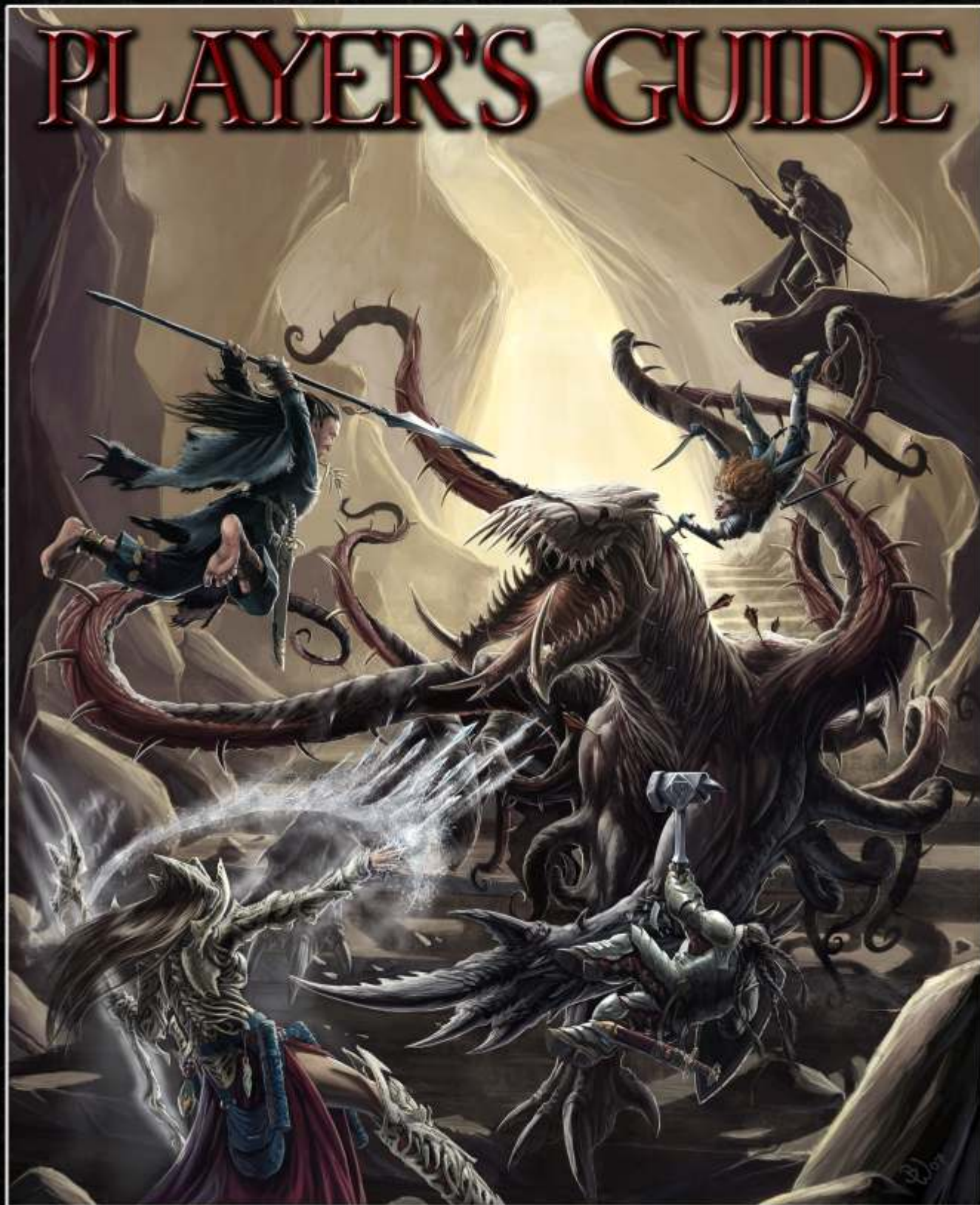




REVISED EDITION

PLAYER'S GUIDE





THE CHRONICLES OF RAMLAR

FANTASY ROLEPLAYING GAME, REVISED EDITION
PLAYER'S GUIDE

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In memory of Kelly Johnston and Richard Wilhite

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1 Introduction

RAMLAR: WHAT IS IT?

The Chronicles of Ramlar is a fantasy roleplaying game set on Eranon, one of the two major continents on a world created by Ramlar, the Maker of All. The premise behind the game is to create your own heroes and weave their self-authored chapters of legend and immortalized legacy in to The Book — the ultimate annals chronicling Ramlar's world.

Will it be easy? No, otherwise anybody could do it. Not everyone is capable of slaying dragons and monstrous creatures terrorizing the countryside, banishing rapacious entities with the sole arsenal of divine faith, or channeling the mystical energy of the leylines to defend entire civilizations.

But you are.

And in your exploits, you may experience any of the wonders Ramlar wrought upon his world, from the exhilarating height of the Cliffs of Eternity to the soul-screaming depth of The Mouth, from the monumental Arbor Palace to perhaps the fabled Hethmarkn archive where The Book rests and epic tales culminate. Tales that could be **your** tales.

Maybe you will choose to side with the Druegarn and their fellow spawn of the Dark God Gabrun. Perhaps you will oppose the honored warriors on the battlefield of the next Dakass Luot, prefacing the Song of Unmaking. Whatever your destiny, the power to cement your glory lies in your hands.

Your chapter in The Chronicles of Ramlar has just begun.

ROLEPLAYING GAME: WHAT IS IT?

If you have absolutely no clue what a roleplaying game is, you might want to consider flipping through the other books next to where you found this one for a thorough explanation, or ask the friendly game store clerks and patrons about the concept.

It's pretty simple, really. Tabletop roleplaying games (RPG) are a precursor to computer roleplaying games (CRPG). Where you have microchips to run you through an adventure in CRPG, there is a human moderator, the Game Master (GM), to arbitrate every decision you make. Instead of clicking on predetermined options, you freely inform the GM of what you want your character to do — which can sometimes be outrageous and certainly beyond a machine's limited intelligence to handle — and the human referee decides how it plays out with die rolls from all participants involved. Rather than trying to beat a program, you don't so much "win" in a RPG as you interact

with an imaginary world and your fellow players, co-creating stories much like those written by your favorite authors, all the while chugging down sodas, gobbling down munchies, and socializing with other players. There aren't any fabulously animated screen visuals, but then, you don't stop playing once you've figured out the pattern for defeating the level boss like you would with Penultimate Fantasy MCMXXVIII, either. Don't fall for the "whacko player" bollocks you might've heard, either; they're always friend-of-a-friend urban legends without concrete scientific or legal proof. Roleplaying games make you no more suicidal than buying properties and building hotels in a board game makes you a real estate mogul.

So there in the nutshell is our take on the hobby. You'll learn and enjoy it way more sitting in on an actual session. It'll be fun. Trust us.

THE A/B SYSTEM: WHAT IS IT?

Still with us? Either we did an adequate job of explaining roleplaying games to retain you, the novice, or something about this game intrigues you, the experienced player. Any which way, we'll take it.

The A/B System (short for Armor/Body) is the name of the basic game engine powering The Chronicles of Ramlar. The Armor/Body feature is distinctive when you look at a character sheet, which displays a body diagram prominently. Veteran gamers will instantly recognize it as a "hit location chart." You would be right to surmise that each body part has its own measure of Life Points, along with the freedom of choosing the armor segment to protect that particular location. If you want to outfit yourself with a chain shirt for the torso and half-plate for the waist and legs, you can! If you want to tweak that chain shirt, half-plate leggings, or any other protective gear to your satisfaction, there are rules for customization, so you can do that, too!

Percentile-Based

The dice roll mechanic itself revolves around percentile dice, or d100, with the convention of "01" being a 1 and "00" is a 100. It's a "roll under" system that gives you the chance of success on a percentage scale. In addition, we put in new wrinkles regarding old norms like "crits" (hint: it's not the usual 01-05 = auto critical) and margins of success. We also make the rolls more dramatic and less trivial in tense situations, like trying to translate a tome before a demon wipes out the entire party. You'll want to browse through that.

Level and Class

Yes, this game has levels and classes (dubbed “paths”), but it’s much more flexible than the standard fare. For starters, you’re free to draw and concentrate on talents (special abilities reserved for heroes and their nemeses) from both a common pool and one that is exclusive to your path, thus two characters of identical level sharing the same path need not be homogenous in abilities. You cannot encounter, say, a 10th-level death knight and recite with total assurance that he can activate death gaze thrice a day, since he may have dedicated all efforts to mastering the ability designed to increase the abilities uses per day limit, or he may not even be capable of that ability at all, instead favoring other special abilities available to him. The path system in *The Chronicles of Ramlar* actually combines niche protection with character customization — almost like having your cake and eating it too.

Combat

Armor/Body you already know, but sharing the spotlight, and no less a centerpiece in the A/B system, is Momentum. This concept is one of a kind, delivering exactly what the name implies: the intangible force that springboards previous success into an opportunity for potentially greater successes, until you capitalize on your unstoppable streak and completely steamroll the opposition. No, this is not a “death spiral” thing, we promise. Rather, it’s all dependent on the luck of your own success, with some risk and strategy involved, all building toward a vivid, exciting battle in which ROLEPLAYING is as important as the die rolls.

While other games may tout their “umpteen combat styles and options!” we admit to having a comparatively limited selection. . . because we prefer to let you create and personalize your own special moves. Yes, virtually anything from basic but deadly feint-and-thrust lunges to wild, frantic maneuvers that devastate mass contingents of enemies reminiscent of fighting video games, you can design specifically for your character in *The Chronicles of Ramlar*. We think your imagination can work far greater wonders than any rigidly defined menu modeled after a designer’s personal conceits, no matter how extensive or realistic it may be — so why not just hand you the tools, step aside and see what you can make?

Magic

What would a fantasy roleplaying game be without magic? Those expecting a healthy range of spells won’t be disappointed. For the creative players, who prefer to not throw the same old fireball the same old static way every time, or any other spell for that matter, you can improvise and customize every single spell so you don’t have to! Put more sizzle into that lightning bolt. Make a ravishing illusion last for days instead of minutes. You can even try to relieve an entire continent of a crippling epidemic all at once, if that’s the burden that lies in your stalwart heart.

Character Advancement

All too often, the roleplaying part of a roleplaying game is left out and degenerates into a cycle of loot-n-improve. Here, those roleplaying muscles of yours get flexed. The newer generation of RPGs eschews the “killing monsters = experience points” idea, but we believe *The Chronicles of Ramlar* takes it a step further, in that raising your skills and especially attributes is not hand-waved with experience-point expenditures, but rests on creative roleplaying and narration. There is no strict formula for you to “game the numbers.” If anything, you’ll have to “game” the GM, who interprets your effort for how fast and how much you are able to advance.

Furthermore, you can set character goals for “Demeanor/Theme,” and when you put in sufficient effort to fulfill the marks, you achieve

it — whatever that achievement may be! It could be protecting your fellow adventurers, venerating your patron god (granting you a special boon from that deity upon completion), avenging a relative or comrade’s death, or any traditional aim for a fantasy setting. Likewise, your goal could be completely unique and dramatic, designed to help drive the campaign in a direction you want. You get to show the GM what you’re working toward and what you would like to see in a game, while the GM can use of any of your goals as convenient, personalized plot hook.

WHO IS THIS GAME FOR?

Chronicles of Ramlar is written for players at least moderately experienced with roleplaying games, and therefore assumes in players a certain level of familiarity with the hobby. If you’re expecting the usual dissertations on fair gamemastering, running NPCs, or mapping out a dungeon. . . sorry, we’ll reiterate that you check out another game.

For those sticking around anticipating revelations of how this game will revolutionize roleplay-gaming with “teh kewl” system. . . Well, we’ll hype that it’s not really a “fantasy heartbreaker,” or whatever the latest darling term is for “not indie enough” and “doesn’t have the right designer name on the cover.” It is a middle ground between pure narrativism and hardcore simulation. No, no debate about which theory is superior, just some sampling of what we thought are the best aspects of the “simulationist,” “gamist,” and “narrativist” styles.

That said, the game does incline toward “cooperative storytelling” as the operating basis. GMs and players shouldn’t be adversaries; the fun gets sapped when a game degenerates into either a race of stockpiling “awesome” powers, or a chess competition where the sole aim is to outwit the GM (not in-game opponents), and the GM is just waiting to pounce on the players for every slightest negligence. Now, the GM theoretically has ultimate control and thus is always playing with a loaded deck, so why would anybody play with someone who can stack the favor in any way and at any time?

Potential masochism aside, we suspect “trust” is involved. The players trust the GM to provide environs for their escapist enjoyment. Even in “versus” mode, the players are counting the GM to actually be honest with the challenges, that every obstacle has been pre-made to test their limits, rather than resorting to “The Gods strike you dead. Do not roll,” and similar one-sided arbitrations for every encounter. It’s still a game of escalating attrition, but with a code of honor.

If there’s trust, we then thought, couldn’t we foster it to play the game like mature adults? Especially for one that technically has no defined winner or loser? Not to say there won’t be rule arguments. Rather, the priority is on trusting the GM and other players so you can all work toward creating the best possible story (and gaming experience) together — a conscious group effort over incidental by-product. Is it more impressive to build invincible characters, or play the same juggernauts in ways that entertain others at the table and not spoiling anyone’s interest? Well, we’re pretty sure that given a writing instrument, anybody can put amazing stats on a sheet, so you can figure out where we stand.

Many game-rule aspects in *The Chronicles of Ramlar* are left purely to the GM’s interpretation, from the freeform “Expertise” that replaces traditional set skills to how far you can move, how long does a combat round last and how fast you bleed to death. No, these elements will not work well with a dictatorial GM, but then, switching game systems won’t suddenly and magically make a bad GM good. However, they are tools to make good GMs better and, despite how few of them are allegedly out there, that’s just fine with us. Quite frankly, if you want airtight absolutes, there are already

hundreds of games out that chew the minutiae, and you'll be coming to the wrong party here.

Three-Tiered Setup

Throughout the book, you'll see addendums for "Heroic," "Adventurous," and "Mortal." They are presented as different styles for applying the rules. Heroic, as the name implied, is highly narrative and dramatic in nature, with little regard for realism. Adventurous is high fantasy, but less epic when compared with Heroic, probably best described as typical sword-and-sorcery that retains a semblance of realism. Mortal is the antithesis of Heroic; used for a grim campaign with a palpable focus on realism, and everything is modeled after real-life counterparts, nobody gets preferential treatment, and the dice fall as they may.

Despite the different tones, however, you are free to mix-and-match them instead of following a chosen style throughout. So, you can actually use the Heroic option for certain rules, Adventurous for some others, and Mortal for the rest, or however you wish to blend them for your campaign. We believe this will accommodate the widest spectrum of gaming styles and campaigns possible. Therefore, even if you don't agree with the basic design philosophy, you can still easily tailor the game to your taste.

REVISED EDITION? WHAT ABOUT THE PREVIOUS ONE?

Good question. Apart from being "bigger, better, faster!!!" this version is compatible with the first edition (save for the inclusion of "Expertise" which overhauled and supplanted the original skill system). All additions presented herein expand and improve upon the original game system. All you'll need to make are a few quick and simple conversions and you're good to go. We have the complete list of switchovers available as a free download (alongside other goodies) at www.whitesilverpublishing.com/ramlar; you can also contact us through the website regarding how to get this info in a dead-tree format. We want to make it as breezy as possible for Ramlar fans to upgrade their game at nominal or no extra expense.

WORLD OVERVIEW

What you hold in your hand is the Player's Guide, an opportunity to try the A/B System. You can adapt the rules for almost any fantasy setting, published or homebrew. If you like what you see, be sure check out the World's Guide, too, which contains extensive information on Eranon, the official setting for The Chronicles of Ramlar. Here's a brief preview of the four quadrants comprising the world:

The First Mark

The First Mark, roughly encompassing the northwest quadrant of Eranon, is home to some of the most sublime and fearsome environments the continent has to offer.

Straddling the border of the frigid wasteland known as The Chill is the magnificent city of Selani, spiritual home to the ancient and mysterious Spirinari. Built entirely of spirit bone, it is home to 460,000 souls — all but a tiny fraction of them Spirinari, a race respected by nearly all inhabitants of Eranon.

The Chill, as its name implies, is a bitter-cold region in the extreme northwest corner of the First Mark. It is home to brutal werewolves and the hardy Forinians, the strongest of Eranon's human stock. The locale features Skolenjaeger, a town situated on the Bay of the Wolf, unique as a haven for werewolves that wish to live normal lives. The lycanthropes and humans share a peaceful existence in Skolenjaeger.

The southeastern section of the First Mark is dominated by the Mountains of Madness — a name that has been etched in darkness

and the blood of its countless victims. The Mountains of Madness harbor the Soulbane, Eranon's premier school of necromancy. While some of its students wish to harness death for the greater good of Eranon, most seek mastery of the dark powers for their own gain. The Soulbane is a place of death, decay, and intrigue. Rather aptly, the fortress of Zychariss, the dreaded undead necromancer, also lies nestled in the Mountains of Madness. This horror spends his rotting eternity dreaming up plots and schemes in his quest to cloak the world in eternal macabre.

The First Mark also includes a portion of the Hilspar Plains, home to the nomadic Tylvare elves. Anyone threatening the Tylvare faces their fearsome Sarthin Riders, who gallop into battle aback giant lizards of lightning speed.

The Second Mark

The northeast quadrant features the matchless beauty of the Brightwood Forest, the majestic grandeur of the fabled city Aurod, the bustle and pageantry of the Dealing Dale, and the ominous mystery of the Dragon Isles.

Few sights are as breathtaking as one's first view of the Brightwood Forest. For more than 4,500 years, the forest has been home to the Fetharn elves, who consider their guardianship of the forest dutifully. The woodland and its famous grove, the 1,000-square-mile Arameth, are tended by merthwags — stewards and protectors of all things nature, who typically receive training at the Merlanth, an institute within Arameth.

Almost as captivating is Seramis, the metropolis in Brightwood's midst. Reputed as the Jewel of the North, Seramis is both the Fetharn capital and a popular destination for all races. Perhaps the most glittering facet of Seramis is the Tower of Magic, standing taller than any other structure in the city. Under the guidance of Headmistress Linsia Moreldyne, the Tower is frequently the first stop for many aspiring wizards in their education.

Rivaling Seramis' splendor is Aurod, home to 470,000 inhabitants and protected by the famous Sky Knights and their jet-black griffins. Constructed into the side of Mount Azraldim and fronted by the Xaris Gorge, Aurod is accessible only by a long bridge that spans the vast chasm. The defensible position, supported by a tunnel network beneath the city where food is grown, makes Aurod and its ornate buildings virtually immune to sieges. By far the most famous and respected Aurodian is the archmage Istolil Hune, who played a key role in the defeat of his Druegarn kin during the Dakass Luot.

Sadly, many glorious locales did not survive Dakass Luot, and possibly the greatest casualty was Galdarest, formerly as splendid as Seramis. All that remains of the once-proud city is the rubble of ruins and a pervading sense of doom that haunts all who visit the former splendor.

Each spring, the tiny Dealing Dale swells from a village of 200 to a gigantic collection of canopies and festivities, as traders and merchants congregate from all over Eranon to peddle wares and talk shop.

The few lucky enough to find it may visit the Dragon Head Isle, which boasts the Nilsari, a college excelling in the arts of illusion. Whether by enchantment or prestidigitation, the professors of the Nilsari can purportedly alter the island's shape — and even make it disappear — at will.

The Third Mark

Sometimes true beauty lies beneath the surface. Such is the case with Eranon's Third Mark, whose scope comprises the Nurinian homeland, as well as the underworld-controlled cities of Zentruilian and Swandel. Patient visitors willing to delve beneath Eranon's surface will find the boundless wonders of Tronle, the subterranean

capital of the Kasmarn dwarves, which is, itself, just one part of a vast underground kingdom.

At the (some might say black) center of the Third Mark lies Nimrolt, bastion of the Nurinian theocracy. Most Nurinians of the iron-fisted city-state worship the dark gods Gabrun and Pillith. Nimrolt, with a population of 250,000, is not without its wonders, though they are often a blend of the beautiful and the horrific, like the Temple of Gabrun which prominently displays intricate depictions of torture and violence, or the Blood Gate that marks Nimrolt's primary entryway, and is bathed in torrents of blood.

In Zentrulian and Swandel, both legitimate and criminal enterprises thrive. Those braving Zentrulian's long rope-bridge entrance may be disappointed to find little beyond an apparently ruined, squatter town. That is because the ruling body (and everyone else who could afford it) moved underground after the Dakass Luot. Zentrulian is connected by tunnels to Swandel, a major port city. While both cities have their respective political hierarchy, the truth is, all commerce is controlled by the Nurinian mastermind, Jerith Wynleer.

A short journey southwest of Swandel brings visitors to Grimbolt, the largest port city in Eranon. Grimbolt also features the Cathedral of Selyni, the grandest temple devoted to the sea goddess.

One of the most interesting elements of the Third Mark commonly goes unnoticed by most travelers — and not without good reason; MariAnnor is a school of summoning magic, and a primary requisite for admission is finding the school in the first place! MariAnnor's faculty is constantly changing the routes to the institute in order to test prospective students.

Tronle is the subterranean home to 190,000, most of them Kasmarn dwarfs. Tronle is part of an enormous underground Kasmarn kingdom that stretches more than 1,500 miles. The dwarven capital has publicly opened at least 100 of its levels to outsiders, but many more undoubtedly exist. Not all of Tronle is underground, however. Runespar University, for example, juts more than 300 feet over the side of Mount Mordin. This prestigious school of enchantment is credited with keeping the entire mountain from collapsing onto the massive population within.

Not to be overlooked is Naldaress, capital city of the Sinflar, a race of mountain-dwelling elves. Rather than copying the tunnels and interconnected chambers of their dwarven neighbors, Naldaress was constructed as an immense subterranean dome. At the city's center is the great hall, featuring 100-foot-high walls adorned by some of the finest tapestries in all of Eranon.

The Fourth Mark

While the Fourth Mark bore the worst brunt of the Dakass Luot, much remains to intrigue travelers, including decadent Corbesk, rustic Analock, the aptly named Swamps of Despair, and secretive Nasir, capital of the always-mysterious Osarians.

The former port city of Corbesk has lost its once-thriving business to the drying river that used to carry traffic between Corbesk and the Sea of Osparia.

In the absence of river commerce, Corbeskians turned their city into a hub of debauchery. Wealthy nobles from all over Eranon come to Corbesk for "revelries," enjoying all the decadence the city has to offer. Unfortunately, following on the heels of these wealthy revelers were the criminals, as many a traveler has learned to his or her dismay.

When the Ilandrist River dried up, Urlan was left as the only port city in the Fourth Mark. While of modest size (62,000 inhabitants), Urlan boasts one of the largest navies in Eranon — chiefly because of the many pirates who prey on its shipping lanes.

Another renowned point of interest in the Fourth Mark is Pyruspa, the Tower of Evocation. Situated between the Swamps of Despair

and the Plains of Desolation, it scales to such height as to be visible from quite a distance out on the ocean.

