12	7	5	3	cheap

Bows

(To-Hit Speed & Bow Dice – requires two hands to use)

Bow, 1-Stone Draw	1/8	—	3	6	15	30	3d4	—	1	—	average
Bow, 2-Stone Draw	1/8	—	6	12	30	60	2d6, d4	—	2	1	average
Bow, 3-Stone Draw	1/8	—	12	24	60	120	2d8, d4	—	3	2	average
Bow, 4-Stone Draw	1/8	—	15	30	75	150	d10, d8, d4	—	4	3	average
Bow, 5-Stone Draw	1/8	—	18	36	90	180	2d10, d4	—	5	3	average
Bow, 6-Stone Draw	1/4	—	30	60	150	300	2d10, d8	—	6	4	average
Bow, 7-Stone Draw	1/4	—	35	70	175	350	3d10	—	7	5	average

Crossbows

(To-Hit Speed & Crossbow Dice – for loading rules, see page 174)

Pistol Crossbow	1/8	1	4	8	20	40	2d6	2	1	1	average
1/4-Stone Crossbow	1/4	1	12	24	60	120	2d8	3	2	1	average
1/2-Stone Crossbow	1/2	1	20	40	100	200	2d8, d4	5	3	2	expensive
3/4-Stone Crossbow	3/4	1	28	56	140	280	3d8	7	5	3	expensive
Full-Stone Crossbow	1	1	36	72	180	360	3d8, d4	9	6	4	expensive

Guns

(To-Hit Speed & Guns Dice – requires a Spark Test to use, see page 177)

Pistol	1/8	1	5	10	25	50	2d8	2	1	—	expensive	Spark Die d10
1/4-Stone Gun	1/4	1	10	20	50	100	2d10	3	2	1	expensive	Spark Die d10
1/2-Stone Gun	1/2	1	20	40	100	200	2d10, d6	5	3	2	expensive	Spark Die d10
3/4-Stone Gun	3/4	1	30	60	150	300	3d10	7	5	3	expensive	Spark Die d10
Full-Stone Gun	1	1	40	80	200	400	3d10, d6	9	6	4	expensive	Spark Die d10



Thrown Weapons

(To-Hit Speed & appropriate Thrown Weapon Skill Dice; Damage is Strength & Weapon Dice – see p. 172-173)

Lift Bonus minus "Light" rating	Range Band			
	Short	Medium	Long	extreme
zero	—	1	2	5
1	1	2	5	10
2	2	4	10	20
3	3	6	15	30
4	4	8	20	40
5	5	10	25	50
6	6	12	30	60

Armor

The weight of a combatant's Armor is proportional to their Size. See p. 11.

Type	Armor Dice	Weight of Armor for a Person of Size...																Cost
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Padded	d4	¼	¼	¼	¼	¼	¼	½	½	½	½	½	¾	¾	¾	¾	¾	cheap
Light Leather	d6	¼	¼	½	½	¾	¾	1	1	1	1¼	1¼	1¼	1¼	1½	1½	1½	average
Heavy Leather	d8	¼	½	¾	1	1	1¼	1¼	1½	1½	1¾	2	2	2	2¼	2¼	2¼	average
Reinforced Leather	d8, d4	½	¾	1	1¼	1½	1¾	1¾	2	2¼	2¼	2½	2½	2¾	3	3	3¼	average
Ring Mail	d10	½	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3	3¼	3½	3½	3¾	4	average
Chain Mail	d12	¾	1¼	1½	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4	4¼	4½	4¾	average
Banded Mail	2d8	1	1½	2	2½	3	3¼	3¾	4	4¼	4½	5	5	5½	5¾	6	6¼	expensive
Scale Mail	2d10	1¼	2	2½	3	3¾	4	4½	5	5¼	5¾	6	6½	7	7½	7½	8	expensive
Chain & Plate	d12, d10	1½	2¼	3	3¾	4¼	5	5½	6	6½	7	7	8	8½	8½	9	9½	expensive
Plate Mail	2d12	1¾	2¾	3½	4¼	5	6	6	7	7½	8	9	9	9½	10	11	11	expensive
Unproved Plate	2d12, d4	2	3¼	4¼	5	6	6½	7	8	9	9	10	10	11	12	12	13	expensive
Proved Plate	2d12, d6	2¼	3½	5	6	6½	7	8	9	9½	10	11	12	12	13	14	14	expensive

Shields

Type	Load	Cover Dice	Notes	Cost
Cloak	½	d6 for Defense	Requires one hand to use; may be dropped freely. May be used to Block, using Speed & Cloak Dice.	average
Small Shield (Buckler)	½	d8 for Defense	May used to Block, using Speed & Shield Dice.	cheap
Shield	1	d10 for Defense	May used to Block, using Speed & Shield Dice.	average
Heater Shield	2	2d10 for Defense	May used to Block, using Speed & Shield Dice.	average
Wall Shield	4	2d12 for Defense	May used to Block, using Speed & Shield Dice.	expensive



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