The Osarians' Nasir is the largest city in the Fourth Mark. Holding a population of 256,000, Nasir stands as a haven for desert-weary travelers. The city is famed for the lush gardens in the palace of Sultan Alairi Quantil, and the collection of exquisite statues at the Marble Hall. On a grimmer note, Nasir is also home to the much-feared Brotherhood of Assassins.

At the southeastern tip of the dragon-infested Andual Mountains lies the Forest of Zelerin, which protects in its midst the wondrous forest city, Analock. It is built entirely atop trees, with structures linked by rope bridges. Analock is a favored destination for the otherwise-reclusive merthwargs.

Grynix, the Lost City, was the first victim of the Dakass Luot. Unluckily for its inhabitants, Grynix is located over a mouth to the Dark Sprawl, and the Druegarn elves used it as an entrance to the surface, occupying the city and spreading destruction throughout Eranon. The ruins of Grynix remain dangerous to this day because of the evil passages that worm beneath them.





2: Founding

I: CREATION

In the deepest gulf of Existence, where Time cannot be measured, the Supreme Deity Ramlar contemplated the creation of a World. His thoughts danced in the vast heavens like the twinkling of stars, each shining in turn as every facet of the World He would bring into being was conceived. When at last His thoughts were complete, Ramlar rested, for the enormous undertaking exhausted much of His essence.

While he slept, the Supreme Deity's mind envisioned many wondrous and personal touches He wished to include in His intended World. When Ramlar finally stirred from His long slumber, He stretched forth His hand into the very fires of Creation and forged the World. First, Ramlar raised twin land masses directly opposite each other on a solid sphere and put between them four great oceans. The seas were to cool the continents, for the fires of Creation were intense and seared the land in scorch and smoke. As the World cooled, Ramlar rested again and many new thoughts visited His mind. This World would brim effervescent with both spirit and beauty. Finally, even as He slept, Ramlar poured forth portions of His essence into the World. These portions He manipulated so they would permeate the World regardless of Ramlar's continued attention. Sentient entities that would come to being many years later would call this power Magic.

Let it be known that Ramlar, in His boundless wisdom, foresaw in the World and its eventual dwellers the need for Light and Darkness, for an understanding of Good and Evil. These would be the responsibilities of the Alari when their time arrived to oversee the World. Although Ramlar favored the Light, He knew both Good and Evil must exist to balance the World. Seeing the ultimate outcome of a World sustaining both Good and Evil, He laid out the World's end even as He had just begun it. After shepherding this part of His work to fruition, He sat and contemplated the Alari.

II: THE ALARI

It was during the cooling of the land that Ramlar brought into being the Alari, and had them reside alongside Him in His domain. The Alari were Ramlar's first children and He cherished them dearly. Their purpose was to reign over the World, with the most crucial task of bringing into existence Life and other Things. To complete this task, a tremendous measure of Ramlar's essence was granted to the Alari, and the love they reciprocated for their Father was immense.

Of the Alari, there were ten; five male and five female. The first born was Voshurn, the wisest and most prestigious of the Alari. Second was his mate Veda, the tallest and most alluring of the Alari. Third was Hur, the strongest and most determined, followed by his mate Serpecia, the most loving and caring of them all. Next was Lynstal, who could see all sides of an issue and had the greatest understanding of Good and Evil. His mate was Celyni, whose affection for the seas and all their mysteries had no limit. Ratiss, the seventh Alari, carried a passion for all things, a deep love shared by his spouse Anate. The ninth, Gabrun, was the smallest in stature, but he held the greatest adoration for his father, Ramlar. Last in the order was Gabrun's partner, Pillith, perhaps the strongest in will and second only to Veda in pulchritude.

During their uncountable eons with Ramlar, the Alari were imbued with the power to change shape at will, into any form they desired or could conceive. One day, Ramlar called His children before Him and revealed that they were destined to bring into being everything He had dreamed of for the World. Before they could do this, however, they must sleep, for their labor would be intense and weariness would besiege them afterward. It was at that moment Gabrun found his aspiration: he would become greater at this task than his kin. If he could not match the others in size and strength, he would be the best in this genesis. Gabrun thought Ramlar would be pleased, and that his actions would surely bring just reward.



Ramlar imparted to each Alari the power to conjure three lesser beings — the Eleri — who would aid them in their endeavors. Ramlar ordered them to make no more than three, though they could have fewer. Gabrun quickly devised a plan that, sadly, would ultimately lead to his undoing. Had his actions been guided only by altruism, he might have succeeded, but his swelled sense of self-worth had taken root in his heart and devoured it like locusts feasting upon crops.

Ramlar chose Voshurn, the first created, to assist the others in attaining restful sleep. It was also at this time that Ramlar bid them farewell. His parting words were, “Call to me, my children, when thy work is finished. I shall know that it is good and I shall give to thy labors my blessing.” Voshurn then did his Father’s bidding, putting all to sleep...or so he believed.

Gabrun, lusting after greatness, feigned his repose. He waited until all his siblings, including Voshurn, entered a deep slumber before stealing into their dreams to see what each would create. Some of the visions he saw were more splendid than the best to have ever sprung into his own mind. This ignited in him a fiery anger and jealousy. He vowed at that moment that his works would be nonpareil.

While the other Alari slept, Gabrun pilfered not only their dreams, but parts of their essence to fortify his own mind and body. He also plotted to create five, not three, Eleri to aid him, deliberately violating Ramlar’s instruction. Then finally, his most diabolical act. Gabrun had previously confided in Pillith regarding his schemes, and when given the choice to join him in them, she shrank from her mate in utter disbelief. Now in their sleep, Gabrun siphoned more from Pillith than from any other Alari, eroding her resolve while steeling his own power and persuasive skills. Eventually Pillith accepted the lies out of her love for Gabrun, thus initiating her descent into damnation and evil with her mate — though they were unaware of this fact at the time.

Voshurn was the first to wake from the long sleep. He awoke the others in the order in which they had fallen asleep. The refreshed Alari were content and joyful, for now they knew their full purpose.

Voshurn observed that Gabrun had changed, remarking, “Our Father’s design for you must indeed be magnificent, Brother, for if I am not deceived, you have grown in stature during our slumber.” A smirk crept over Gabrun’s face as he stepped closer and realized he and the firstborn were of the same height and build.

“It is only our Father’s will that makes me so, Voshurn, and all things I do are at His command,” replied Gabrun. “But know this, Brother, my works will be astounding and much is asked of me. . . Till we meet again, may the Father bless you in your efforts. I must now take my leave and bid my mate, Pillith, to join me, for she and I have much to discuss about the wondrous tasks ahead of us. Farewell.”

At that, Gabrun and Pillith departed from the other Alari in haste.

III: THE ELERI AND THE SHAPING OF THE WORLD

When the Alari began, each had the power to create up to three entities to assist them. These were the Eleri and they were to have their own purposes under their respective maker’s will. Like the Alari, Eleri were made in the shape of beings that were to come, but were greater than the races that were to be. The Eleri govern the higher orders of the mortal World, granted these powers by Ramlar through the Alari.

Voshurn, the God of Air and Winds, created the Eleri known as Pelatos, the God of War, who is also considered Voshurn’s messenger. Next he made Nind, the God of Judgment. All who pass with glory enough to enter the Halls of Light are judged by Nind, for he knows all that transpired in the World. The last Eleri of Voshurn’s handiwork is Vinar, the God of Deeds. Those who achieved re-

markable aims in the World are looked favorably upon by Vinar and are invited within his hall.

Veda, the Goddess of Beauty, was charged with the creation of a race that would come to inhabit both parts of the World. She called them Elves. Elves, she decided, should be tall, comely, and gifted with Magic. The elves were placed on the first continent and were given longevity, as are all living creatures on that land. The first Eleri under Veda is Elani, Goddess of the Stars. She arranged the stars in the heavens above the World to remind the inhabitants that the Makers still watch over their Creation. The next of Veda’s Eleri is Noda, Goddess of the Moons. Her creations help guide the waters and the passage of Time in the World below. The third is Vylia, Goddess of the Seasons. Seasons give the World an orderly cycle from growth to death, and show the World’s multi-faceted beauty.

Hur, God of the Earth, founded a race too. He named them the Dwarfs. Short in height, endless in endurance, and hard in will are the Dwarfs. One of Hur’s Eleri is Vour, God of the Mountains. His resolve is as adamant as the mountain ranges over which he rules. The Eleri Lanul is the Maker of the Plains, while Sorith oversees the hills, their landscape and all related affairs.

Serpecia, Goddess of Nature and all living things in the World, created the race she named Spirinari. They are even more graceful than the Elves and also given the gift of Magic. This race was set on the second continent and found contentment residing there. Anaril, the Goddess and Maker of the Trees, is an Eleri serving under Serpecia. Another is Sorina, Maker of the Flowers and Grasses that flourish in the earth’s soils. The third Eleri is Silia, Goddess of Song, who sang the first song that would herald life on earth. It is said that her voice is so enchanting that none will ever match it, and that no melody will ever surpass her very first song.

Lynstal, God of Limbo, ruled over a domain of lost spirits and those in between the purely spiritual and the corporeal planes. His first Eleri is Mioril, the God of Neutrality, who possesses perspectives and insight similar to Lynstal. Next is Vilan, God of All Beasts

that walk the earth. The last is Nafur, God of the Spirit Realm. Through Serpecia's grace, the Spirinari would come to be in Nafur's favor.

Selyni, Goddess of the Water and all marine life, created Vede, Goddess of the Rivers. She also made Laurin, Goddess of the Streams, and Nasil, Goddess of Time. Nasil knows all that occurs in the flow of Time in the World. It is said that she was given this gift by Ramlar, and she alone knows when Time will end.

Ratiss, the God of Fire, created Tela, the God and Maker of the Sun, first to warm and comfort the earth. Second is Visal, the God of Ice, who cooled Ratiss's temper as well as the heat of the land, and who supplies water for Vylia during the Spring season. Last is Tunus, the God of Strength, actually favored by Voshurn. Legend tells that Ratiss created and dedicated a race to his mate, but his own power of fire interfered in the process. They survived, but only after they were reduced to half a human's height. They would come to be known as the Halflings, inhabiting the second continent.

Anate, the Goddess of Good, was charged with creating Humans. Humans are lovers of Magic, versatile in all trades, and possess perhaps the greatest potential for deeds of both valor and cowardice. From popular accounts, Anate made only two Eleri, for creating the Humans took much from her and consumed her thoughts. One is Selisee, the Goddess of Magic, to whom many pray for knowledge and power. The other is Nate, Goddess of Love, through whom many have enjoyed marital bliss.

The works of Gabrun and Pillith were fair until the cataclysm known as "The Sundering." Gabrun was responsible for begetting many races, among them the greatest of Elves. Every thing crafted by his hands did, indeed, rival all that his brethren had ever done.

As the gods' efforts concluded, Silia sang The Song of Life that instilled vitality throughout the World, and all Alari and Eleri rejoiced.

IV: THE AGE OF LIGHT

The elves, the eldest race on the first continent, named the land Isidria. Its beauty was breathtaking and beyond imagination. Life strived quickly after the endnote of the Song of Life, and the Alari and Eleri watched over the World carefully. As the races matured, they were tutored by their Makers in music, language, and the written word. They were taught about their world and how to tend what was made for them.

Among Veda's elves arose the desire to learn all facets of Isidria. Eventually, like-minded collectives pioneered the various regions. The first was the Fetharn elves. Their affinity for the forest led to their settlement in Charlina, "The Great Wood." Another group of elves opted for the majesty of the mountains and the wealth therein. They rooted themselves in the Alatan Mountains and became the Sinflar elves. The final faction, famed for their hunting prowess, headed for the open Slanlidia Plains and made it their home as the Tylvare elves. Both the Fetharn and Sinflar elves received the gift of Magic — the Fetharn more so than Sinflar. Veda chose to withhold Ramlar's Magic from the Tylvare elves, for they simply do not value it as much as their brethren. This, in turn, cost them considerable vigils from Veda and Ramlar.

Hur's dwarfs favored the mountains, almost to a fault. They dwelt in them, mined them, and with their undeniable aptitude for stonework and gems, extracted many wondrous things. Hur availed himself to the dwarfs once, picking scholars who relished in gathering knowledge, and tasked them with chronicling the World in every detail. These dwarfs, the Hethmarkn, now endeavor to preserve the history of absolutely all things in their mountain enclave. Whispered speculations tell of their building a labyrinthine stronghold to protect the records. This massive archive, or "The Book," keeps

the Hethmarkn's work intact until the end of Time. The remaining majority, known as the Kasmarn, are renowned for their metalcrafting skills. The Hethmarkn and Kasmarn share an origin on the second continent, where they still reside.

The Spirinari are also natives of this second continent they called Eranon, and constructed a sprawling city in the northeast region. Nafur, the Eleri of Lynstal, was so fascinated by the Spirinari that he granted them Magic from the spirits, as did their creator, Serpecia, with Magic of a different kind. The arcane amalgam enabled the Spirinari to produce a mystical substance imbued with the spirits of their past kin. They guard the secrets of this "Spirit Bone" fervently. The Spirinari generally do not wander out into the World, content to remain within their own realm, Selani. They were the only race informed about the elves, and that the elves would migrate across the sea from the east.

Anate's humans propagated rapidly in Eranon. They spread throughout the continent, constructing cities and villages. Their lifespan is short but their willpower and thirst for knowledge amazed even their Maker.

Last where the Druegarn, a race of elves owing their existence to Gabrun. Nomads with magnificent craftsmanship, the Druegarn elves had lived with other elves in harmony. The Eleri serving Gabrun and Pillith were mostly mirror images of their counterparts under other Alari. They made towering trees, lush forests, rolling plains, gigantic summits, and other worthwhile creations, too. Some of these, it was said, did indeed surpass in quality the work of other Alari.

After ten thousand years passed and the continuity of the World had been set into proper motion, the Alari ascended back to Ramlar, bringing with them the Eleri. When they arrived, Ramlar did wake and He awoke in anger. The Alari and Eleri trembled before Him and feared His wrath. Thus did the Age of Light end.

V: THE SUNDERING

The Alari and Eleri kneeled before Ramlar, who bellowed like thunder in a fierce storm. "Who among you has defied my wishes!?"

When Gabrun realized that Ramlar knew of his transgressions, he confessed, "It is I who has done so, Father."

Pillith came forth as well. "I have shared in these deeds and done more than what was asked of me," she divulged, as the other Alari and Eleri gasped in grief and amazement.

The couple's Eleri then told of their own doings. Shame and humiliation soon overwhelmed Gabrun. His anger swelled and he cried aloud, "It was only out of love for you, Father, that I have committed such deeds!"

Ramlar's voice continued to rock the heavens. "Dost thou take my wisdom as folly? So it would seem, for I made you and gave you your power, yet you defy me!"

"Nay, Father, I take your edicts as a means to attain unparalleled height in Your honor!"

"That was not thy purpose and so you have blazed the wicked path before it was meant to be. . . Thus I now name all your creations Evil, Gabrun and Pillith! You will now recite all your sins against your brothers and sisters and their children!"

Gabrun heeded his father's command. Meanwhile, Ramlar noticed Pillith cowering behind Gabrun. As He observed her and came to realize her collaboration in Gabrun's deceit, Ramlar passed judgment on her in His mind.

After Gabrun had finished, the others looked upon him with pity and a tinge of sadness. Many wept, for they knew now the pair must answer for their indiscretions. Voshurn asked Ramlar's forgiveness for the two, but this instead angered Gabrun further.

"Do not ask for my forgiveness, Brother, for if the Father cannot see clearly the magnitude of my goal, perhaps His wisdom is indeed folly. I will accept His judgment. I accept pity from no one."

"Very well," proclaimed Ramlar, "Now shall I judge thee, Gabrun, and so too shall I judge thy mate and all creations made by your will."

Lynstall intended to speak on Gabrun's behalf but was silenced by the Supreme Deity. As Gabrun stood before Ramlar, abhorrence consumed his mind and heart, and tears rolled down his face.

"For the Eleri created by thy hand, they shall now have the following station and purpose:

"Necru, you shall be the God of Death and only in death will all things please you.

"Lasek, you shall be the God of Lies and evermore shall lies be woven by your thoughts.

"Vouruk, you shall be the God of Greed. Only your maker is equal to you in this, and I foresee many to fall under your persuasion.

"Narcatiss, you will be the Lord of All Devils and Demons, and forever shall they fan strife in the World.

"Vrang, only you shall go unchanged, though your beasts shall become dark, their demeanors ever of evil intent.

"Aratoriss, you shall be Goddess of Hatred, and all things will you despise save for Evil.

"Nurca, you shall be the Goddess of Torment, and eternally tormented will be those who come to you.

"Vytha, I deem you Goddess of Pain and only in others' suffering will you find joy.

"All things that your hands have created will become reviled and only those who are Evil will view them with appreciation. The Druegarn elves shall be smote dark so that others of their kind will know well their diabolical nature and loathe them. So, too, shall all other entities of Gabrun's labor conform in shape and mind to Evil, and that the World is made aware of their wickedness.

"Pillith, you shall now be the Goddess of the Night. You will love neither the sun nor the light of day that Tela has brought. Only in darkness shall you find relief. Gabrun, you shall henceforth be the God of Evil and all things sinister will have you at their core. You will love neither your brothers and sisters, nor any of their children and their creations. You will relish in your acts alone.

"Your powers I do not strip from thee, for there must be balance in the World, and though this is not my design for the coming of Evil, thus it has come to pass and so shall it be. In constant war and dissent shall you live with your brothers, sisters, their children and, indeed, with yourselves. I call to your kin to show no mercy unto you or any Evil hereafter."

Ramlar then turned to His remaining children. "Each of you, Alari and Eleri alike, will create realms of thine own, but these shall be not within the boundaries already wrought by others. In these domains you will be master. Only once more shall you be able to visit thine children of the mortal world physically, and you shall tell them all that has transpired here. Although you are forbidden from the

World, those who dwell in it may venture into your realms, but only through the expenditure of my essence. You may manifest on earth just in spirit should the need arise. It is my will that from Tela's realm, angels will rise and they are to wage battle with the demons and the devils. Never again shall your powers be flaunted in the World. Solely through the life that treads the soils of our creation may you bestow power to do your will.

"So stands my judgment on Gabrun and Pillith and all they have wrought. Let it be known and obeyed."

A nod from Ramlar prompted Silia to begin singing The Song of Sundering. Instantly, the changes decreed by Ramlar started to unfold. The Eleri of Gabrun and Pillith devolved into abominations too horrific to view, inspiring immediate dislike and shunning from all surrounding them. Putrid darkness engulfed Pillith. Gabrun's countenance turned as menacing as a hungry wolf's to a newborn lamb. Without pause, vitriol for his kin and their children replaced the blood in his veins.

As Silia's Song descended to the earth, all beings in the World

given life by Gabrun, Pillith, and their Eleri transformed as well. The very skin of the Druegarn burned until it was obsidian. They sought shelter in the shadows, as did other creatures now known as orcs and goblins, until such a time when their Maker should come unto them.

After the Song of Sundering ended, the dark gods and their Eleri visited their progeny one final time, as permitted by Ramlar, to instruct them in the ways of Evil.

Ramlar then called to the rest of the Alari. "Now, my children, it is time to depart for your own domains and fashion them to your own liking. Rule it as thou wilt and be blessed."

Hence, the Alari retreated to their respective realms and hence do they continue to dwell, until the Song of Unmaking shall be sung by Silia.

The Age of Light had ended. The Age of Darkness had begun.





2: Founding

3 Races



RACES OF ERANON

Eranon is the home to the civilizations of many races, dating back to the Spiriniari and the mass elven migration from Isidria. Some races have intermingled quite well; while others, like the Druegarn elves, have not. While the fate of each race is yet to be decided, the colorful heritage and personality of each will certainly assure Eranon a bounty of intrigue.

THE HUMANS

Anate was given the task of creating the humans, and it is known that doing so consumed much of the essence Ramlar gave her. It astonished Anate how well the humans comprehended her instruction, as well as their thirst for knowledge and wisdom. They assimilated many aspects of other cultures into their own, among them the working of metal from the dwarfs of the mountain, and the practice of magic from the Spirinari.

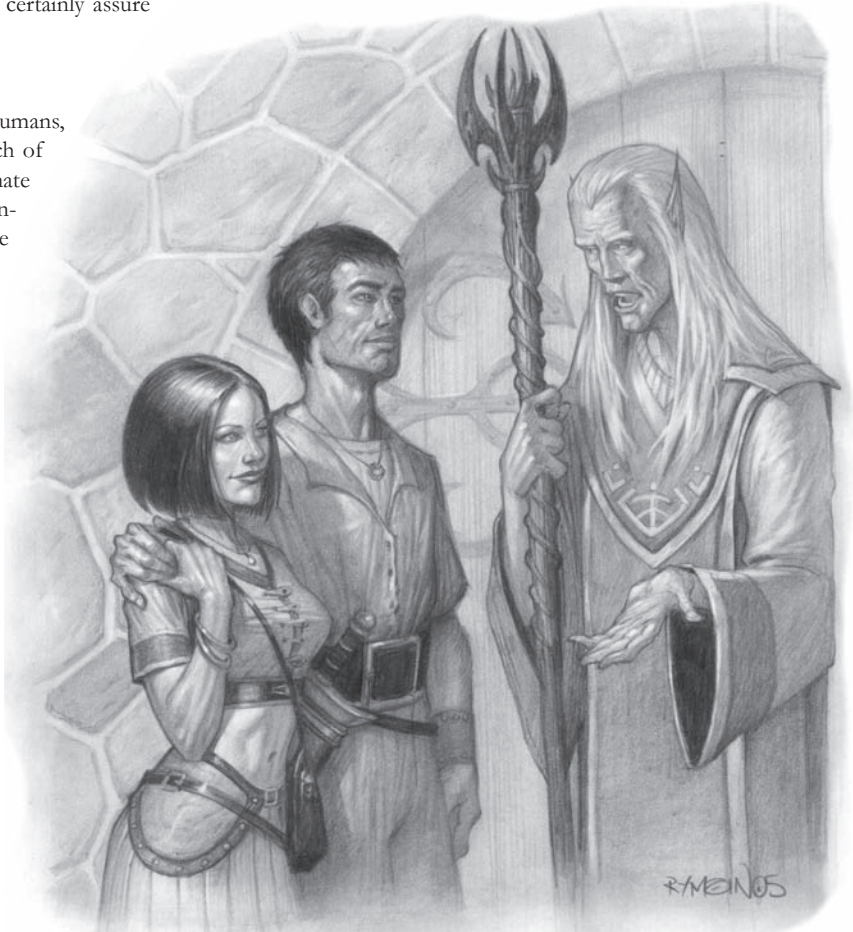
Seeing all was set in place for the humans to accomplish deeds greater than even she had foreseen, Anate departed for Ramlar's wake from slumber, after promising to return to the humans again.

Auzronians

The Auzronians are rumored to be Anate's favorite, and thus received her greatest blessing among all humans. The race has no ties to any one particular area, for they have chosen to reside over all of Eranon from day one. Since then, the Auzronians have founded several kingdoms and cities. They show the same favor to all races and share knowledge freely. Their name is Spirinari for "Lovers of All Things."

Physical Appearance: The Auzronians vary in physique. The only constant is that their height rarely rises above six feet.

Attitude: The Auzronians are a hearty, emotional people. They are quick to laugh and as equally quick to grieve, leading many to speculate that this was Anate's true vision when she created her children.



RAMEINOS



3: Races

Istolil Hune converses with Seras Thorne atop the Sky Knights Aerie

The Spirinari and Fetharn elves also favor Auzronians amongst all humans.

The Auzronians view the world with great respect. They had once believed themselves above defeat, but the Druegarn onslaught during the Dakass Luot proved otherwise. They enjoy little more than tending to the earth and revere Serpecia, the most compassionate of deities. They are avid explorers enamored with the thrill of discovery. Any mention of adventure in Eranon never fails to raise their hopes with unbridled enthusiasm.

Religion: Besides Serpecia, Auzronian worship varies just as much as their dress, especially taking into account their respective regions and cities of residence.

Language: Auzronians speak the common tongue of humans, but many take on Salari (spoken by Spirinari) and the elven language of Olati.

Names: Auzronians adopt names according to the convention of the area in which they dwell. There are no definite ending vowels or consonants to their names, either first or last.

Homeland: There is no one specific place of origin for the Auzronians, because they have called the whole of Eranon home from the beginning.

Cultural Features: The following are highlights of Auzronian society.

Aurod: The mighty Aurod is the second largest city in all of Eranon, founded in honor of Galderest, which was lost in the “Dakass Luot,” the Dark Elf War. Aurod stands at the northern tip of the Gerukan Mountain range, nestled into one of the most defensible positions in Eranon. While its back is to Azraldim Mountain, Aurod also faces a large, 800-foot-deep gorge that belts the city’s front. The Xaris River runs into this gorge, and the subsequent waterfalls are breathtaking to behold.

Aurod is the Auzronians’ pride and joy, with a population hovering between 400,000 and 500,000. It is a popular trade center and its wealth rivals any other city in Eranon.

Sky Knights of Aurod: High against the mountain at the back of Aurod sits a conspicuous, immense plateau over a fissure. This is the home and aviary of the heroic Sky Knights of Aurod.

The Sky Knights, Aurod’s first line of defense, are seasoned, elite warriors who wield specially-fitted lances with extreme accuracy from the backs of their highly trained, solid black griffins. They don black armor and capes to match the ebon shade of their griffin mounts.

The Pagis: This is the second largest library in Eranon, tucked underground beneath Istolil Hune’s home. The circular chamber descends like an upturned cone with its many circular levels getting smaller as it winds down into the earth. Scholars and visitors obtain access at the Pagis Bureau just before the massive surface doors.

Political Structure: Varied. Each Auzronian kingdom or territory is governed differently.

Racial Relations: The Auzronians have no love for the foul orcs and goblins that scurrying across the surface of Eranon. They are willing to extend a hand, albeit a wary one, to Druegarn elves making their way above-ground. Auzronians admire the dwarfs for their metalworking skills, and the elves for their grace and longevity. They hold a fascination for the halflings, for they know Hur has designs for these short folk and that nothing is impossible for the halfling heart. The Spirinari are accorded Auzronians’ highest regards for their storied past and the great wisdom they possess.

Racial Attribute Adjustments: +20 TEN, +10 WIS, -10 STR.

Bonus Expertise: Auzronian characters receive, at no cost, choice of one expertise related to commerce/trading or survival.

Forinians

During the time of Anate's first absence, the Forinians trekked north. Convinced that the construction of cities is an omen of dark times, chose to isolate themselves from other humans. They met and subsequently bonded with the Spirinari, who continue to be a wonderful neighbor of the Forinians today.

They eventually carved out their own territory in the northern Reach, a frigid, unforgiving wasteland that severely tested their constitution and perseverance. The Forinians have had to overcome many threats in the region, chief among them: werewolves. They have established several communities close to one other, ringing a volcano, Mount Cardun, for warmth and fire. Other races now visit them intermittently, displaying both amazement and respect for the Forinian resolve and fortitude necessary to prosper in the Reach.

Physical Appearance: The Forinians are the strongest and largest of human specimens. They can grow up to seven feet in height at the tallest, with average being a tad over six feet for both males and females. Their hair is typically light to sandy blond in hue, and their eyes are always ice blue. They tend to sport a muscular frame proportional to their height.

The Forinians cover themselves in thick furs from the animals they have killed. They also commonly don headdresses made from animal skulls and scalps. The Great Tribal Chieftain and his family wear dark or blackened skins of different creatures to denote their rank and power within the Forinian society.

Attitude: Though not overly aggressive, the Forinians nevertheless reserve no tolerance for the weak. Their lifestyle and homeland leave very little room for frail minds or bodies. They are independent loners who prefer to face the world by on their own terms. As such, they are detached from the rest of humanity and their affairs — which suits them just fine, since big cities and other amenities are signs of evil in their superstitious views.

The Forinians favor the spoken word to the exclusion of the written form. Their tales are often long, usually saved for gatherings over chilly nights. Forinian music is renowned throughout Eranon; several popular songs heard throughout Eranon can trace their roots back to The Chill. They use very little magic, but do not fear it. Forinians are particularly fond of the Spirinari and their ability to speak to the dead, a gift they openly admire and privately envy.

They are skeptical of the world outside their own confines. The brutal life they lead necessitates a modicum of paranoia and xenophobia, for self-protection and survival, if nothing else. They abhor large cities and oceans, venturing into either except in times of dire need.

Religion: The Forinians primarily worship Tunus, Pelatos, Lynstall, and Ratiss.

Language: The common tongue. Salari of the Spirinari is sometimes learned as a second language.

Names: While their first name can be of any sort, most Forinians chose a descriptive phrase to follow; for example, Rath Strong-Arm-of-the-Chill or Fraydyne Sower-of-Secrets.

Homeland: The Chill, in the northwest portion of Eranon. This region brims with danger, and not just because of the werewolves



and other prowling monstrosities. The cold weather can, and does, sink to the lowest extremes on a whim. Storms always release their fury suddenly to claim unsuspecting lives.

Cultural Features: The following are highlights of the Forinian society.

Mount Cardun: An active volcano in The Chill that stretches over 10,000 feet at the summit and over 10 miles across at the mouth. The Forinians have made numerous towns around the foot of Mount Cardun. The rare few merthwags among them keep this fiery giant in slumber with their earth magic. Though it still erupts occasionally, the bursts are short and the damage caused is usually minimal. The werewolves do not like this volcano so the Forinians welcome the extra protection.

Fire Seeds: Discovered by the Forinians at the base of Mount Cardun, these bright red berries set combustible material afire when rubbed together or forcefully tossed. Fire seeds are a valuable commodity and the Forinians harvest them for trade.

Racial Relations: The Spirinari receive the same cordial respect Forinians show one another. They think the elves mysterious and wonder why any elf would cross the sea to Eranon. They are fond of the dwarfs, but think all other humans are too smart for their own good, believing this flaw will be their downfall and the Dakass Luot was the first warning. They loathe the Nurinians and their sinister bent. They most prefer the Osarians, because of the passion and strength they exhibit in protecting their realm.

They empathize with the Dreugarn since they found these elves to be strong, though applying their might in the wrong ways for the wrong goals; they do not offer the dark elves any sympathy, however. Orcs and goblins are despised and hunted down at every opportunity.

Racial Attribute Adjustments: +20 STR, +10 END, -10 INT.

Bonus Expertise: Forinian characters receive, at no cost, choice of one expertise related to cold environs, feats of strength, or lycanthropes at one rank.



A Brute's Rampage

Nurinians

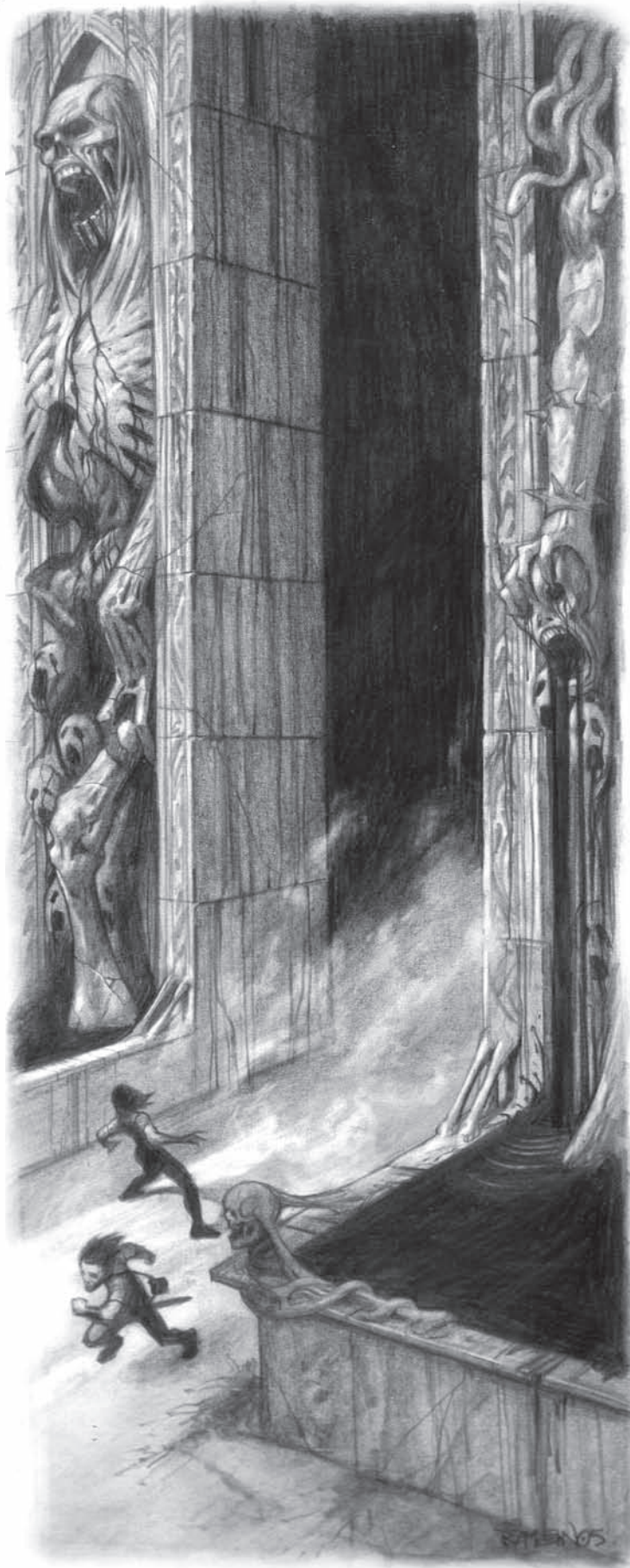
During the Dakass Luot, the Nurinians were cohorts of the Druegarn elves, furtively supplying confidential information and housing many a Druegarn lord, noble, powerful warrior and wizard within their walls. After the Druegarn were defeated, the Nurinians cleverly eliminated all traces of the association, so completely, in fact, that to this day, very few knew of their true role in the Dakass Luot. Since the end of the Dakass Luot, Nimrolt has publicly opened its doors to all Druegarn wishing to live above the surface.

While aware of the Nurinians' guile, most races on Eranon still opt to trade with them, especially (if not solely) for the marvelous spices that grow in their vast fields. The Druegarn factions in Nimrolt contribute greatly too, with unique raw materials they brought up from the Dark Sprawl. Indeed, to a commoner, the Nurinians and their home may seem normal or even sublime, despite the sinister plots and woes beneath the façade.

Physical Appearance: Most Nurinians are slim and slightly taller than all other humans save for the Forinians. Their most unique feature are angular eyes, which gives them a naturally devious appearance. Legend has it that this was a gift from Gab-run.

Nurinian dress varies from the mundane to the elegant. Most religious holidays see them in very elaborate garb and/or wearing large medallions





around the neck that proudly display the symbols of their gods.

Attitude: Nurinians are reticent and somewhat reserved during all initial encounters. Though they are not overtly hostile and endeavor to welcome all visitors in Nimrolt, they adhere strictly and incorrigibly to their dark god's beliefs and ways. There are Nurinians in other major cities on Eranon who are generally tolerant and are tolerated in return, as long as they practice their strange rituals privately. As can be expected, Nurinians frown upon people worshipping the good deities and proselytizing openly in their realm, especially in Nimrolt. Those who do are given until sundown to leave.

Nurinians view the world as one immense repository of knowledge — to be bent, twisted and exploited to their own whims. They care not how they seize it, only that they do, for knowledge is power.

Religion: Any malevolent (occasionally neutral) deity.

Language: Nurinians speak the common tongue.

Names: Vary. Nurinians are the chameleons of Eranon. They can and will adopt any name.

Homeland: Nimrolt, northwest of the Black Desert, and the approximately 1,200-square mile territory on which the city centered.

Cultural Features: The following are highlights of the Nurinian society.

Nimrolt: Known as the Dark City to many, Nimrolt is the heart of Nurinian culture. Its predominantly dark granite buildings make the whole city seem submerged in perpetual night, even during daylight hours. Most structures have very angular designs, which only serve to amplify the ominous ambiance over the general populace — of 200,000 plus people.

Nimrolt Gate: The Nimrolt Gate, or the Blood Gate as it is commonly known, stands at the northernmost point of the Nurinian realm. Nearly a hundred feet tall, the gate bears prominent depictions of dark deities from top to bottom in exquisite detail. The statues adorning the gate bleed endlessly from the mouth and eyes, draining into a massive pool at the gate's base on either side. The cascading blood is a ghastly contrast to the stark white gate and adds to the structure's terrifying appearance.

Political Structure: Theocracy. The Council consists of nine sevars of extreme power. Once every decade, the power to reign is handed over to a new regime following a different god from its predecessor. (Thus, a journey through Nimrolt is confusing if one only goes there every ten years or less.) Nurinians practice this change to maintain favor with all of the dark gods, and making sure that none are slighted.

Racial Relations: The Druegarn's emergence after the Dakass Luot was encouraging to the Nurinians, who welcomed the dark elves with magnanimously open arms. Most other races, however, prefer their association with the Nurinians to be temporary, since Nurinians usually befriend someone only if they have something to gain by it. The Nurinians themselves dislike the Spirinari the most, for the Spirinari can pierce their deceptions through speaking with the spirits. If the Nurinians have a soft spot for anybody, it seems to be for the halflings, but why is a mystery to all.

Racial Attribute Adjustments: +20 PER, +10 INT, -10 TEN.

Bonus Expertise: Nurinian characters receive, at no cost, choice of one expertise related to deceptions or special privilege with the Druegarn at one rank.

Osarians

The feet of the Osarians have logged incalculable distances upon Eranon and they learned much in their journeys. They finally found a home among the golden dunes of the Great Desert of Osar. They labored long in constructing their fantastic city and discovered many secrets in the sand — secrets sealed to public eyes, as they still are today.

Presently, the Osarians are making great strides. They have lent aid to rebuild kingdoms in the aftermath of Dakass Luot. One thing they weren't generous with, nor will they ever be, is the secrets they keep both in their vault and buried under their sands.

Physical Appearance: Osarians are medium in height, between five and six feet tall. They have dark tan skin from constant exposure to the hot desert sun. Their hair is always jet black and usually kept long. Their eyes are shaped like almonds with a deep brown or black shade, though there are some with icy blue eyes for a truly exotic look. Small sigil tattoos are usually placed on both genders right above the eyebrows or just below the eyes over the upper cheek bone.

Osarians dress in many layers of fine silk. Their favorite colors for clothes are black, brown, rich blue, and deep red. The contrast with their dark skin is striking to behold. Osarians adore jewelry and design fine rings, necklaces, and other accessories that are often imbued with hidden magic. The armor they forge is light, durable, and highly sought after.

Attitude: At first impression, Osarians can come off as very mysterious due to both their reputation and penchant for keeping secrets. Despite their aloof auras, though, they are usually amiable. Indeed, the bonds of friendship run adamant with Osarians.

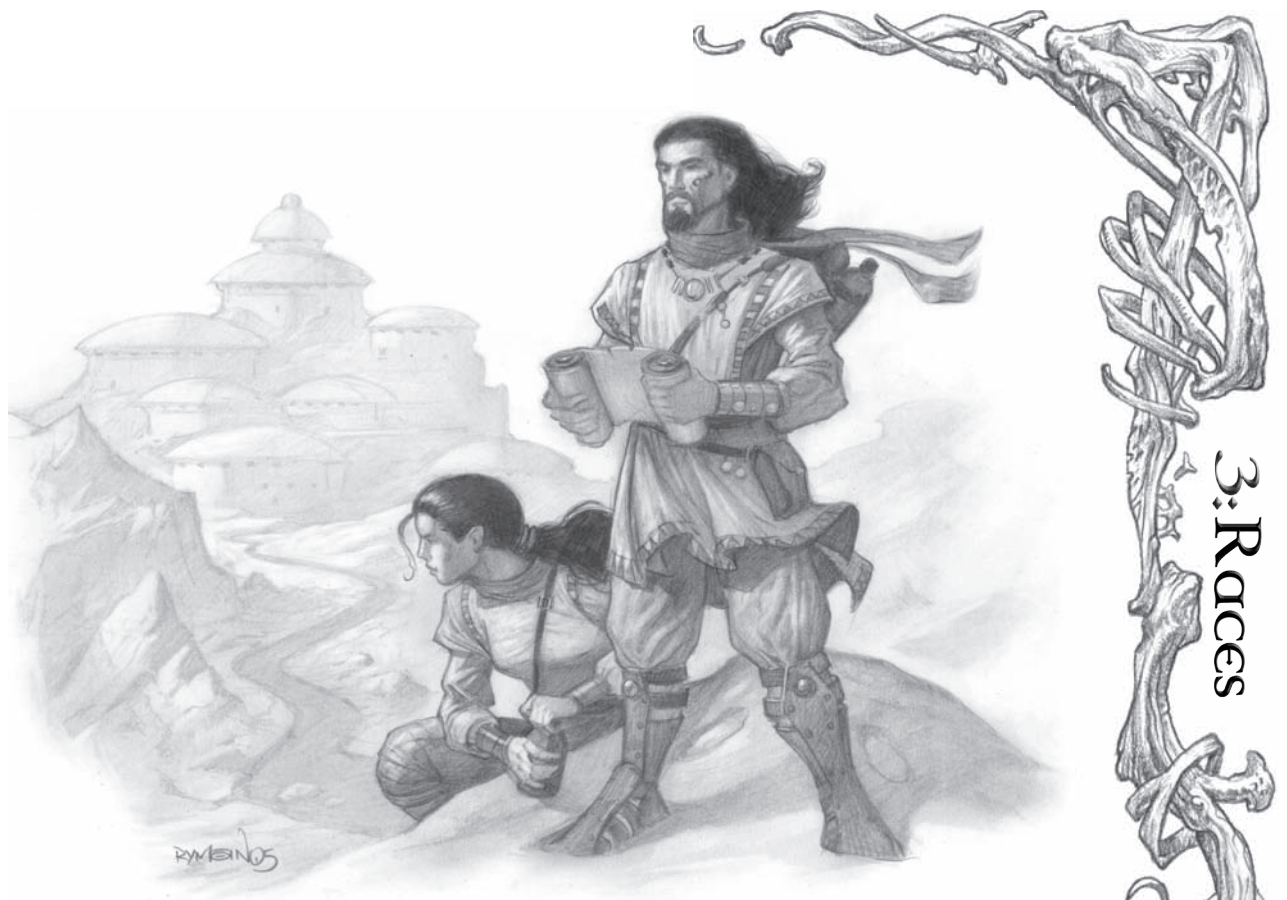
Osarians are extremely proud of their culture, heritage, and especially the desert they called home. At the same time, they have a tremendous respect for the rest of the world, and as such, they would never forcefully desecrate or intrude upon a foreign land without severe provocation.

Religion: The popular choices for Osarian worship include Selisee, Lynstal, Tunus, Ratiss, Mioril, and Noda.

Language: The common tongue spoken by all humans, in addition to their own Osarian language.

Names: Most Osarian names, first and last, end in “ar,” “en,” “in,” “or,” “ur,” and occasionally “an.”

Homeland: The Great Desert of Osar, in the mid-west portion of Eranon.



3: Races

Cultural Features: The following are highlights of the Osarian society.

Desert of Osar: The Desert of Osar, in the west of the Gerukan mountains, spans about 1,000 square miles and its golden sands resemble a finely laid carpet over the rolling hills. The Osarians harbor high regard for this desert and do not tolerate trespassers. Many ancient structures and untold treasures are buried within the dunes, but the Osarians have laid claim to all of them.

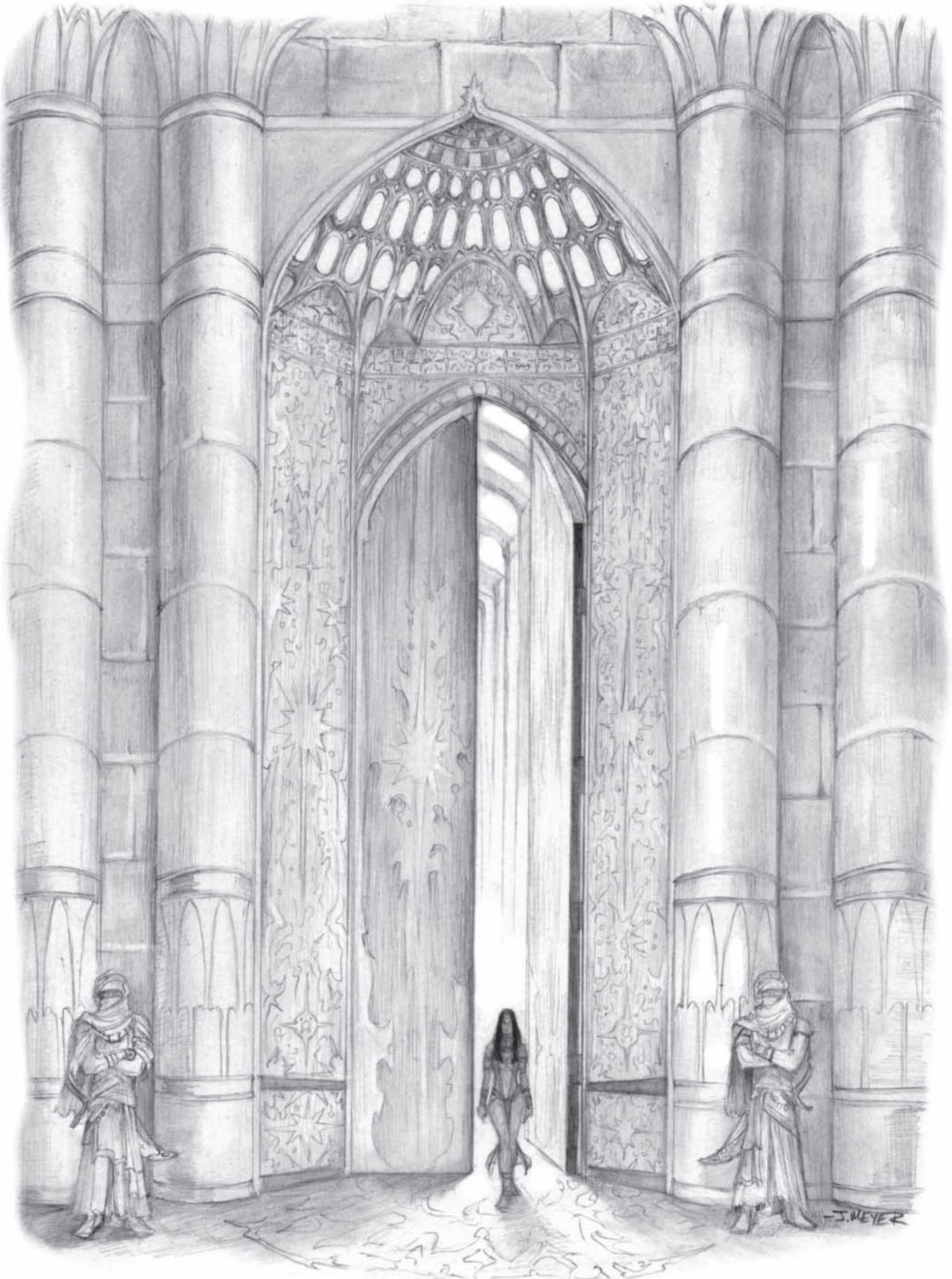
The Marble Hall: A solid white marble repository in Nasir, that houses many exquisite, rare statues throughout its four stories and two vast underground levels. This building represents the Osarians' most prized example of their architecture, and they guard it with the same zeal they have for the desert. While one may obtain permission to enter the Hall, the stay is restricted to certain hours and is never overnight.

Nasir: The City of Secrets lies at the center of the Desert of Osar. This exotic, finely-crafted city shelters a population of 250,000 among its bustling streets. Many of these citizens follow scholarly pursuits. Nasir's world-famous silk is the chief producer of commerce in the city, attracting traders and purveyors from all over Eranon daily.

Racial Relations: The Spirinari enjoy a most-favored status with the Osarians, whose love and reverence for their ancestors echoed the Spirinari's own. The dwarfs can certainly empathize with the Osarians, for both garner an unbridled pride for their respective realms. Osarians are envious of the elves' longevity and their innate abilities with magic, though the Druegarn are despised over all other races; the Dakass Luot has seeded bitter acrimony in the Osarian heart for Gabrun's dark children. They pay little attention to the halflings, but mostly out of respect for the shortfolk's wish for solitude and peace. Unless given a reason to contradict, Osarians call all fellow human friends, save for the dishonorable Nurinians.

Racial Attribute Adjustments: +20 END, +10 NIM, -10 WIS.

Bonus Expertise: Osarian characters receive, at no cost, choice of one expertise related to the desert or special privilege to Osarian secrets at one rank.



THE DWARFS

Created by Hur, the dwarfs originated on the second continent of Eranon, under the mountains in cold darkness. The dwarven Fathers found The Book — a labyrinth of knowledge totally concealed from a world that only knew it by name, not by place — and taught their people all that was contained within. Hur sent several dwarfs robust of body and mind out to explore the world. It would be 70 years before these explorers returned.

By then, the dwarfs had carved out a massive residence inside the Elokarn Mountains, fashioning a city they named Tronle. This dwarven collective is now referred to by all other race as the “Elokars.” Tronle was built inside the highest peak of Elokarn, named Mordin by the dwarfs, and encompassed the entire mountain as well as its unfathomable depths. The city eventually sprawled out into the adjacent summits, Mount Baxun and Mount Ganun, where some of the original ancient dwellings and halls still exist to this day.

Hethmarkn

The Hethmarkn’s journey to fulfill their mission of building The Book is subject to legends and speculations in history books that swamped the shelves of learned scholars and sages. One certain fact is that it took the Hethmarkn well over a hundred years to finish it and the location remains a secret to this day.

After the completion of their underground realm, they formed the Linqasi, a collection of wandering historians who traverse Eranon and record all events, no matter how significant or minute. Many of the civilizations greeted the Hethmarkn Linqasi, for they often brought knowledge and news to share.

The Linqasi had even documented the first continent, Isidria, as well. The massive cavernous library seems voracious and insatiable, as there are still quarters standing bare in its voluminous levels. Perhaps that is a fortunate sign, for it has been whispered that only when the very last spot is filled will Silia sing her song to end the world. The Hethmarkn, however, are not concerned; they know that will be the time for Father Hur’s reappearance, who will transcend The Book to the eternal halls of his domain.

Physical Appearance: The Hethmarkn are the shortest species of their race, standing from four to barely five feet, on a leaner frame than their Kasmarn cousins. Their hair is light to dark brown in hue and the eyes always brown — except those in the upper levels of The Book, whose eyes are typically deep blue.

The Linqasi travel in robes of distinctly earthly colors. Before entering their destination, the Hethmarkn Linqasi will change into loose robes or tunics of bright white.

Attitude: Good-natured and wise are the Hethmarkn. One can see the worldliness and insight in the Hethmarkn eyes and the ever-present crinkles on the brow. The Hethmarkn look upon the world as a history book that must be read to its final page. Their camaraderie and gentle, but staunch, support is prized by all who receive them and coveted by those who don’t. They are not vengeful, but they will



note those who spurned them in their journals — although given the mass of Hethmarkn patrons quick to intercede on their behalf, that would be the least of the offenders’ worries.

Religion: Hur is the deity for the bulk of the dwarfs’ veneration, naturally. Other favorites include Anate, Selisee, and Nasil.

Language: The Hethmarkn created a namesake system of alphabets and language for the dwarven race. Hethmarkn is used by the Kasmarn, and frequently other races too, in inscribing magic scrolls or journals.

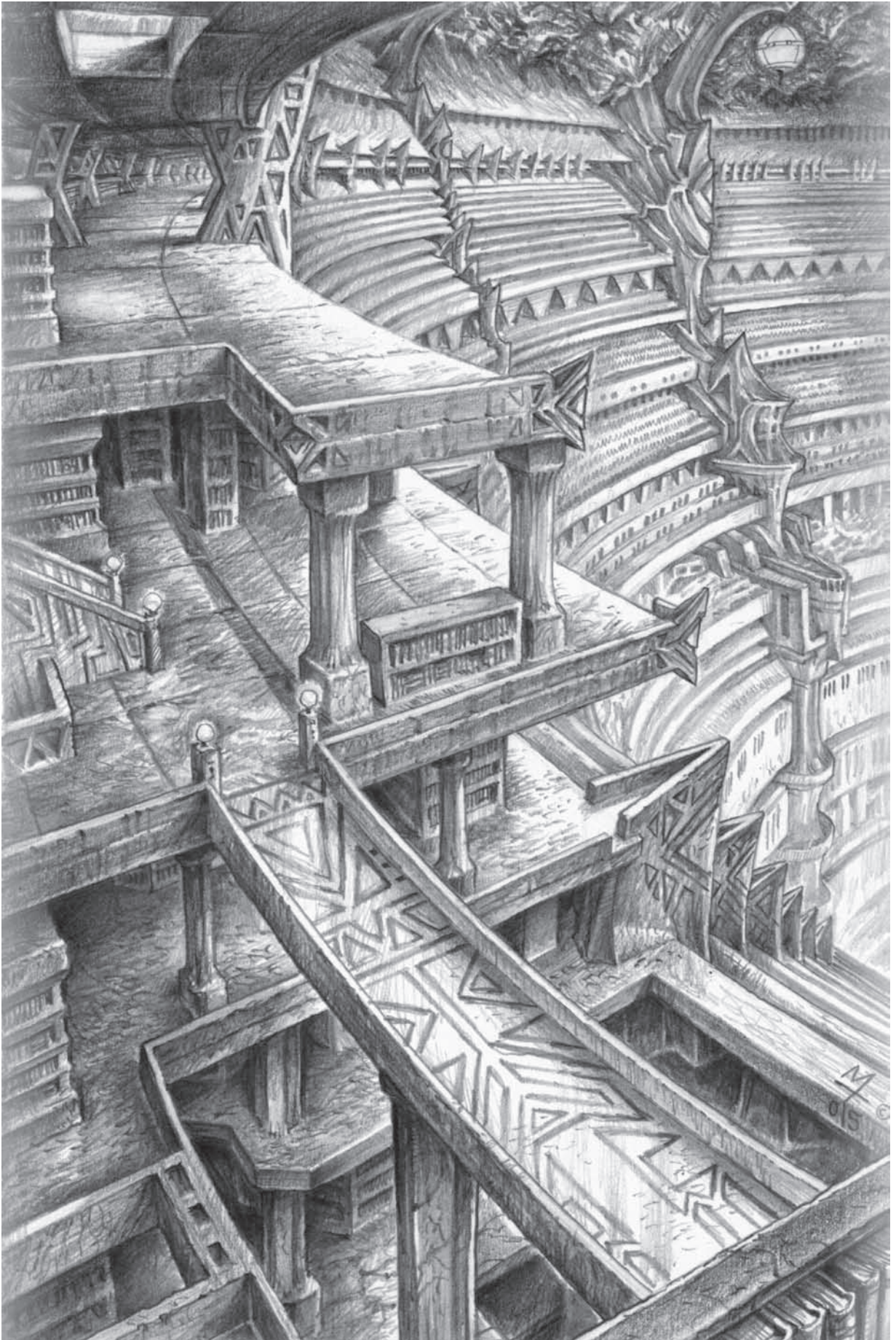
Names: Only the Hethmarkn surnames seem to adhere to a consistent pattern, in that they typically end in “kn,” “in,” “an,” “on,” or “en.”

Homeland: The Book, a site as fabled as it is fortified and unapproachable. (The GM should foil all attempts to locate this place. Even if the party is clever and determined enough to come upon it, the wrath of Hur surely won’t be far behind.)

Cultural Feature: The following are highlights of the Hethmarkn society.

The Book: The dream mecca of all scholars, this vast underground library purportedly has amassed the entire history of every race and culture that has ever existed. The Book is whispered to dwarf even Aurod in size.

The Linqasi: These are Hethmarkn historians traveling in small caravans and protected by fully armed dwarfs known as the Guardians of the Linqasi. Each contingent usually consists of a senior Linqasi, twenty very competent scribes, and ten Guardians. They will choose a patron and stay until the final history, tale, or



song is transcribed, followed by a two-day festival during which the Hethmarkn become the storytellers and field questions from their patron. The caravan then departs for yet another patron and more chronicling.

Papruk: This is a unique parchment creation of the Hethmarkn and its secrets are well kept. The paper's magical properties stop papruk from aging and retain its crisp cleanness eternally. Papruk is used for all documents stored in The Book. For the last three hundred years, the Hethmarkn have made papruk available to the world, but only at two certain occasions every year. One is the Spirinari celebration at Selani, and the other is the Dealing Dale faire open to all races. As one might expect, papruk demands a high price, with a single sheet costing upward of a hundred gold.

Political Structure: A king and queen oversee the Hethmarkn hierarchy, though their identities remain known only to their subjects (and they aren't telling, either).

Racial Relations: The Hethmarkn greet all races with an open mind. They relish all friendly bonds they have forged. The Druegarn are still somewhat of a mystery to them, but with the aid of Aurod's premier mage, Istolil Hune (himself a Druegarn), they have managed to extensively note the dark elves' customs and cultures. They have less than they would like on the orcs and goblins, mainly because these belligerent creatures always refused to cooperate and fear no retribution.

Racial Attribute Adjustments: +20 WIS, +10 PER, -10 STR.

Bonus Expertise: Hethmarkn characters receive, at no cost, choice of one expertise related to history, lore, or research at one rank.

Kasmarnk

For a short time after Hur's departure, the Kasmarnk were mired in sorrow. But then their hallmark perseverance took over, and they vowed to make their father proud. They have since achieved their goals through the creation of dedicated hymns, scriptures, and ritual tattoos, though it is their unique flair for enchantments, especially with weapons and artifacts, that has placed them at the forefront of glory. At first, the Deep Council debated whether they should avail their services to the world. In the end, it was agreed that the Kasmarnk would open an academy specializing in enchantment. The school, Runespar University, has become one of the most prestigious institutes of magic in Eranon.

The Kasmarnk also started venturing out in greater number and regularity after Hur left. How the world clamored for their precious

Kasmarnk and their magical creations startled them at first. Once they were educated to the concept of commerce, though, they wasted very little time entrenching themselves among the world's richest civilizations. Lest some accuse the Kasmarnk of excessive greed, let it be known that Eranon might have perished in the Darkass Luot had it not for the dwarfs' contribution of innovative arsenals both mundane and magical.

Physical Appearance: The Kasmarnk are physically the biggest of the dwarfs. They vary in height from 4'5" to 5'2" and are solidly built, stocky in stature. Their hair ranges from light brown to jet black, and is usually braided, as are their long beards which they ornate with metal. The eyes of a Kasmarnk are brown or black, but can turn cold as ice if the dwarf's resolve sterner or is clearly upset.

Earthy colors, like light brown or deep-forest green, are the common choices for Kasmarnk fashion. For reveries, the Kasmarnk often dress with a subtle panache, glistening with expensive gems and jewelry mined from the bowels of their mountain.

Attitude: The iron-willed Kasmarnk are loyal to their home and kin. They are never happier than when laboring within their mountain abode. Their impressive stamina enables them to take full delight in the continuous work that would undoubtedly exhaust the less vigorous. They are not quick to anger, but when they lose their temper, their tormentors tend to lose something (usually vital) as well.

Religion: Primarily Hur, Vour, Silia, Pelatos, Nind, and Vinar. They will consider others too. A Kasmarnk without a deity to serve is ostracized and exiled from his homeland.

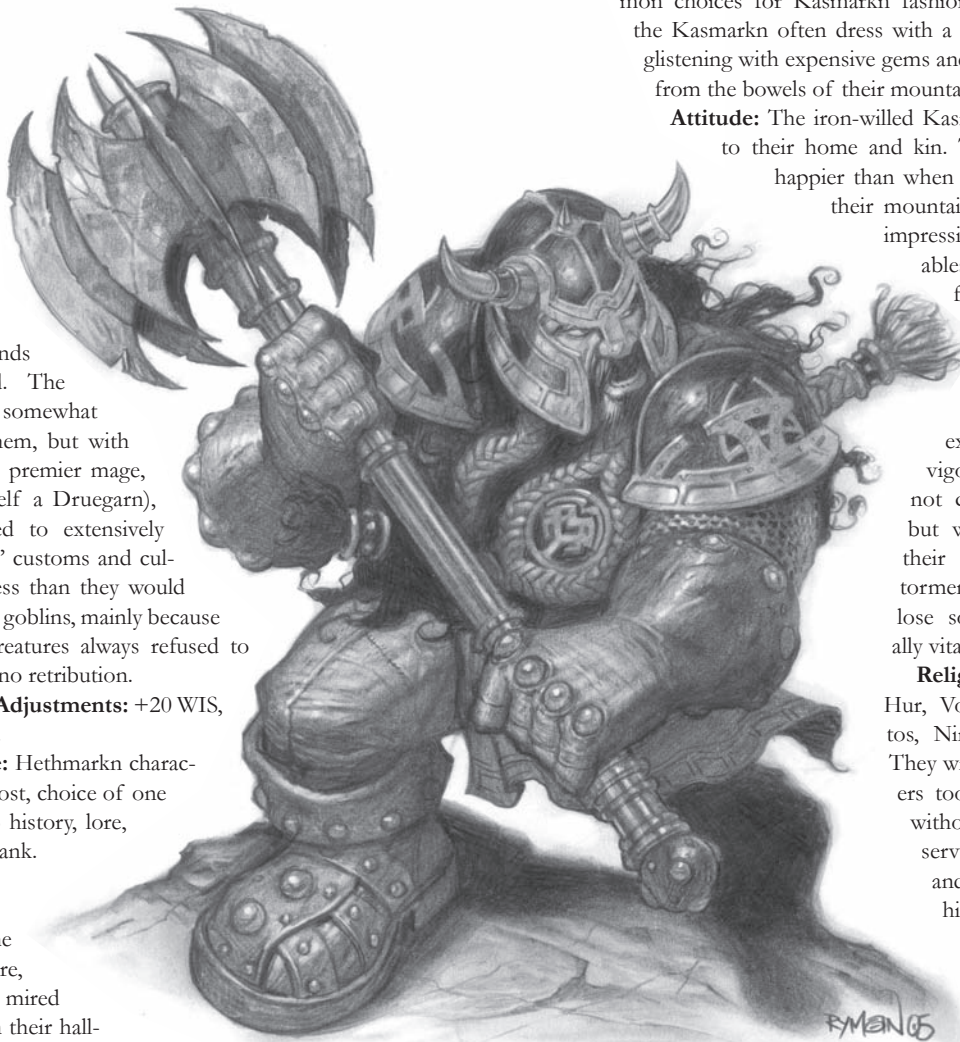
Language: Hethmarkn is the dwarven language.

The written form is popularly used to scribe spell scrolls.

Names: Kasmarnk names, first and last, commonly end in "er," "nt," "al," "en," or any other hard consonant.

Homeland: The Elokarn Mountains to the east of Eranon, stretching well over 1,500 miles (or so the Kasmarnk boast). There are newer Kasmarnk sovereignties in other regions too, founded near the finale of the Dakass Luot. The most noteworthy of these is in the Gerukan Mountains above the Sinflar elves' land.

Cultural Features: The following are highlights of the Kasmarnk society.





Runespar University: Siding the mountain and peaking at three hundred feet is the famous Runespar University. Carved from the mountain, the institute is further reinforced by the strong stone magic that the dwarfs are known for. It reputedly has the most stringent admission requirements of all magical academies.

Tronle: The dwarven capitol inside Mount Mordin, with a population of near 200,000. This might city's titanic spires reach like fangs toward the sky and the outer towers resemble bright fingers of some precious gem when seen from the valley below.

Political Structure: Kasmarn edict decrees that a king and his lineage shall rule the race. To this day, the Kasmarn throne remains in Tronle, and the current ruler, King Kalldur Talmout, is a direct descendant of the original king, crowned eons ago, as are all predecessors before him. His Queen Kelva is a Supreme Sevar of Hur.

Racial Relations: The Kasmarn knew the elves back when the world was still nascent, and have since maintained a mutual, persistent friendship. The Druegarn are, again, the lone exception; the Kasmarn still burn at what they perceived as the dark elves' betrayal of the entire world. The Kasmarn hatred for orcs is well-documented, possibly far worse than that for the Druegarn. Goblins fare no better, being seen as dirty mongrels running at the heels of the abhorrent orcs. The Spirinari are at the opposite end of the spectrum; the dwarfs routinely treat them practically as family members. The Kasmarn play the part of protective big brother to halflings, who habitually feel compelled to belt out a chorus or two with Hur's children in the torch-lit halls of Tronle.

Racial Attribute Adjustments: +20 END, +10 STR, -10 CHA.

Bonus Expertise: Kasmarn characters receive, at no cost, choice of one expertise related to armor/weapon-smithing or subterranean surface at one rank.

THE ELVES

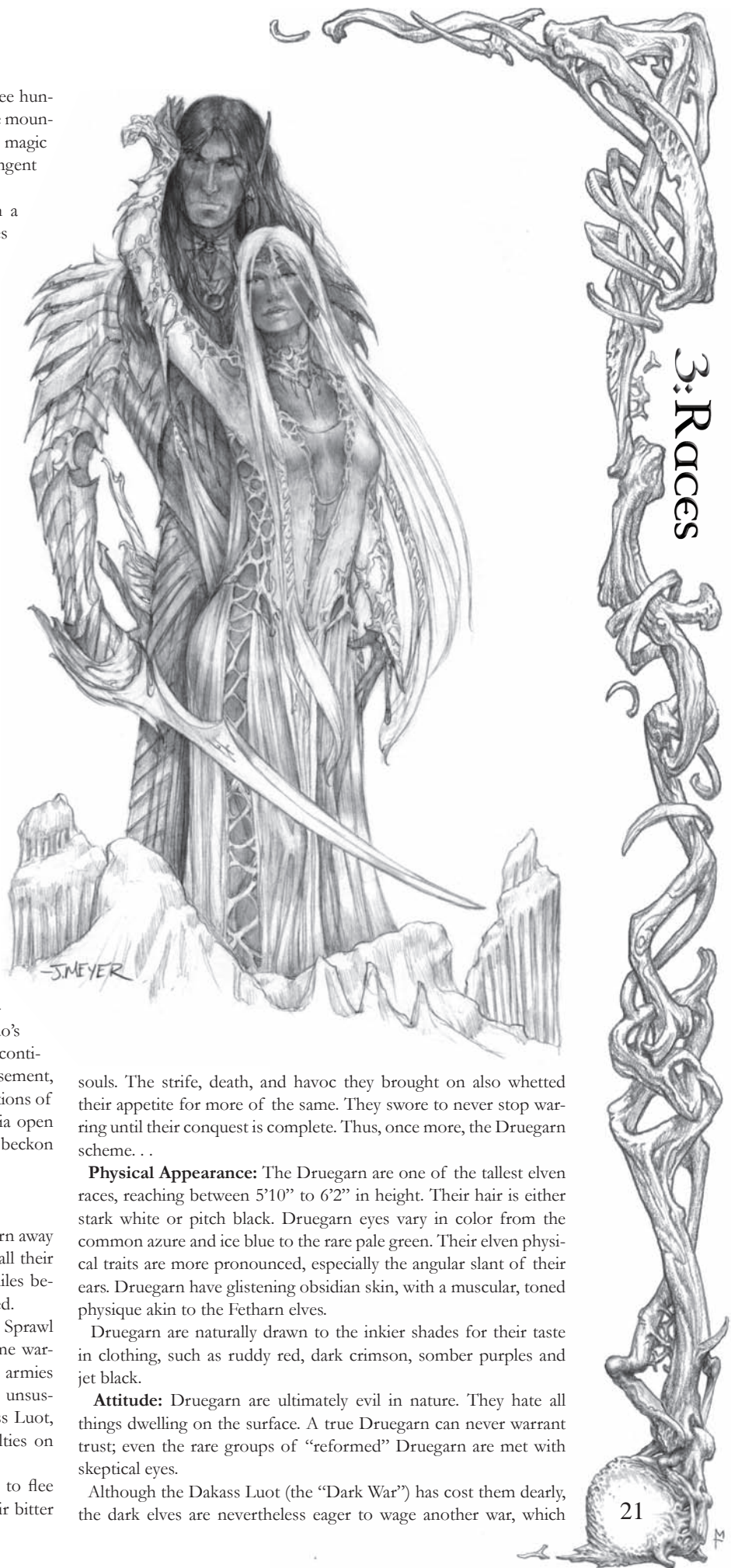
The elves were created by Veda and placed on the first continent, Isidria. When Veda returned to the elves in the twilight of the Age of Light, she told her children of Gabrun and Pilith's villainy. The elves found themselves inundated with instant animosity for the fallen deities and the duo's Druegarn minions. Veda also informed them of the other continent, Eranon, that existed beyond the sea. Under her advisement, many of the elves sailed the intervening sea to meet the creations of Veda's fellow Alari and Eleri. Those who stayed keep Isidria open for their brethren, because one day, their Isidria blood will beckon them home to the land of their origin.

Druegarn

Before his own banishment, Gabrun instructed the Druegarn away from Isidria and into the underground of Eranon — with all their arts of evil intact. There, in the enormous Dark Sprawl, miles beneath Eranon's surface, the dark elves roved, bred and thrived.

Seven thousand years later, these masters of the Dark Sprawl launched their unholy campaign, with over 500,000 fearsome warriors and various monstrosities at their disposal. Druegarn armies swarmed from fissures all over Eranon, slaughtering their unsuspecting prey by the thousands. This bloody war, the Dakass Luot, would last for two thousand years with innumerable casualties on both sides.

When the Druegarn were finally turned back and forced to flee underground once again, the defeat only further fueled their bitter



souls. The strife, death, and havoc they brought on also whetted their appetite for more of the same. They swore to never stop warring until their conquest is complete. Thus, once more, the Druegarn scheme. . .

Physical Appearance: The Druegarn are one of the tallest elven races, reaching between 5'10" to 6'2" in height. Their hair is either stark white or pitch black. Druegarn eyes vary in color from the common azure and ice blue to the rare pale green. Their elven physical traits are more pronounced, especially the angular slant of their ears. Druegarn have glistening obsidian skin, with a muscular, toned physique akin to the Fetharn elves.

Druegarn are naturally drawn to the inkier shades for their taste in clothing, such as ruddy red, dark crimson, somber purples and jet black.

Attitude: Druegarn are ultimately evil in nature. They hate all things dwelling on the surface. A true Druegarn can never warrant trust; even the rare groups of "reformed" Druegarn are met with skeptical eyes.

Although the Dakass Luot (the "Dark War") has cost them dearly, the dark elves are nevertheless eager to wage another war, which



The Dark Sprawl

they are convinced will see them victorious. They see every living being in the world as their inferiors to subjugate. Therefore, it's safe to surmise they will continue their quest for dominance until the Song of Ending.

Religion: Any evil deity, though Druegarn commonly follow Gabrun, Pilith, Necru, Nurca, and Vytha. Those actively worshipping more than one god are treated with disdain. The few defectors to the surface normally choose Mioril, Noda, and Selisee for their deity.

Language: Dakassian, "The Dark Tongue," said to have been invented after the Sundering, because the Druegarn found speaking the elven language grating to their minds. It is used on the surface world only among smugglers and in black markets. The Druegarn will learn Olati, the elven language of Eranon, and the human common, if just to better taunt their enemies.

Names: Druegarn names typically suggest gloom and doom. Most first and last names end with "yss," "il," "ir," "ul," or "un."

Homeland: The Dark Sprawl, encompassing nearly all land beneath the surface. Not all Druegarn live in one specific spot. Rather, they have spread out and organized underground cities and kingdoms.

Culture Features: The following are highlights of the Druegarn society.

The Dark Sprawl: "The World Below," as it is sometimes called, was created during The Sundering. This underground empire spans the entire continent of Eranon, though its exact depth has not been measured, even by the Druegarn, nor is it fully explored.

The Dark Sprawl is the multi-layered home to the twisted creatures and things that Gabrun and Pillith made en route to their fall.

The caverns of Dark Sprawl typically run for miles, intersecting underground rivers, seas, lakes and pools — most of which host horrific organisms in their icy depths. Wide chasms and crevices of unknown measure also crisscross these caverns, seemingly springing out of nowhere.

Political Structure: Each community has its own rules and governing body as seen fit by the inhabitants. The traditional form, stemming from before the Dakass Luot, is a council of three high wizards and/or sevars. Every council has a head councilor responsible for communicating and consulting with all his colleagues on major issues (such as war).

Racial Relations: None other than hostility and death to speak of with the surface races. Druegarn hate everybody and everybody despises them in return. Even the orcs and goblins would keep their distance, since the dark elves never hesitated to enslave them.

Racial Attribute Adjustments: +20 NIM, +10 PER, -10 END.

Bonus Expertise: Druegarn characters receive, at no cost, choice of one expertise related to the Dark Gods or the Dark Sprawl at one rank.

Fetharn

The Fetharn were the first elves to sail across the sea and set foot on Eranon. They devoted the next two thousand years to tending and expanding Brightwood Forest, their new home, going so far as to transplant flora from Isidria. The era was one of total bliss and the elves call it “En Ala Sle,” meaning “new beginning” in their language. In the millennium that followed, the Fetharn focused their efforts on building one of the crown jewels of Eranon: the metropolis of Seramis, nicknamed “Atan en Luith” — the city of tranquility. Today, Seramis is the largest city on the continent, a multi-racial hub of activities south of the heart of Brightwood.

Physical Appearance: Fetharn are the tallest of all elves, standing from 6' to 6'6". Their frame is also the leanest of their race, not overly muscular, but well-toned. Their hair runs the gamut from black to platinum blond, and their eyes are usually blue, green, hazel, or deep gray. They are also popularly considered the fairest of their species.

Fetharn elves are most comfortable in a forest, a fact reflected in their sartorial hues of choice: vibrant to dark green, light to dark brown, and royal blue. Their outfits are long and flowing. The Brightwood natives decorate themselves ornately, their attire always clean and seemingly new woven.

Attitude: Overall, the Fetharn elves exude benevolence. Those away from Brightwood on adventures adapt a neutral demeanor out of necessity, but still act with a good moral bent.

Religion: The majority of Fetharn venerate Ramlar. Those choosing the merthwarg and sevar paths honor Serpecia, the Goddess of Nature, and Anaril, Goddess of the Forests. Warriors tend to worship the God of War, Pelatos.

Language: The Fetharn have invented two languages: Kaladryn is the elven language spoken on Isidria; Olati, derived directly from Kaladryn, was developed on Eranon, when the elves needed a simplified version to communicate with the other races more efficiently. Kaladryn means “Old Elvish,” whereas Olati is simply “Elvish.”

Names: Most Fetharn retain the surnames of their Isidrian ancestors. Many Fetharn family names end in “yne” or “uin.”

Common Female First Names: Ashurlyn, Seralyn, Linsia, Narayn, Darial.

Common Male First Names: Gathian, Malin, Funlir, Danlun, Colnar.

Common Surnames: Feldyne, Manuin, Orlyne, Alcuen, Loun.

Homeland: The bulk of the Fetharn populace lives in Brightwood Forest. About one-quarter reside elsewhere, usually in larger cities such as Aurod (one-third of which is Fetharn population), Analock (one-tenth), Hux Port (one-eighth), and Lithian (one-fourth).

Cultural Features: The following are highlights of the Fetharn society.

Arameth (The Great Grove): 100 square miles of magnificent deciduous and evergreen trees in the eastern Brightwood Forest, tended by no less than a thousand merthwargs headed by Jaclyn Alcuin.

Brightwood Forest: The largest forest in Eranon, measuring 450+ miles in width, 500+ miles north to south. The Brightwood Forest is distinctly known for the flora transplanted from Isidria.

The Merlanth: One of the ten primary institutes of magic, located in Arameth and administered solely by Fetharn elves. The Merlanth can accommodate a student body of more than a thousand.

Seramis: Most call it “the Jewel of the North.” This grand Fetharn city boasts a population just over 800,000. Seramis is a renowned destination for scholars of magic, and many aspiring wizards have



journeyed here to learn and refine their skills.

Political Structure: Fetharn are ruled by a king and queen, currently Arthwain Lousk and Her Majesty Anastal. Reigns are not hereditary, however, but chosen by the “Atas Numlar,” a conclave of ten royal advisors. Seats on the Atas Numlar are for life. Vacancies are filled by members’ vote, but the king has the final approval.

Racial Relations: It is common knowledge that Fetharn share a strong tie with the Hethmarkn dwarfs. As for the Kasmarn, the Fetharn envy without malice their talented craftsmanship and have endeavored to match them to no avail. They watch over the Tylvare in the plains and greatly respect the Sylvar in the mountains. Though they still do not trust the Druegarn, the Fetharn find themselves unable to turn their back completely to the dark elves, and they were the first to assist those spurning the Dark Sprawl. They accord the Spirinari high esteem, and it saddens them privately that the Spirinari have distanced themselves from all elves. No love is reserved or lost for the orcs and goblins, as Fetharn realize these vile humanoids were created in mockery of the elves and dwarfs.

Racial Attribute Adjustments: +20 INT, +10 CHA, -10 STR.

Bonus Rank: Fetharn characters receive, at no cost, choice of one expertise related to diplomacy or nature at one rank.



Sinflar

The Sinflar didn't set sail for Eranon until thirty years after the very first elven ship had rounded the Dragon Isles, en route to the second continent.

They pressed northward on land and came to the Gerukan Mountains that simultaneously awed them and were reminiscent of the majestic ridges back in Isidria. The elves moved quickly to make the Gerukan their home. It was not long before the Sinflar constructed the mountain city of Naldaress and installed their own kingdom with help from all the benevolent races. After the Dakass Luot, however, the Sinflar became reclusive. Only recently, some three hundred years after the war, have the Sinflar begun to emerge from isolation and venture forth into the world again.

Physical Appearance: The Sinflar stand between 5'6" to 6'2", with the characteristic comeliness of elves. Their hair is always dark and black, kept long and flowing. Their eyes vary in shades of blue. Sinflar skin is paler than other elves and many ascribe this to their seclusion in the depths of their mountain homes, away from the sunlight.

Attitude: Affable and reflective, Sinflar are quick to laugh and slow to dismiss sentiments. They are polite, courteous, and respectful while retaining a thin air of caution. Family means the world to the Sinflar, and they consider all elves, except the Druegarn, family. This fierce allegiance extends to their king and queen as well.

The Sinflar zeal for mountains is on par with that of the Kasmarn. They are not overly fond of rivers and oceans (if their ancestral voyage to Eranon is any testament). A Sinflar would sooner find a bridge or astride an aerial mount than board any waterfaring vessel.

The Merlanth

Religion: Vour (God of Mountains), Serpecia, Pelatos, Tunus, and Selisee are common choices.

Language: Sinflar speak both Kaldaryn and Olati (latter the more prevalent elven language on Eranon). They will always inscribe words in Kaldaryn ("Old Elvish") on all enchanted weapons they make.

Names: Most first and last names of the Sinflar place main vowels near the end, such as "ar," "in," "er," "on," "ur."

Homeland: For most, the Gerukan Mountains in central Eranon. The Sinflar territory there spans over 1,200 miles and the boundaries are patrolled by vigilant soldiers who show trespassers no restraint. Like the Kasmarn, the Sinflar have migrated into other mountain ranges throughout Eranon, establishing many satellite domains of their own.

Cultural Features: The following are highlights of the Sinflar society.

The Great Hall: This is a huge hall in mid-Naldaress that displays the most gorgeous tapestries in history, all noting scenes of the Sinflar's origin, their time since arriving on Eranon, and depicting stories from both Isidrian and Eranon lore.

Legiam Monkari: This fighting force was founded following the Dakass Luot, with the express intent of combating all similar threats. It is currently an elite unit comprised of seven individuals who have taken an oath to protect the freedom of all races.

Naldaress: The capital and most important city for the Sinflar elves. The Sinflar built Naldaress inside the huge Mount Valis, and its presence is undetectable from the outside. The city is dome-shaped



Tylvare

With Selyni's assistance, the Tylvare ferried across the Sea of Maxar to the western shore known as the Bay of the Wolf. They continued eastward for weeks before reaching the Hilspar Plains. They reveled at the sight of the pristine prairie and knew that they had found their home in the new world.

It took months of struggle before they were fully acclimated. It did not take as long, though, for them to reunite with their Fetharn and Sinflar cousins. To commemorate the occasion, the Tylvare raised the Stones of War, followed by a week of festivities, in appreciation of the gods who had shown them good fortune. Then, the plains elves surveyed and claimed the thousand-mile wide, four-hundred-mile long Hilspar region as their realm.

After a brief conflict with the sarthin, man-sized reptiles scavenging the plains, the Tylvare domesticated these creatures. Sarthin have proved to be faithful mounts. In return, the Tylvare are very protective of their reptilian companions. No one but another Tylvare is to ride a sarthin or take one away.

Physical Appearance: The Tylvare have features most closely resembling a human. They range from 5'6" to 6' in height. Their hair runs from sandy blond to deep brown, and is usually worn long. Their eyes are always either ice blue or deep green in hue. Without any permanent shelter, the sun has given them a dark tan skin.

Attitude: The Tylvare are the most reserved of the elves. They prefer to remain cloistered with their own kind, hunting the abundant wild game on the Hilspar Plains alone.

Tylvare are not quick to judge, but they exercise patience in accepting any stranger — often more than the stranger is willing to give. They live a

with drilled apertures for light, beaming on the stone streets some five-hundred feet below.

Political Structure: Monarchy. King Gelnarin Vienar holds the current throne, reigning alongside Queen Elrina.

Racial Relations: Because the Sinflar tend to return courtesies accorded them tenfold, most of Eranon's major civilizations accommodate and respect these mountain dwellers. Among the humans, the Sinflar have taken an interest in the Osarians, specifically their desert and intrigue. They look favorably upon the dwarfs, whether it's the competitive rivalry they share with the Kasmarn, born of their common love for the mountains, or the appreciation of history shared with the Hethmarkn. The Spirinari are always preferred guests in any Sinflar land, ever since the day they showed the elves goodwill with their offering a priceless token of their culture.

Though they may seem to shoulder remorse for the Druegarn who are incapable of expressing it, they have no qualms about exterminating any they see. They manage to suppress their dislike enough to tolerate the orcs and goblins. Nurinians are avoided at nearly any cost. They have labeled Nimrolt "Singass Dak," Olati for Evil Dark, and will place foot behind its Blood Gate only as a last resort.

Racial Attribute Adjustments: +20 END, +10 TEN, -10 WIS.

Bonus Expertise: Sinflar characters receive, at no cost, choice of one expertise related to armor/weaponsmithing, mining, or the mountains at one rank.

simplistic life, refusing to entangle themselves in petty politics or courtly intrigues.

The Tylvare view the forging of armor as "high" magic, and although they do not quite grasp metalworking, they are always fascinated when offered an opportunity to procure such items. Their hunting techniques, and especially the reptilian mounts, in turn, marvel foreigners. Indeed, there may not be a deadlier force on the plains than a group of Tylvare riding their sarthin into battle.

Religion: The Tylvare tend to choose from a limited pantheon, which includes Lanul (God of the Plains), Pelatos, Ratiss, Tunus. Tylvare religious rituals are very structured and painstaking that awe most onlookers with the thorough homage they pay to their chosen gods.

Language: Tylvare primarily speak Olati, with numerous distinct dialects. They also comprehend Kaldaryn, but may opt to reply only in Olati.

Names: Most Tylvare names end with a vowel. Some are named after elements of the world or an earth-inspired combination; for example, Aljuini Windstead.

Homeland: The Hilspar Plains, on western Eranon, encompassing 6,000 square miles of flatland. Tylvare are nomads and thus do not reside in one specific location.



Cultural Features: The following are highlights of the Tylvare society.

Olatyne Ceremonies: This is a custom steeped in religion inherited from the Tylvare of Isidria. All tribes perform the ceremony at the Stones of War at the beginning of every month. An outsider is considered lucky to have witnessed an Olatyne ceremony.

Sarthin Riders: Tylvare riders bond with their sarthin mounts at a young age, both chosen by the tribal elders. Sarthin are large, bipedal, lizard-like reptiles standing almost nine feet tall. They are slim in build but are voracious omnivores. The head of a sarthin is reminiscent of a dragon's and they are thought to be descended from those very great beasts that claim the skies of Eranon.

Sarthin breeding pens are a common sight in a Tylvare settlement. The sharp cries of young sarthin can be heard over Tylvare attending to their daily chores.

Stones of War: Huge stones, six to ten feet in height and carved with religious symbols. Each Tylvare tribe has its own Stones of War, situated in a perfect circle and usually set upon a raised hill some fifty feet across. These Stones are extremely sacred to the Tylvare, who

spare absolutely no leniency for disparaging remarks toward them, even when made in jest.

Racial Relations: Tylvare have no problem with other elves visiting their land, though they usually do not go out of their way to entertain guests. The Hethmarkn dwarfs are popular because they always spin a good yarn, understand the Tylvare mindset, yet are curious to learn more and never cause any inconvenience while at it. They consider the Kasmarn magical, for only the truly favored could create crafts as wondrous as the mountain dwarfs. The Spirinari's ability to converse with spirits does rattle the Tylvare a bit, but otherwise they respect the keepers of the spirit bone. They might have found the halflings good for nothing had the shortfolk not been such impressive musicians or boast a unique rapport with nature.

The orcs, goblins, and Druegarn elves top the Tylvare list of arch-enemies. They will hunt the first two until Eranon is free of their foul presence. For the Druegarn, they feel nothing but pity; what the dark elves have done is beyond any Tylvare's comprehension. It's a shame they have to expunge one of their kind.

Racial Attribute Adjustments: +20 STR, +10 NIM, -10 INT.

Bonus Expertise: Tylvare characters receive, at no cost, choice of one expertise related to craftsmanship, sarthin, or storytelling at one rank.

THE HALFLINGS

The halflings are the children of Ratiss, the God of Fire, from the northeastern part of Eranon, just north of the Elokarn Mountains. Seeing their talent with all things musical, particularly singing, the goddess Silia blessed them with a melodious voice.

Legends supposed that halflings were to be full in stature, not small and easily overlooked. Ratiss allegedly wept over the fact, prompting a compassionate Vinar to strengthen the heart and soul of the halfling so they would be no less competitive than those twice their height.

These shortfolk have already left indelible marks on Eranon with amazing compositions of music. During the Dark War, their vocal renditions renewed and rallied many a fighting spirit on the battlefield to victory. Now, nary a dawn reaches dusk without a tune played in between that did not have halfling roots. Their perfect craftsmanship has had minstrels the world over seeking custom musical instruments to augment their performance in the halfling land of Arylyn.

Physical Appearance: A halfling's height never exceeds four feet. They have a small, light, compact body. Their hair tends to be dusty brown or light strawberry blond, worn in many different styles and lengths.

Attitude: Proud, cordial, and curious sum up the halflings. They took their father's words to heart and have proved quite popular throughout Eranon. They are mild-tempered, fun-loving people who enjoy regaling others with songs of their adventures as much as the actual adventuring itself. Any gathering with a halfling present will surely be entertaining. One may even lay wagers as to how many feats of mischief and antics will transpire; halflings are well renowned for their skill with tomfoolery.

To a halfling, the world is the proverbial oyster for the picking. They love all parts of the world, but ultimately still crave the security and comfort of their homeland.

Religion: Ratiss, Ramlar, Vinar, Serpecia, and Anate are popular among the halflings.

Language: The common tongue of humans.

Names: No conventions. A halfling name can take any form.

Homeland: Arylyn, north of the Elokarn Mountains in north-eastern Eranon.

Cultural Features: The following are highlights of the halfling society.

Alazan Spirits: This robust alcoholic beverage combines the waters from the Elokarn Mountains with the Alzan berries from the Trelyn Forest of Arylyn. Its sweet taste instantly expels fatigue from the mind and revitalizes tired feet. The halflings offer Alazan Spirits outside their realm only in the Dealing Dale over trading week. It is said to fetch as much as 200 gold coins a barrel.

Trelyn Trees: These plants are native solely to Arylyn, and the quality of their wood is widely regarded the best for musical instruments.

Racial Relations: The halflings choose to see the good in all people, so even a Druegarn can expect trust and friendship from them. Orcs and goblins, however, have nothing redeemable in them, thus they are treated with disgust.

Racial Attribute Adjustments: +20 NIM, +20 PER, -20 STR.

Bonus Expertise: Halfling characters receive, at no cost, one expertise related to either music or performance at one rank.

THE SPIRINARI

The Spirinari were the original in Eranon's long line of great civilizations. They were the first to create a governing body — a council of seven — with the assistance of their maker-mother, Serpecia, and they were the first to develop a system of written communication.

Serpecia granted her children a gift: the spirit bone. They alone would know its secrets; they alone would have the expertise to craft it; they alone would have the aptitude to master it. The goddess then revealed another blessing to the overjoyed Spirinari, that the god Nafur has granted them the ability to converse with spirits. She was amazed by the ease with which the Spirinari mastered that talent.

Serpecia was protective of her children, wishing them to remain in one place with as little expansion and venturing outside as possible. Therefore, they built a capital so perfectly exhilarating in both volume and inestimable beauty, there was virtually no need for revision. When Serpecia returned with accounts of Gabrun's treachery, she also charged them with the guardianship of Eranon. The goddess then prepared for her departure from her children. Myths insist that the 20-day rain throughout the world afterward were the tears she shed in leaving.

Physical Appearance: The Spirinari average a height between 5'10" and 6'6". They have a lean, muscular frame, with long brownish or blond hair, and blue, green, or gray eyes. They are humanoid in appearance, but they have a considerable longer life span at approximately 1,000 years. The angular, sharp, hard features they possessed are quite a contrast to the round chubbiness of a dwarf or halfling.

This, however, does not lessen their beauty, especially when one becomes intoxicatingly drowned in the depths of a Spirinari's eyes.

Spirinari are known for their refined, elegant taste in attire, which are always crafted of the finest quality, whether silk or cotton.

Attitude: Calm and detached, the Spirinari do not give in to holding grudges hastily, and rarely become upset for long. They prefer to observe before investing their emotions, privately evaluating one person's trustworthiness against another as if they were comparing the price of commodities.

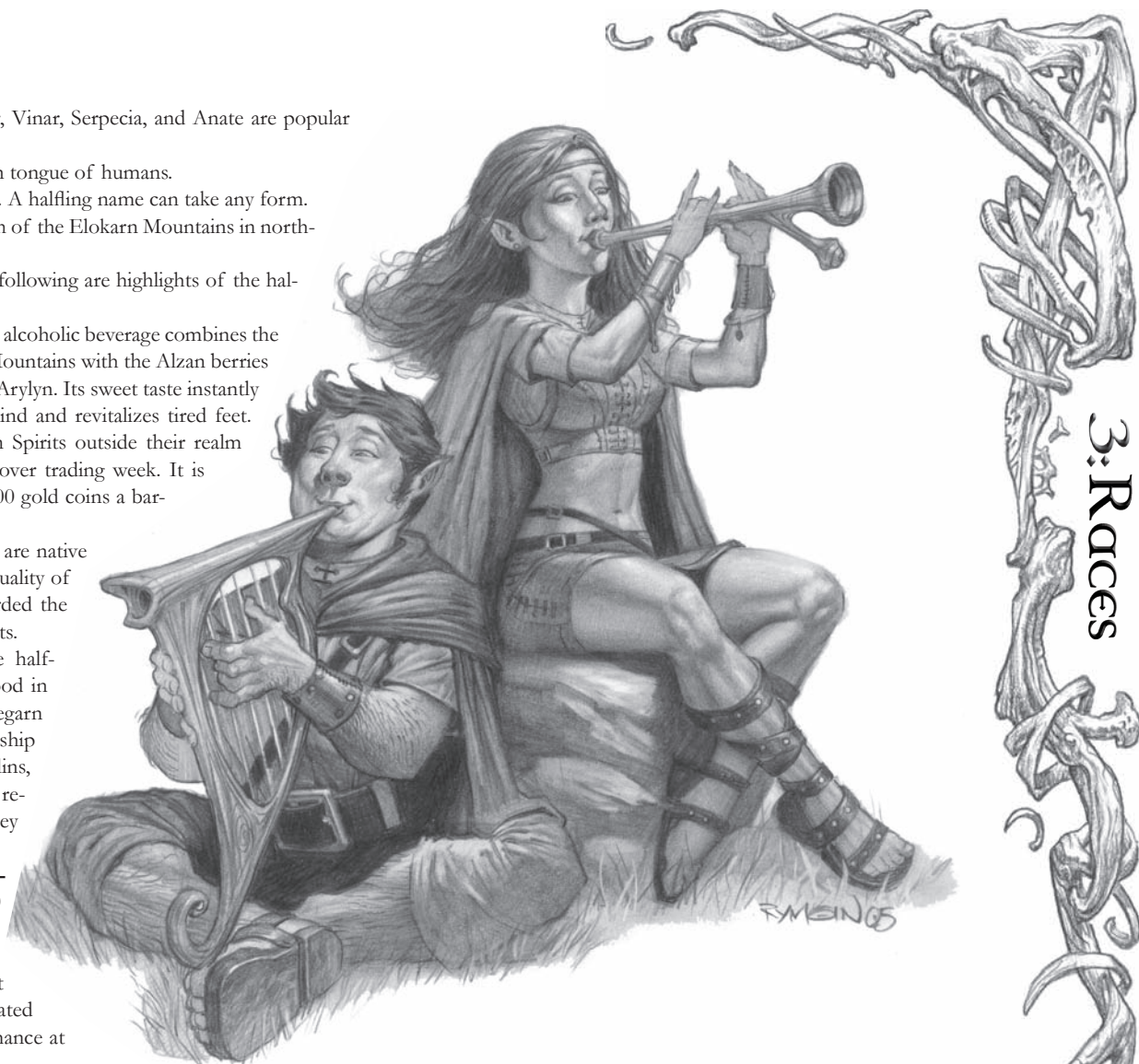
Much like the Kasmarn with metal and the halflings with music, the Spirinari are with spirits. They can commune with nearly any dead being, particularly loved ones lost to the afterlife.

The Spirinari society is perhaps as close to Utopian as one may possibly get. Every member works altruistically with one another for the good of the whole. Crime within their society is practically unheard of, if even conceivable. They gladly accept the mantle of Guardians of Eranon that Serpecia bestowed on them, and the world can rest easy knowing it can always count on the Spirinari in times of trouble.

Religion: Common Spirinari worships include Serpecia, Nafur, Selisee, Pelatos, Voshurn, and Anate.

Language: The Spirinari language is Salari. They also frequently speak in common and the dwarven tongue.

Names: Spirinari surnames usually end in "e," "in," "ia," "as," or "us."





Homeland: A 3,600 square-mile land in the northwestern region of Eranon, centered on the Spirinari capital of Selani. Scouts are dispatched every three days to patrol the perimeter and boundaries.

Cultural Features: The following are highlights of the Spirinari society.

Selani: The crown jewel of the Spirinari and one of the largest cities in Eranon, counting a population of over 450,000 Spirinari. It is also one of the most isolated cities in the world. Visitors are permitted to linger only for sanctioned purposes (usually scholastic) and prepetitioned time.

Selani stands in a basin upon a hill three-hundred feet high and is effortlessly defensible. It is constructed entirely of spirit bone and popularly regarded as a wonder of the world. The city is “open” to the public twice a year for trade. The amount of money changing hands during each stint is staggering.

Spirit Bone: This is a gift to the Spirinari that is like no other. Spirit bone is a lightweight, adamantite material extracted from the earth and processed via the magic inherent in every Spirinari. A Spirinari

can shape a spirit bone into any form and color. It is as unyielding as kasmium. However, a Spirinari will never sell spirit bone items to anyone. To receive a spirit bone as a gift is essentially the highest honor a Spirinari can bestow on someone, though this will never be an arm or armor, but a sculpture or similar work of art.

Spirit Speech: A gift, known as Lari Spirati in Salari, from the god Nafur to the Spirinari. Spirinari are exceptionally proficient in communing with spirits through the power of the leylines, and may speak to them endlessly without bounds of duration.

The Valley of the Rings: One of the most recognizable landmarks in the world, this is a valley enveloped in rings and arches hundreds of feet high and made entirely of spirit bone. Legends maintain that the valley was created at the onset of the Age of Darkness to protect the Spirinari from evil.

Political Structure: A seven-person council oversees the Spirinari civilization. It was the first-ever form of government in the mortal world, set up by the goddess Serpecia. Members congregate and reside in the secluded Ascarid Castle at the north end of Selani.

Racial Relations: The Kasmarn dwarfs have the Spirinari’s undivided favor, as do the Hethmarkn for their part in enriching the world. The elves are likeable to them, especially the Sinflar whom they welcomed to Eranon. Spirinari see humans as short-lived versions of elves and care for them like parents would young children. Well, most humans, anyway — they do not approve of the Nurinians’ worship of dark deities, and are alarmed by their necromantic practices. The halflings are a race to admire in the Spirinari eyes, not just for their songs and dance, but for their heroism in spite of obvious physical shortcomings.

The Spirinari are rather regretful in having to single out the Druegarn for extermination, simply because as the self-appointed guardians of the world, they cannot tolerate any atrocity that has been or will be committed by the dark elves.

Racial Attribute Adjustments: +20 WIS, +10 INT, -10 END.

Bonus Expertise: Spirinari characters receive, at no cost, the choice of one expertise related to either the spirit bone or communing with the dead at one rank.

INTERRACIAL BREEDS

In the world of Ramlar, the marriage or coupling of two different races is always infertile and never produces progeny from such a union. An elf and a Spirinari will not breed any offspring, for example, and neither will the joining of any other two races. Ethnicities within the same race, on the other hand, are not affected. For example, an Auzronian-Osarian courtship can be fruitful as both are of the human stock, or even one between a Sinflar and Druegarn, since they are both elves.

3: Races



4 Attributes

The path to etching your legacy in *The Chronicles of Ramlar* begins with creating a hero. From a frenzied Frorinian warrior slamming her battleaxe into a werewolf's skull to a graceful Spirinari calmly commanding magnificent arcane powers, you have a wide spectrum of choices for developing a colorful, heroic character.

In the A/B System, generating scores for your hero's attributes is the first of several steps to breathing life into that character. These attributes are the foundation of the physical, mental, social, and spiritual qualities crucial to adventuring success.

PRIMARY ATTRIBUTES

All characters have eight primary attributes: Charisma (CHA), Endurance (END), Intelligence (INT), Nimbleness (NIM), Perception (PER), Strength (STR), Tenacity (TEN), and Wisdom (WIS). Each attribute is measured on a scale running from 1 (minimum) to 100, although scores higher than 100 are possible due to a character's race or training, while scores below 1 can only occur after a character's racial adjustments have been applied during character generation. An average human has 50 in every attribute.

In game terms, primary attributes give you a basis for all actions requiring die rolls. A strong-willed adventurer has a better chance of shaking off a Shian's mesmerizing gaze while a smart person is much more likely to figure out a puzzle than a simpleton. A weakling looking to budge the iron portal of a Hethmarkn hall has better consider getting help — a lot of it.

Charisma (CHA)

This attribute gauges your ability to inspire others through personal influence, and how favorably they react to your "first impression." It is a combination of presence, personality, charm, and physical attractiveness. Those coveting leadership positions, whether social, military, political or otherwise, should make Charisma a top priority.

Endurance (END)

This is your stamina: how long you can run, walk, fight, swim, and perform under rigorous conditions. The more you do, the more your tax your Endurance. Spellcasters also exert Endurance, in part, to cast spells. Someone with the physical fortitude to tough out almost anything, such as a typical Frorinian from *The Chill*, has this in spades.

Intelligence (INT)

This measures how smart and clever you are, your creativity and learning capacity, and how well you can reason through a situation or puzzle. Naturally, lines of work where brainpower is mandatory, such as scholars and wizards, prize this attribute above all others.

Nimbleness (NIM)

This represents how agile and dexterous you are. The higher your Nimbleness attribute, the quicker you react, the faster you run, the quieter you move, the better you maintain your balance, and so on. . . which is why this attribute takes precedence over others for those commonly into such covert activities as thieving.

Perception (PER)

This indicates how well you distinguish your surroundings and how alert you are when there are clues to be picked up. Any person in a profession requiring extensive attention to details, such as a city magistrate or the raider of ancient tombs, will do well to have a good Perception score.

Strength (STR)

This is how much physical force you are capable of exerting; how much you can lift, push, pull, drag, etc. Strength may also provide a bonus or penalty to your damage with a weapon. Anybody relying on pure brawn to prevail in combat, such as barbarians and warriors, should have a high score in this attribute.

Tenacity (TEN)

This is an amalgam of your courage to sustain your conviction, the mental fortitude to counter supernatural influences, and the sheer will to survive any hardship (such as the deleterious effect of a venom or poison). A high Tenacity score is a must for all characters fiercely dedicated to a cause, such as clerics and paladins. As the mental equivalent to Endurance, it also figures into a character's capacity to cast spells.

Wisdom (WIS)

This refers to the insights and knowledge accumulated through experience over the course of your life, and how well you apply them. Wisdom also represents your common sense, empathy, and

intuition. Anyone wishing to take an advisory role, such as court counselors and priests, should have a high Wisdom.

GENERATING PRIMARY ATTRIBUTES

There are three ways to determine a character's attribute scores: random rolls, point allocation, and combination roll-plus-points. The GM will decide and tell you which option to use for the game. It does not matter.

Random Rolls

Roll percentile dice (d100) eight times. Reference each result on the table below, and modify it as indicated. For example, a roll of 23 receives a +15 modifier, making the final total (23 + 15 =) 38. Because adventurers are, in general, a hardy, competent lot, this ensures a better-than-average range of 31 to 100 (before racial modification), with the mean falling between 45-55.

After all eight rolls are tallied, assign the scores among the attributes however you want, one per attribute. Then choose a race for the character and apply all racial adjustments to the attribute scores as necessary (see "Racial Attribute Adjustments," below).

This method is recommended for creating characters quickly, or as a trial run to familiarize yourself with the game before attempting the more detailed alternatives (i.e., other methods with bonus points for building a character concept).

Attribute Roll	Modifier
01-20	+30
21-40	+15
41-50	+5
51-100	+0

Point Allocation

This eliminates the random element and puts character creation firmly in the hands of the player. Use this option when you have a clear, definitive concept for your character and do not want to risk the concept on unpredictable die rolls. You get 440 points, plus another 100 possible bonus Concept Points for describing your character (see "Concept Matters"), to distribute between the eight primary attributes, at a 1:1 ratio. You have to put at least 1 point in any single attribute. Because your adventurers are more capable than plain, everyday folk, this method yields an average of 55 points per attribute at 1st level, even if you skip the Concept stage.

After you're done assigning all the points, choose a race for the character and apply all racial adjustments to the attribute scores as necessary (see "Racial Attribute Adjustments," below).

Rolls + Points

This system for determining attribute scores provides the balance between the two options above. Roll d100 unmodified four times, total the four rolls into a single number, then add the sum to 200 + Concept Points for the total points you have to allocate between the eight attributes. No attribute can be lower than 1. You may reroll all four d100 rolls again if the final total, not including Concept Points, is under 400.

For instance, rolling 51, 11, 75, and 84 for a new character will give you (51 + 11 + 75 + 84 + 200 =) 421 points, before adding Concept Points, to spend on attributes. Since that's above the minimum threshold of 400 points, you do not get to roll the percentile dice over and must keep these rolls. After distributing all points, move on to selecting a character race and apply the appropriate racial adjustments (see "Racial Attribute Adjustments," below).

Concept Matters

Every character begins with a concept. It's the most basic framework of ideas and goals a player uses to develop his or her character. Some concepts may be as simple as "Farmboy Made Good" or "Killing Machine with Battleaxe," while others may be as complex as the melodramatic "Exiled Ranger-King Awaiting Redemption in the Reach." Without a concept, you have no character; it is not even a random collection of numbers, for there is nothing to guide their placement.

The Chronicles of Ramlar recognizes the importance of a character concept, and you, as a player, and your character are rewarded for answering the typical "20 Questions" about your character; these 20 Questions have even been condensed down to five easy "either-or" categories listed below. You can summarize them in as many or as few details as you want — including none at all. You receive 20 Concept Points per category described, as long as you put down at least one word to indicate something tangible about your character. (Therefore, "none" or any similarly non-committal response is treated as a non-answer and is not eligible for points.) It is acceptable to create descriptions for just one part of a category; for example, you may list one or several Passions but no Aversion, or vice versa, and still earn the 20 bonus points for the "Passion/Aversion" entry. While fulfilling both parts of a category does not give you extra points, you will add dimension and depth to the character.

This exercise is strictly optional; you do not have to do any of it (thereby forfeiting all bonus points, of course), or as many as you like (earning 100 points maximum for valid entries in all five categories). It is designed to encourage you to develop the character and to extrapolate the "meaty" parts. Even a single word can inspire the creative mind and springboard your character's continued development into a myriad possibilities, hence the length and substance of your answer do not affect the incentive. However, GM's should award thorough, extensive elaborations with Participation marks later (see the Demeanor & Theme chapter), giving you a quicker start.

So, get acquainted with your character and score those bonus points, because concept does matter.

1. Name/Nickname: What is your name? Does it match who you are? How about nicknames or titles? How do others address you?

Seasoned players know how important a name can be. An accurate, in-game-appropriate name will not just resonate with the aura you want to project for the character, it intensifies it. "Pennewyth" is a lot less intimidating name for a brawny barbarian than "Krongar," but will do for a gentle lord, a merchant dealing in fine goods, or a rogue with a sense of sophistication. Prefixes and suffixes can convey much about the character as well. There is little doubt "Lady Amberlyn" is a noblewoman of respectable status, or where "Idor, of North Arylyn Sanchal" hails from. And "Captain" Mulra Es-hani certainly did not earn her position by just sailing unobtrusively aboard the pirate ship Nightwraith.

You may be more recognized by a nickname or alias in some cases. Someone dubbed the "Dragon Scorchers" probably has a reputation for fighting dragons, and perhaps an evoker of powerful fire magic. "Greenthumb" suggests a person exceptionally gifted with tending to plant life. One would prefer counsel from "Faulkendor the Wise" over "Volric the Reckless." Noriel Vareiln, a Tylvare sevar, is popularly called "Walksalone" because of his loner-pariah demeanor. Monikers like "The Wyrn" and "Snake" could belong only to the shadiest of characters, whose real names are probably better left unknown or forgotten.

2. Distinctive Feature/Mannerism: Do you have a noticeable trait or flaw? How do you carry yourself in public? What idiosyncrasies and quirks do you possess? What type of first impression do you tend to leave?

List any obvious or memorable characteristics — physical, mental, or otherwise — that make you stand out from the crowd. The rotund buccaneer Jame Dupree, for instance, is missing an eye and peppers his dialogues with annoying chuckles (which, incidentally, undermines his best effort at intimidation). No one would ever mistake Seras Thorne's long, flowing mane and stern angular features for another, with or without his Sky Knight helm. In Naldress, when the vigilante Mask leaves signature warnings in his quarry's blood, his intentions against injustice echo loud and clear. Verto Syzol, the boisterous trader, is equally known for his penchant of surviving impossibly lethal perils and his "slightly embellished" accounts of them.

3. Passion/Aversion: What do you treasure above all else? Conversely, what do you despise the most? What are your preferences and dislikes? What do you covet, or cower from?

This is the entry for your personal ideals, values, hobbies, preferences, dislikes, allegiances, nemeses, obsessions, compulsions, phobias. . . in short, anything that would spark intense emotion and/or elicits an unusual reaction or response from you. For a historian, a lust for lost lore could be the impetus; for a thief, perhaps a specific type of prize (gems, artifacts, fine craft, etc.). Fear of monstrous arachnids will drive a squeamish healer from giant spiders, whereas a hatred of the same will trigger a warrior's frenzied rush.

Her love for epic tales has Alistra Monshae offering the vaunted dragonberry wine as bounty at her renowned proprietary, the Dancing Dryad. The isolationist mentality of Tinaria Anolde edges on racism and xenophobia, spurring this Spirinari Council member to advocate her nation's closure with undying zeal.

4. Secret/Vow: What untold truth is buried within your bosom? What revelations do you hold but refuse to divulge? What principles, agendas, and taboos bind your conduct? Is there a goal you would sacrifice everything else to obtain, or a cause to preserve?

Any hidden past and plots, either known or unknown to you, surely constitute a secret. In most situations, the secret will bring you into direct conflict with the party, i.e., you have a confidential task whose fulfillment may compromise the adventurers' common goal. In addition to the usual declaration of vengeance, vows can be a promise or oath volunteered or forced upon you, special taboos ("cannot eat meat," "must maintain a level of poverty"), protocols, mandates or a code of conduct to follow ("defend the weak," "pirates' parlay," "cannot strike a woman," "must wear full official regalia").

All but Istolil Hune's staunchest enemies would never dare forays into Aurod, for the Druegarn archmage has pledged to defend the city to his final breath. The amnesic Lora Buttonnose, a.k.a. Black Sparrow, is still seeking to unravel her past and true identity — one that could bring unwanted ramifications for the halfling. The relationship between His Majesty Kalldur Talmout and Prince Ordur would become heated, to say the least, if the Kasmarn king discovers his scion commands the very band of dissidents whose leader he has publicly sworn to duel till death.

5. Motto/Quote: What words of wisdom do you adhere to? Do you have a familial/professional/social/spiritual credo? What is your favorite utterance? What phrase do you find yourself reiterating?

Simply, these are your words-to-live by, catchphrase, battle cry, or whatever you enjoy saying or quoting the most. Your words reflect your personality, perspective, and attitude. A typical Kasmarn brawler is likely to keep his expressions brief and blunt, for example, compared with a Hethmarkn sage's articulation that will often run intricate and profound.

Few would remain undaunted after hearing the archlich Zychariss's pronouncement, "It is I who watch as skin sheds from the bone and slowly turns to dust, and I will be the cause of that rotting to nothingness of this old world!" Jet Maljere's seductive lines have

swept many a lady off her feet — and prompted suitors to reach for swords.

Racial Attribute Adjustments

A variety of races populate Ramlar's world. They are each gifted in certain aspects and disadvantaged in others. Halflings, for instance, tend to be more deft and perceptive than Frorinians, but will rarely have the strength to hold their ground against an aggressive foe. The races are presented in greater detail in the Races of Eranon chapter. For convenient reference, the following list outlines the adjustments you will make to your character's attributes after all attribute scores have been determined. Any attribute may go below 1 after racial adjustment.

Dwarfs, Hethmarkn: +20 WIS, +10 PER, -10 STR

Dwarfs, Kasmarn: +20 END, +10 STR, -10 CHA

Elves, Druegarn: +20 NIM, +10 PER, -10 END

Elves, Fetharn: +20 INT, +10 CHA, -10 STR

Elves, Sinflar: +20 END, +10 TEN, -10 WIS

Elves, Tylvare: +20 STR, +10 NIM, -10 INT

Halflings: +20 NIM, +20 PER, -20 STR.

Humans, Auzronians: +20 TEN, +10 WIS, -10 STR

Humans, Frorinians: +20 STR, +10 END, -10 INT

Humans, Nurinians: +20 PER, +10 INT, -10 TEN

Humans, Osarians: +20 END, +10 NIM, -10 WIS

Spirinari: +20 WIS, +10 INT, -10 END

Example: Michael is creating a Fetharn elf character named Dracyn. Before applying Dracyn's racial attribute adjustments, Dracyn has the following attributes: 55 CHA, 72 END, 60 INT, 58 NIM, 89 PER, 65 STR, 47 TEN, and 64 WIS. After consulting the chart above, Michael will make the following racial adjustments to Dracyn's attributes: add 20 points to Intelligence and 10 points to Charisma, but subtract 10 points from Strength. After applying the Fetharn elf's racial attribute adjustments to Dracyn, the character now has the following attributes: (55 + 10 =) 65 CHA, 72 END, (60 + 20 =) 80 INT, 47 NIM, 89 PER, (65 - 10 =) 55 STR, 47 TEN, and 64 WIS.

Half-Breed Racial Attribute Adjustments: Although interracial breeding is not possible in Ramlar, you may still create an offspring between two ethnicities or cultures within the same race. Consult the modifiers below and make all necessary adjustments.

Dwarfs, Hethmarkn-Kasmarn: +10 END, +5 PER, +10 WIS, -5 CHA

Elves, Druegarn-Fetharn: +5 CHA, +10 INT, +10 NIM, +5 PER, -5 END, -5 STR

Elves, Druegarn-Sinflar: +5 END, +10 NIM, +5 PER, +5 TEN, -5 WIS

Elves, Druegarn-Tylvare: +15 NIM, +5 PER, +10 STR, -5 END, -5 INT

Elves, Fetharn-Sinflar: +5 CHA, +10 END, +10 INT, +5 TEN, -5 STR, -5 WIS

Elves, Fetharn-Tylvare: +5 CHA, +5 INT, +5 NIM, +10 STR, -5 END

Elves, Sinflar-Tylvare: +10 STR, +10 END, +5 NIM, +5 TEN, -5 INT, -5 WIS

Humans, Auzronian-Frorinian: +5 END, +5 NIM, +5 STR, +10 TEN, -5 INT

Humans, Auzronian-Nurinian: +5 INT, +10 PER, +5 TEN, +5 WIS, -5 STR

Humans, Auzronian-Osarian: +10 END, +5 NIM, +10 TEN, -5 STR

Humans, Frorinian-Nurinian: +5 END, +10 PER, +10 STR, -5 TEN

Humans, Frorinian-Osarian: +15 END, +5 NIM, +10 STR, -5 INT, -5 WIS

Humans, Nurinian-Osarian: +10 END, +5 INT, +5 NIM, +10 PER, -5 TEN, -5 WIS

Gaining Attribute Points

During game play, you can improve the score of any one attribute through self-development and training. This is done by devoting one of your five Demeanor/Theme circles to a specific attribute (see the Demeanor/Theme chapter). Each time you complete the devoted circle, you may add 1 point to that attribute. You can devote additional Demeanor/Theme circles to other attributes, but only one Demeanor/Theme circle per attribute, thus endeavoring to increase more than one attribute simultaneously.

Example: Michael wants to raise Dracyn's 55 STR and devotes a Demeanor/Theme circle to that (writing down "Attribute: STR" in the space provided inside that Demeanor/Theme circle). Then Michael must describe and roleplay in the game how Dracyn sets about to get stronger. Maybe he'll go help his Tylvare friends clear tree stumps off their homeland after a massive storm, or challenge the local strongmen to arm-wrestling contests in taverns. . . It will and should take a couple of game sessions, but once he has demonstrated enough effort to fill in all ten dots of the circle, Dracyn immediately gains 1 point of Strength, making it 56. Michael may then choose to repeat this Demeanor/Theme or change it for another feat he may have in mind.

Adjusting Attribute Points

It is possible for you to lose attribute points, be it due to magical spells or effects, curses, traps, energy-draining creatures, debilitating injuries, or any other number of reasons. When this happens, mark the loss and all corresponding effects (e.g., Attack Rating, Defense Rating, etc.) on the character sheet. Conversely, do the same when you gain attribute points from temporary or permanent beneficial effects.

Attribute Rolls

Whenever the outcome of an action you decide to perform is not certain, you must make a die roll to determine whether you succeed. When the action depends primarily—even solely—on the use of an attribute, such as deciphering text written in an unknown language (Intelligence) or staving off exhaustion after grueling labor (Endurance), it requires an attribute roll.

You make attribute rolls using percentile dice (d100). You must roll a result equal to or less than the attribute in question. Favorable or adverse conditions will modify the odds with a bonus or a penalty, as determined by the GM according to the difficulty (or lack thereof) present.

For more details on resolving attribute rolls, see the Action & Combat chapter.

Example: Dracyn tries to muscle his way past an Osarian princess' guards to warn her of an assassination attempt. It's a STR roll, but since there is a good quartet of burly royal escorts in the path, the GM decides to assign the action a -30 penalty. The elf will reach her only if he rolls (his 55 STR - 30 =) 25 or lower on 1d100. Otherwise, he had better find another way to get her attention. . .

Let's say that Dracyn's halfling colleague, Idor, wants to sneak by the same guards in the meantime, using Dracyn as distraction. This is a NIM roll. The GM rules that it's easier with the guards already occupied, giving Idor a +20 bonus. The halfling stands a fantastic chance of success, since his 70 NIM + 20 means he needs to roll anything but 91-00 on the percentile dice.

SECONDARY ATTRIBUTES

Secondary attributes are derived from certain combinations of primary attributes, but are no less pertinent to the game rules as they address several important aspects of a character, from basic survivability to combat prowess.

Life Points

Life Points (LP) are most commonly interpreted as how much physical punishment or injury you can take before expiring. In *Chronicles of Ramlar*, they also conceptually represent the "threshold of defeat"; that is, the point at which a character ceases to be a threat, but not necessarily through incapacitation or, worse, death, but restrained from performing any further action of significance in a scene. For instance, you can reduce a foe's LP to zero with a thrown dagger but describe it as pinning the body part struck (hand, ear) or appropriate clothing (robe, hat) against a backdrop (wall, table). Or, in a duel, you may have your opponent's throat at swordpoint and he has been utterly demoralized. Either way, it signals the end for the target without fatality, even though functionally it has no Life Points left. The most important issue here is that the opponent is subdued for the rest of combat; you can "dress the windows" however you like for style.

To determine your character's starting Life Points at 1st level, divide the sum of your Endurance and Strength attribute by 10, i.e., (END + STR)/10. Note the result under the slash inside every hit location box on the body diagram on your character record sheet, except for the torso (hit location 2-4), where the starting LP is doubled. Talents such as *Hard to Kill* and *Warrior's Stout* can increase your Life Points.

You gain additional Life Points as you become more experienced. The amount of increase depends on the tone and style of the campaign the GM has chosen, as described below.

Heroic: Cinematic or fictional sword-and-sorcery, heavy on action, light on realism. Characters will add 5 unmodified Life Points (i.e., not doubled for torso) to all hit locations for every character level achieved after the first.

Adventurous: A happy medium between over-the-top escapades and nitty-gritty model of simulation. Characters add 3 unmodified Life Points to all hit locations every time they attain a new level.

Mortal: Opposite of Heroic and dangerously lethal because of its emphasis on give-no-quarter realism, where every strike can be potentially fatal to the target. Characters do not add any Life Points at all except through Talents.

The GM may use the Life Point scheme when making NPCs to reflect their story significance. Someone intended to be a major recurring figure should be on the Heroic scale, as opposed to the secondary support roles that might merit Adventurous, or throwaway Mortal minions who will never gain extra Life Points regardless of

their level because they are the least in terms of campaign importance.

Mana Points

Those belonging to a spellcasting character path have Mana Points (MP), representing the internal magical energy spent to power every spell they cast.

Spellcasters start with Mana Points equal to the average of your Endurance and Tenacity, i.e., $(END + TEN)/2$. You can raise this total with the Arcane Reserves talent, or gain extra Mana by devoting a Demeanor/Theme circle to it; see the Demeanor/Theme chapter).

Optional Mana Point Racial Adjustments: In Eranon, certain races are more naturally suited for the magical arts than others. To account for the reason there are, for instance, far fewer Kasmarn than Hethmarkn among spellcasters, consult the modifiers below and adjust your Mana Points accordingly.

Dwarfs, Hethmarkn: +10 Mana
Dwarfs, Kasmarn: -10 Mana
Dwarfs, Hethmarkn-Kasmarn: +0 Mana
Elves, Druegarn: +0 Mana
Elves, Fetharn: +10 Mana
Elves, Sinflar: +5 Mana
Elves, Tylvare: -10 Mana
Elves, Druegarn-Fetharn: +5 Mana
Elves, Druegarn-Sinflar: +3 Mana
Elves, Druegarn-Tylvare: -5 Mana
Elves, Fetharn-Sinflar: +8 Mana
Elves, Fetharn-Tylvare: +0 Mana
Elves, Sinflar-Tylvare: -3 Mana
Halflings: +5 Mana
Humans, Auzronian: +0 Mana
Humans, Frorinians: -10 Mana
Humans, Nurinians: +5 Mana
Humans, Osarians: +10 Mana
Humans, Auzronian-Froronian: -5 Mana
Humans, Auzronian-Nurinian: +3 Mana
Humans, Auzronian-Osarian: +5 Mana
Humans, Frorinian-Nurinian: -3 Mana
Humans, Frorinian-Osarian: +0 Mana
Humans, Nurinian-Osarian: +8 Mana
Spirinari: +15 Mana

Attack Rating

Attack Rating measures how accurately you land a blow in combat. The higher the rating, the more consistently you are able to hit a target. This is a very important attribute for all battle-oriented characters.

Attack Rating is calculated by adding your Strength, Nimbleness, and Wisdom attribute scores together, then dividing the sum by 20, or $(STR + NIM + WIS)/20$. Talents such as Accurate Strike and Warrior's Strike can increase Attack Rating.

See the Action & Combat chapter for rules on Attack Rating.

Defense Rating

How adept you are at dodging, parrying, or just generally getting out of the way of an attack is represented by Defense Rating. This attribute is opposed by the attacker's Attack Rating in combat to produce a percentage chance for the attack roll.

Defense Rating is calculated by adding your Nimbleness, Perception, and Tenacity attribute scores together, then dividing the sum by 20, or $(NIM + PER + TEN)/20$. Talents such as Defensive Mastery

and Warrior's Defense can increase Defense Rating, as can the armor you choose to wear.

See the Outfitting Your Hero chapter for armor, and Action & Combat for rules on Defense Rating.

Contact Rating

Contact Rating is a secondary attribute exclusive to the spellcasting paths: the merthwarg, sevar, and wizard. It represents a spellcaster's ability to contact the leylines that flow through the earth in a magical network of energy, tapping them to produce and power a spell's effects.

To determine your character's Contact Rating, add Intelligence, Perception, and Tenacity attribute scores together, then divide the sum by 20, or $(INT + PER + TEN)/20$. You can raise your Contact Rating with a talent like Magical Expertise.

See the Magic chapter for rules regarding Contact Rating.

Fraction Convention

For all game-rule calculations that end in fractions, apply the normal math convention and round down anything less than 0.5, round up 0.5 and above. For example, Idor calculates his Attack Rating at 8.3, so it becomes just 8 after rounding down the 0.3. Meanwhile, Dracyn aggregates his Attack Rating at 10.5, which rounds up to 11.

LEVEL

Level is the yardstick measuring your character's general experience and competence. Seras Thorne of the Sky Knights, Gabi One-Shot, and Jaclyn Alcuin, for example, are much more formidable than Idor or Dracyn because they have been through more adventures, as well as the normal improvements (ability, power, wealth, social status) one accumulates from such exploits.

You usually begin play at 1st level, from which you attain additional levels as you meet and (hopefully) defeat foes, survive hair-raising perils and overcome challenges — in short, leading the life of a heroic adventurer.

Campaign Implications of Character Level

Since the game assumes the chronicling of the characters' adventures as a primary theme, a character's level has correlations in the campaign world. For simplicity, you can safely assume that your level corresponds to at least as many volumes within the Hethmarkn archive which contain references to you. The size of the passages hinges on the noteworthiness of your deeds, ranging from a mere footnote for yet another routine dungeon-crawl in a line of many, to entire series dedicated to just a single earth-shattering feat. Should a historian be lucky enough to conduct a research on any one 10th-level character in The Book, for example, he will locate at minimum ten separate references in the various tomes, scrolls, and other materials pertaining to that character.

Also, the higher the level you attain, the more attention you attract, and the more likely other people will know about you. Treat your character level as a bonus on other's rolls to learn information about you. In certain situations, your level can also act as a bonus or penalty on your die roll (mostly Charisma) because of your fame (or notoriety) and reputation.

Character Level and Path Level

Character level refers to your total level of experience gained, whereas path level pertains to your level in a particular path you have chosen (see Chapter 5: Core Character Paths). In relevant instances where text simply alludes to just "level," always assume it is referring to character level.

Take the character Arlass, whose record sheet shows him at Wizard 4/Sevar 3. That means he has 4 levels in the wizard path and 3 levels in the sevar path, for a total of $(4 + 3 =) 7$ character levels.

This distinction is important because some special abilities (such as core talents) are measured via character level while others (path

talents, spells) use path level. When Arlass takes a core talent like Accurate Strike, he uses his character level to determine the maximum bonus possible. If he casts, say, Create Cuts, he will use his wizard path level for duration as described in that arcane spell, or his sevar path level for the Heaven's Gate divine spell.



4: Attributes

5 Paths



The character path you choose is more than an indication of profession or vocation; it is a framework showing your preference, proclivity, and the general, metaphorical approach your character has embarked upon to improve him or herself — the character's path of life.

There are five core paths: merthwarg, rogue, sevar, warrior, and wizard. As you advance in levels, you can opt to enter one of the more specialized “elite” paths. These paths are detailed in the Elite Paths chapter.

PATH DESCRIPTIONS

Each path begins with a short vignette, followed by paragraphs describing the ideologies and background of the path. After that, the information is broken up into several headings.

“Attributes” tells you the main attributes you should assign your best scores to, in order to have the best chance of success with the path.

“Path Talents” runs down the talents you can while progressing in this particular path. A good part of these talents are unique to the path and available nowhere else. See the Talents chapter for the complete rules and listing of path talents.

“Recommended Core Talents” lists the core talents helpful to anyone choosing this path.

“Recommended Expertise” suggests sample traits and skills useful for the path. See the Expertise chapter for rules regarding acquiring expertise.

Additional headings, such as “Contact Rating,” will appear as appropriate for the path.

MERTHWARG

Viera looked at the charging horde of orcs and squinted in disgust at the harm they were doing to her grove as they advanced. Not a lone flower or young tree sapling would survive under their heavy feet. They rumbled forth and Viera opted to make her stand. Why should she run? The wilderness was at her command. She thanked Serpecia for the idea to plant brambles around her orchard. She summoned the powers of the nature and in seconds, a wall of thick briars sprang up and shielded the grove. She slowly made her way to the wall and could hear the orcs on the other side baying in anger as they were surely being stuck and scratched by the briars as they tried to break through. She concentrated again and countless vines sprouted from the earth and the trees, moving with purpose. Viera could hear the now frightened howls of the orcs as the vines entangled them, one by one, and rendered them helpless.

The path of the merthwarg is, in essence, the path of nature. A merthwarg at heart is a lover of the great outdoors and all living things. They are nature's staunchest ally and truest friend, able to communicate with, manipulate or order the land, the seas and their creatures.

Merthwargs are most at-home in the woods and the surrounding countryside. They usually dwell in a community of fellow merthwargs, though some are known to lead a solitary life, keeping an entire grove to by themselves in service to a god or goddess.

The merthwarg path is diverse. One may focus solely on advancing as an elemental, wielding the basic forces of nature as a weapon. Another may live among myriad animals for companionship and protection. The few unscrupulous merthwargs seek to bind the earth's powers to their own biddings, augmenting their own might.

Merthwargs make excellent adventurers. Many parties take the utmost advantage of their amazing abilities and rapport with nature.



Merthwargs can make a comfortable earning as a surveyor, guide, or outdoor rescue specialist. This path, however, is not one to be taken lightly, for the powers a merthwarg tries to master can be as capricious as nature itself.

Attributes

Being spellcasters who rely on a Contact Rating for magic, merthwargs will want to focus on making Intelligence, Tenacity, and Perception their best attributes, since these determine your Contact Rating. The more battle-oriented merthwargs should also concentrate on Strength and/or Nimbleness.

Contact Rating

Characters of this path receive a Contact Rating, used to attune themselves to the powerful leylines of Eranon and draw the necessary mystical energy to manifest spell effects. To determine your Contact Rating, add INT, PER, and TEN together, then divide the sum by 20 (round down).

Nature Magic

Merthwargs cast spells via nature magic and gain access to their spells through these talents: Nature Spell Proficiency, Superior Nature Spell Proficiency, Supreme Nature Spell Proficiency, each permitting them to choose a number of spells from the nature spell list, up to certain spell levels. This progression of talents represents the merthwarg's continued effort to learn and develop spells.

Like all spellcasters, merthwargs expend Mana Points to cast and power their spells. They start with a total number of Mana Points equal to $(\text{END} + \text{TEN}) / 2$.

For details on rules regarding magic, spellcasting, plus spell lists, see the Magic chapter.

Path Talents

The path talents for merthwargs are: Animal Stamina, Armored Spellcasting, Bestial Ferocity, Bestial Speed, Component Conservation, Familiar Leylines, Familiar Territory, Improved Recuperation, Improvised Nature Spellcasting, Innate Magic, Magical Expertise, Nature Spell Potency, Nature Spell Proficiency, Nature Spell Slinger, Nature Spell Specialization, Nature's Blessing, Nature's Gift, Nature's Reserves, Nature's Savagery, Nature's Wrath, Superior Nature Spell Proficiency, Supreme Nature Spell Proficiency.

Recommended Core Talents

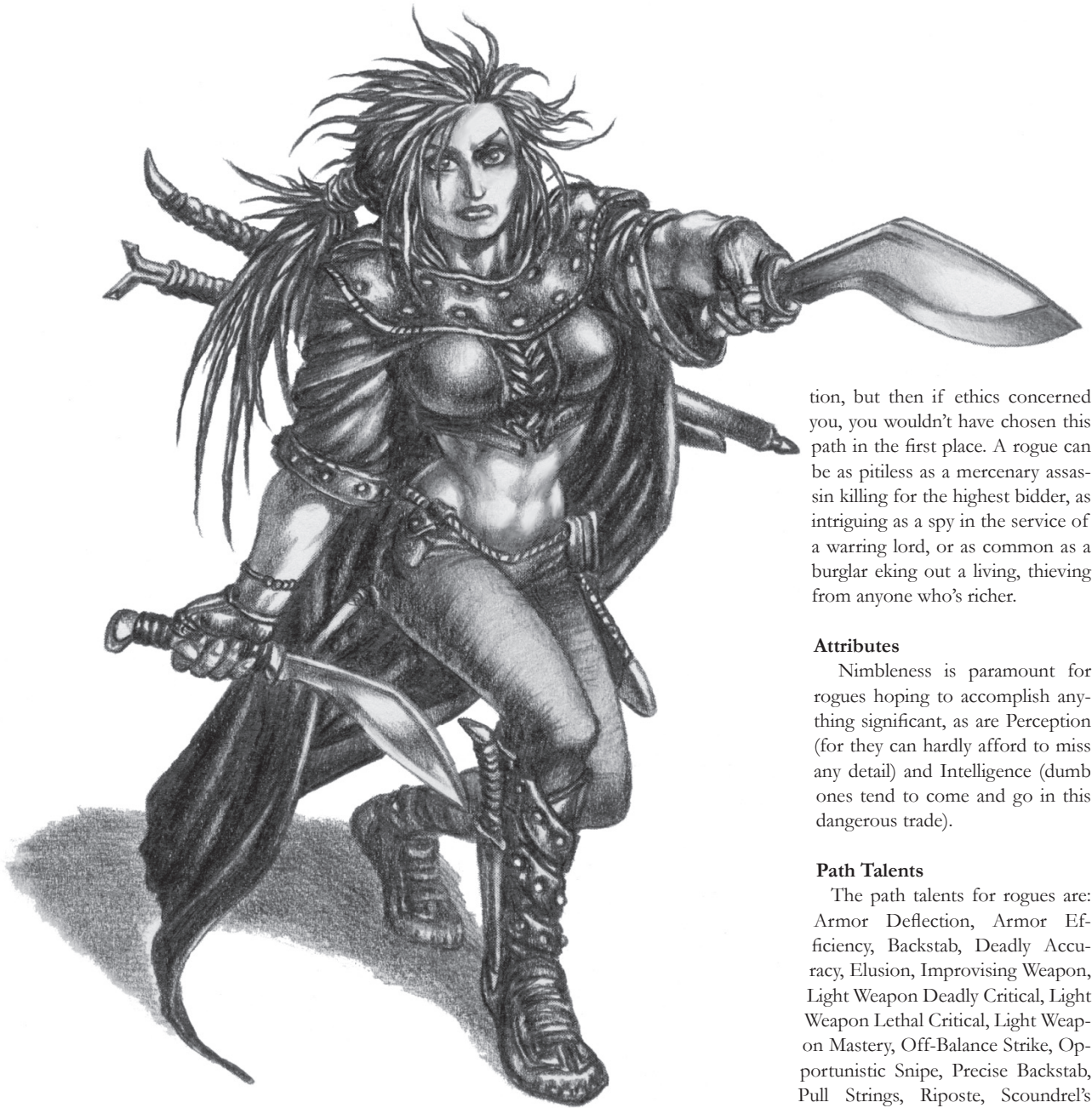
Animal Ally, Battle Rider, Defensive Mastery, Fleet-Footed, Improved Animal Ally, Internal Compass, Luck, Magical Mnemonics, Special Combat Maneuver.

Recommended Expertise

3 Slots: Druid, Ranger, Sailor, Scout, Shaman.

2 Slots: Animal Affinity, Athletics, River Guide.

1 Slot: Animal Lore, Forest Lore, Healing, Language, Meditation, Tracking, Wilderness Lore.



ROGUE

Jet crouched in front of the ornate metal box. He knew some valuable treasure must lie inside. The journey through the dungeon had been difficult, and he had lost two party members to the guardian Wulvern outside. Refocusing his attention on the box, he studied its security—and trapped—mechanism intensely. Jet repeated to himself yet again that he was not going to die down here in the dark. Slowly, he pulled out a small pick, and with nimble hands he inserted it into the lock. . .

Using your dexterity, cunning, and wits to get the job done means you've selected the path of the rogue. Sure, the job may be a little ambiguously amoral sometimes, and you may have to resort to stealth, tricks, or even outright skullduggery to see it to comple-

tion, but then if ethics concerned you, you wouldn't have chosen this path in the first place. A rogue can be as pitiless as a mercenary assassin killing for the highest bidder, as intriguing as a spy in the service of a warring lord, or as common as a burglar eking out a living, thieving from anyone who's richer.

Attributes

Nimbleness is paramount for rogues hoping to accomplish anything significant, as are Perception (for they can hardly afford to miss any detail) and Intelligence (dumb ones tend to come and go in this dangerous trade).

Path Talents

The path talents for rogues are: Armor Deflection, Armor Efficiency, Backstab, Deadly Accuracy, Elusion, Improvising Weapon, Light Weapon Deadly Critical, Light Weapon Lethal Critical, Light Weapon Mastery, Off-Balance Strike, Opportunistic Snipe, Precise Backstab, Pull Strings, Riposte, Scoundrel's Luck, Shadow Strike, Sidestep.

MAN SPENLETH 06

Recommended Core Talents

Accurate Strike, Ambidexterity, Contact, Defensive Mastery, Experienced, Extra Dodge/Parry, Fleet-Footed, Inner Compass, Light-Footed, Lightning Reaction, Luck, Martial Weapons Familiarity, Off-Hand Parry, Special Combat Maneuver, Special Weapon Familiarity.

Recommended Expertise

3 Slots: Assassin, Pirate, Spy, Thief, Thug.

2 Slots: Athletics, Infiltration, Intrusion.

1 Slot: Acrobatics, Criminal Lore, Disguise, Gambling, Lockpicking, Poison Lore, Sleight of Hand, Stealth.

SEVAR

Roanulf could feel his fellow adventurers' hopeful stares as he knelt beside their fallen comrade. The beast had shattered the man's rib cage with a mighty strike. The rest of them had barely come out alive. The abandoned keep was more than they all had bargained for in their quest. He wondered if he could bring Talon back. Did he have the power? Did his god favor him today? Roanulf slowly started the rites over the body. He wasn't sure, but he thought Talon's fingers moved slightly. . .

The path of sevar is paved with divine favors and responsibilities. All sevars choose a god or goddess to whom they pledge their allegiance and life. Commoners hold sevars in awe, as they represent their respective deities and are about the closest thing to an actual manifestation of the gods. Through the sevars, a gods' power is done, their wills served.

Sevars practice their faith in many forms, the most common being a sect dedicated to worship and other religious services. Many sevars also wander Eranon with a mission to proselytize. Some of them have even left their mark as renowned adventurers, battle sevars who crusaded and smote heretics in the name of their gods.

The deities themselves grant sevars magical abilities to better confront their foes and spread their messages. The healing powers of a high sevar, in particular, are often matched by none.

When a god favors one sevar above all others, that person will receive boons almost beyond imagination and become a Divine Vessel—the very conduit through which the deity can interact with the world as if he were physically present. While such Vessels are extremely rare, it's hard to fathom that any sevar wouldn't covet the power and prestige even a little.

Serving a Deity

A sevar is an extension of the god or goddess served. When you embark on this path, you must decide on a deity to venerate. The pantheon of Eranon varies greatly, so you should be able to find a deity you feel comfortable with. All the major gods and goddesses are detailed in the Deities chapter, from their individual personalities and holy symbols, to typical clothing worn by their followers.

You must also designate a certain time each day that is set aside for one hour of worship and meditative communiqué with your deity. This is also the time when you refresh your magic reserves and conduct spell preparation for the following day.

Attributes

Sevars wishing to focus on the spellcasting aspect of their path should ensure they have good scores in Tenacity, Intelligence, and Perception. Otherwise, Strength and Nimbleness should be the primary concern for sevars thirsting for battle.

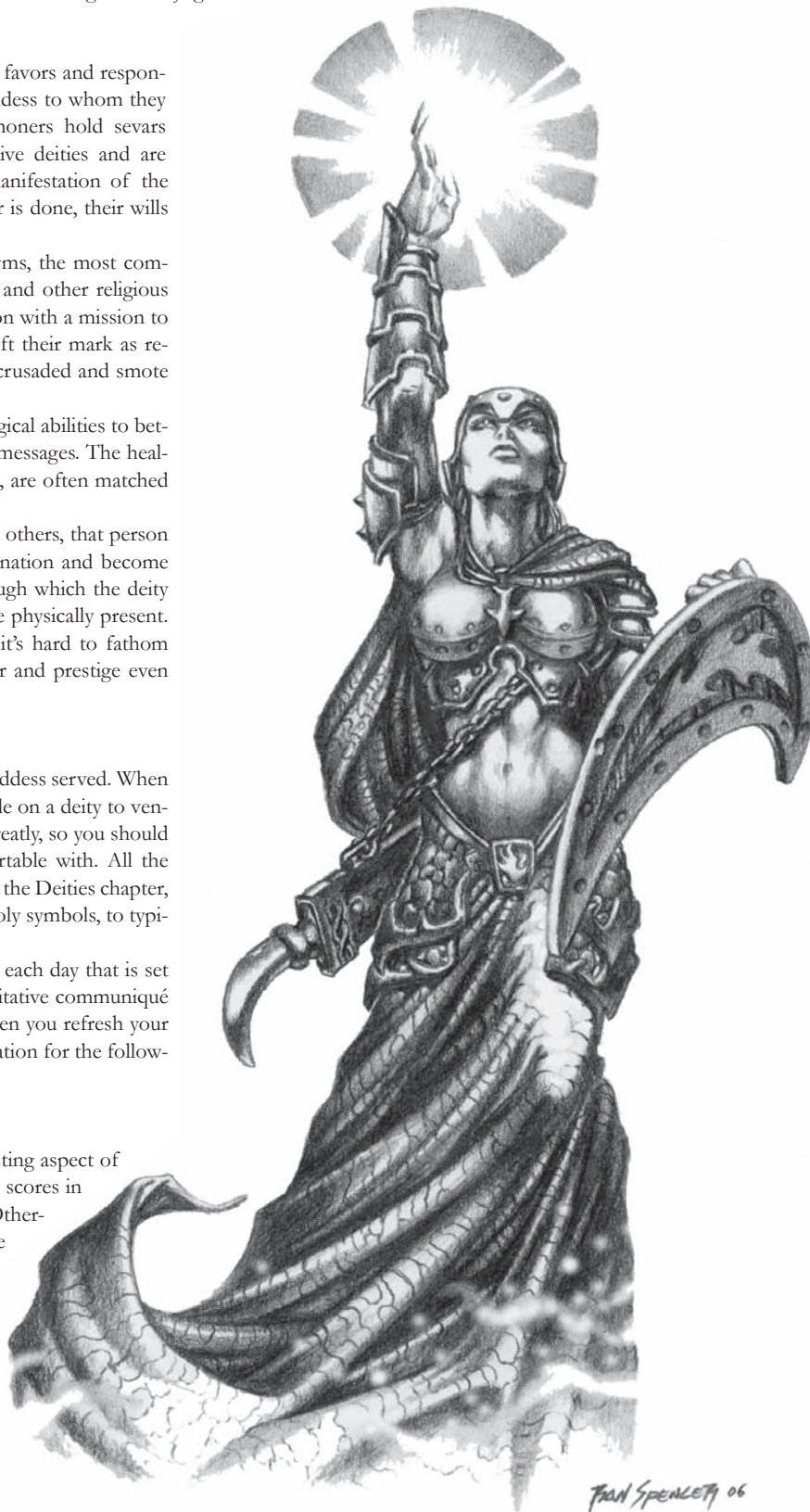
Contact Rating

Characters of this path receive a Contact Rating, used to attune themselves to the powerful leylines on Eranon and draw the necessary mystical energy to manifest spell effects. To determine your Contact Rating, add

INT, PER, and TEN together, then divide the sum by 20 (round down).

Divine Magic

Sevars cast spells via divine magic and gain access to their spells through these talents: Divine Spell Proficiency, Superior Divine Spell



Proficiency, Supreme Divine Spell Proficiency, each permitting them to choose a number of spells from the divine spell list up to certain spell levels. This progression of talents represents the sevar's continued effort to learn and develop spells.

Like all spellcasters, sevars expend Mana Points to cast and power their spells. They start with a total number of Mana Points equal to (END+TEN)/2.

For details on rules regarding magic and spellcasting, plus spell lists, see the Magic chapter.

Path Talents

The path talents for sevars are: Armor Deflection, Armored Spellcasting, Divine Inspiration, Divine Reserves, Divine Resilience, Divine Spell Potency, Divine Spell Proficiency, Divine Spell Slinger, Divine Spell Specialization, Divine Strike, Gifted Healer, Holy Cry, Improved Recuperation, Improvised Divine Spellcasting, Magical Expertise, Sense Aura, Superior Divine Spell Proficiency, Supreme Divine Spell Proficiency, Weapon Mastery.

Recommended Core Talents

Accurate Strike, Contact, Defensive Mastery, Experienced, Extra Dodge/Parry, Forceful Blow, Hard to Kill, Improved Resources, Magic Resistance, Magical Mnemonics, Martial Weapons Familiarity, Off-Hand Parry, Special Combat Maneuver.

Recommended Expertise

3 Slots: Healer, Priest, Vizier.

2 Slots: Counsel, Inspire, Mediator, Wise Man.

1 Slot: Discipline, Empathy, Meditation, Negotiation, Religion Lore.

WARRIOR

Tempest sat before the mouth of the lair and slowly unsheathed his enchanted blade. It had been a difficult journey to the mountain, and the sun was just about to set. He wondered to himself, did the dragon know he was coming? Could the great wyrm sense him waiting outside, smell him, and pinpoint his exact spot? He struggled for a moment, fear rising to the top of his throat, but then he remembered why he was here. He was a warrior. By killing the dragon inside, untold riches would be his. He could only imagine the wondrous treasures that the winged monster had boarded from the many adventurers that had come before him. He stood, re-gripped his long sword, and silently strode into the cave.

The path of the warrior demands complete trust in your instincts and weapons, combining the two in an execution of fury and brute force that leaves no foe standing.

The fighting spirit of a warrior lives in many men, from mere town militia to legendary generals and heroes. Warriors are by far the most prolific of adventurers, since they excel at combat and possess the prowess that is so pivotal in overcoming the physical adversities any noteworthy quest surely supplies in abundance. They are usually firmly planted at the forefront of an adventuring party, offering their colleagues protection and aptitude in exchange for fame and fortune.

Attributes

The primary attributes for a capable warrior should be Strength, Nimbleness, Tenacity, and Wisdom, since they determine

the warrior's Attack and Defense Ratings. Endurance is another important attribute, for warriors can often expect to take a beating as good as they dish out.

Path Talents

The path talents for warriors are: Armor Deflection, Armor Proficiency, Berserk, Deadly Accuracy, Deadly Critical, Elusion, Mighty Blow, Opportunistic Snipe, Overpowering Strike, Reactive Strike, Warcry, Warrior's Defense, Warrior's Fury, Warrior's Stout, Warrior's Strike, Weapon Mastery.

Recommended Core Talents

Accurate Strike, Ambidexterity, Battle Ready, Battle Rider, Defensive Mastery, Extra Dodge/Parry, Forceful Blow, Hard to Kill, Lightning Reaction, Martial Weapons Familiarity, Off-Hand Parry, Resilience, Special Combat Maneuver, Special Weapon Familiarity.

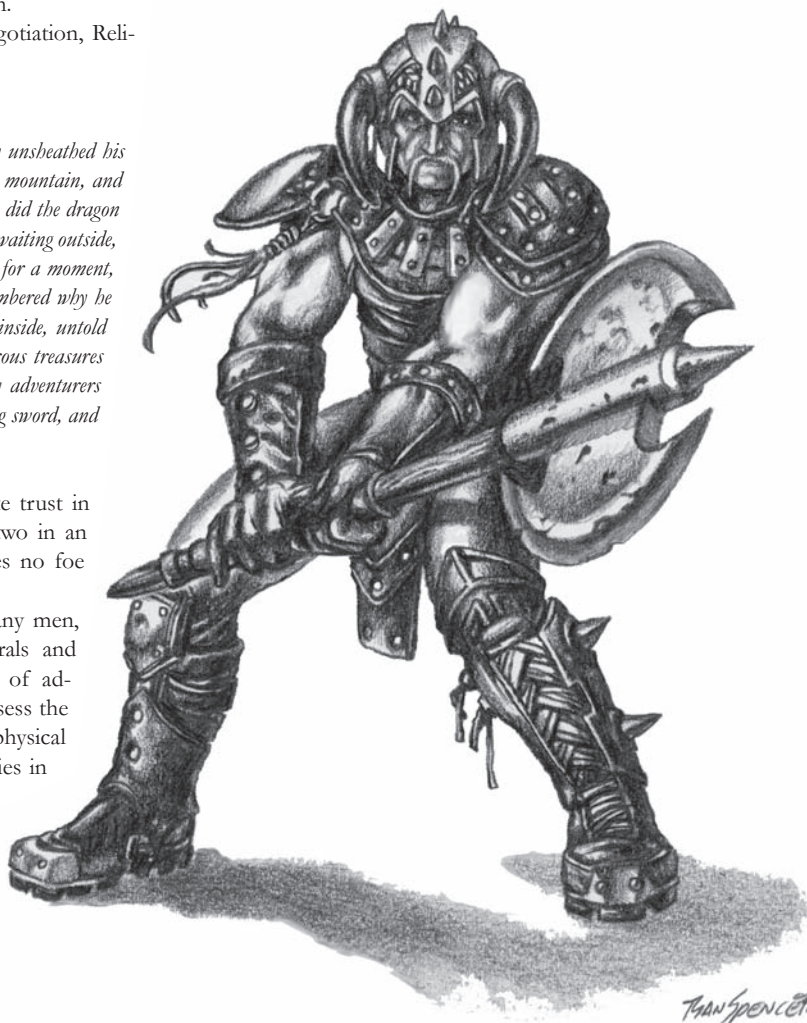
All characters selecting the warrior path automatically gain the Martial Weapons Familiarity talent.

Recommended Expertise

3 Slots: Barbarian, Mercenary, Soldier.

2 Slots: Armorsmithing, Athletics, Weaponsmithing, Wilderness Survival.

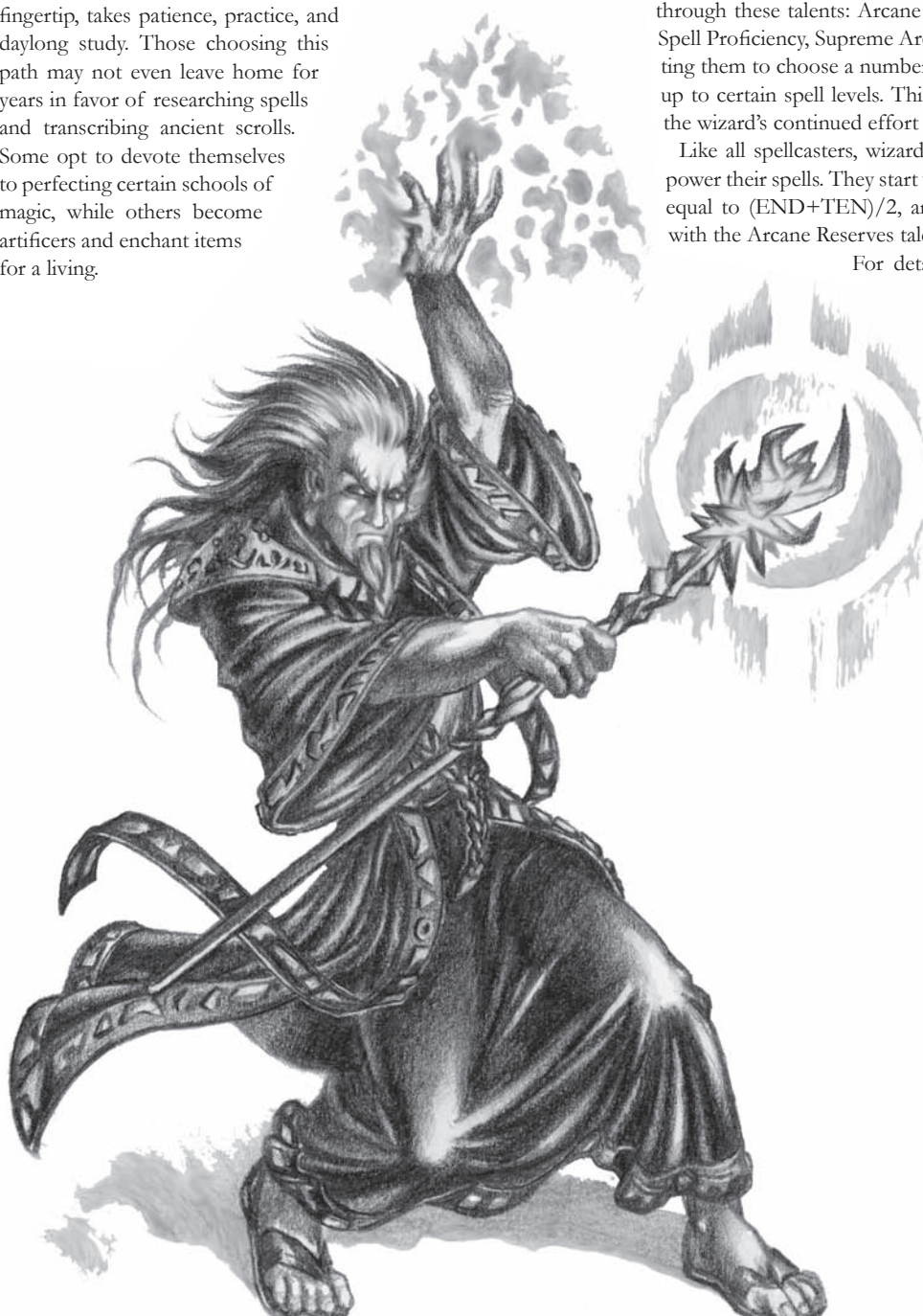
1 Slot: Battle Lore, Discipline, Foraging, Intimidation, Riding, Swordsmithing, Tactics, Wrestling.



WIZARD

Istolil Hune sat and sifted through the research he had done in his vast library. It had been nearly six months since he ventured outside and seen the light of day. His bones ached and his eyes were heavy, but being so close to finding the right combination for his new spell drove him onward like a steady wind. It would only be a few more days, he told himself. He pondered the rewards for his hard labor. As his hand felt for the next page of the age-worn tome before him, his mind returned to the present. He slowly turned the yellowed parchment and continued reading.

A wizard dedicates his or her life to harnessing, manipulating, and understanding the arcane arts. Knowledge is the key to becoming a successful wizard, for every awesome display of magical power, even making smallest of lights on a fingertip, takes patience, practice, and daylong study. Those choosing this path may not even leave home for years in favor of researching spells and transcribing ancient scrolls. Some opt to devote themselves to perfecting certain schools of magic, while others become artificers and enchant items for a living.



MAN/SPENCER 06

Attributes

Intelligence, Tenacity, and Perception are of the utmost priority for a wizard, for the three attributes derive a Contact Rating, which is necessary for spellcasting.

Contact Rating

Characters of this path receive a Contact Rating, used to attune themselves to the powerful leylines on Eranon and draw the necessary mystical energy to manifest spell effects. To determine your Contact Rating, add INT, PER, and TEN together, then divide the sum by 20 (round down).

Arcane Magic

Wizards cast spells via arcane magic and gain access to their spells through these talents: Arcane Spell Proficiency, Superior Arcane Spell Proficiency, Supreme Arcane Spell Proficiency, each permitting them to choose a number of spells from the arcane spell list up to certain spell levels. This progression of talents represents the wizard's continued effort to learn and develop spells.

Like all spellcasters, wizards expend Mana Points to cast and power their spells. They start with a total number of Mana Points equal to $(\text{END} + \text{TEN})/2$, and they may increase that number with the Arcane Reserves talent.

For details on rules regarding magic and spellcasting, plus spell lists, see the Magic chapter.

Path Talents

The path talents for wizards are: Arcane Mastery, Arcane Might, Arcane Reserves, Arcane Spell Efficiency, Arcane Spell Potency, Arcane Spell Proficiency, Arcane Spell Slinger, Arcane Spell Specialization, Armored Spellcasting, Component Conservation, Familiar, Improved Recuperation, Improvised Arcane Spellcasting, Magical Expertise, Superior Arcane Spell Proficiency, Supreme Arcane Spell Proficiency, Unusual Familiar.

Recommended Core Talents

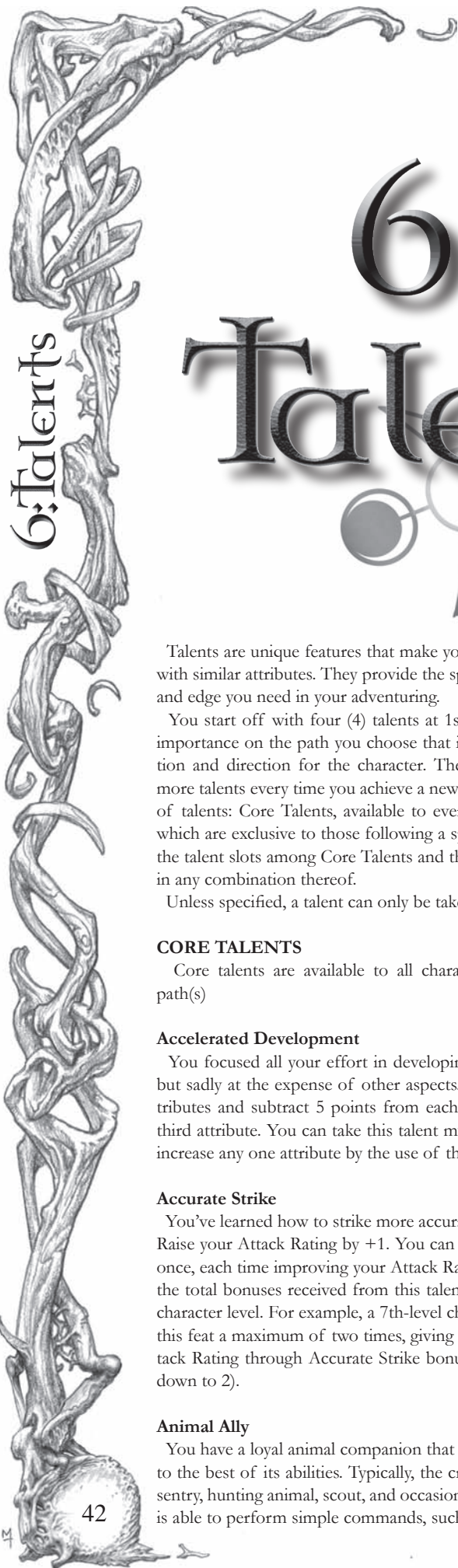
Defensive Mastery, Enchanter, Experienced, Expert Enchanter, Improved Resources, Magic Resistance, Magical Energy Sensitivity, Magical Mnemonics, Master Enchanter, Supreme Enchanter.

Recommended Expertise

3 Slots: Artificer, Mage, Sage.

2 Slots: Alchemist, Enchanter, Illusionist, Scribe, Summoner.

1 Slot: Appraisal, Arcane Lore, Healing, Language, Meditation, Research.



6 Talents

Talents are unique features that make you stand apart from others with similar attributes. They provide the special abilities, advantages, and edge you need in your adventuring.

You start off with four (4) talents at 1st level; this puts a greater importance on the path you choose that is likely to set the foundation and direction for the character. Thereafter, you gain two (2) more talents every time you achieve a new level. There are two types of talents: Core Talents, available to everybody; and Path Talents, which are exclusive to those following a specific Path. You can split the talent slots among Core Talents and those for your current Path in any combination thereof.

Unless specified, a talent can only be taken once.

CORE TALENTS

Core talents are available to all characters, regardless of their path(s)

Accelerated Development

You focused all your effort in developing one aspect of yourself, but sadly at the expense of other aspects. Choose two different attributes and subtract 5 points from each, then add 10 points to a third attribute. You can take this talent multiple times, but can only increase any one attribute by the use of this talent once.

Accurate Strike

You've learned how to strike more accurately at a target in combat. Raise your Attack Rating by +1. You can take this talent more than once, each time improving your Attack Rating an additional +1, but the total bonuses received from this talent cannot exceed 1/3 your character level. For example, a 7th-level character may have selected this feat a maximum of two times, giving himself to a +2 to his Attack Rating through Accurate Strike bonuses ($7 \times 1/3 = 2.3$, round down to 2).

Animal Ally

You have a loyal animal companion that accompanies and aids you to the best of its abilities. Typically, the creature serves as a mount, sentry, hunting animal, scout, and occasionally protector. The animal is able to perform simple commands, such as "chew through rope,"

"bite orc's foot," "fetch the keys," sometimes even interpreting your body language, so verbal communication may not be required. The animal is equivalent to a character, but both its level and Threat Rating cannot exceed 1/2 your character level (minimum 1). In other words, the animal ally for a 1st- or 2nd-level character can have neither its level nor Threat Rating at higher than 1.

You can take this talent more than once, each time giving you another animal ally.

Ambidexterity

You can use either hand with nearly matching deftness. When fighting with two weapons, or using your off hand, the penalty is 10 less than normal for you. You can take this talent multiple times, each time offsetting the penalty by 5 more.

Battle Ready

You have conditioned yourself to rest and sleep while wearing your armor. You may not necessarily like doing so, but you do not suffer fatigue from it.

Battle Rider

You have a natural knack for mounted combat. You gain a +5 bonus to your riding rolls during combat, as well as an additional +5 to your attack rolls and +1 bonus to damage rolls when fighting from your mount. You can take this talent more than once, each time adding another +5 bonus to your combat riding rolls and mounted attacks.

Contact

You have a steady, reliable contact who provides you confidential information, tips, or gossip befitting his/her station. All information given is always to the best of the contact's knowledge, but may not necessarily be correct, or even available. You can take this talent multiple times, each time gaining a new contact, but the GM must approve every one.

Defensive Mastery

You've learned how to avoid getting hit in combat, or at least making it as hard as possible for your attackers, adding +1 to your De-

fense Rating. You may take this talent more than once, each time increasing your Defense Rating by another +1, but the total bonus you get from this talent cannot exceed 1/3 your character level (round down). For example, a 7th-level character may have selected this feat a maximum of two times, giving herself to a +2 to her Defense Rating through Defensive Mastery bonuses ($7 \times 1/3 = 2.3$, round down to 2)

Enchanter

You are able to imbue items with spells up to Difficulty Level 5. This talent, however, does not give you the expertise necessary to craft items, just the ability to place permanent magical enchantments on them — something that is beyond ordinary spellcasters.

Experienced

You get more out of life's experience than most other people. Gain three additional expertise slots (see the Expertise chapter). You can take this talent repeatedly, each time gaining another three expertise slots.

Expert Enchanter

You must have the Enchanter talent to take this talent. You are able to enchant items with spells up to Difficulty Level 10.

Extra Dodge/Parry

You can dodge or parry one additional time per action (see "Dodge/Parry" under "Combat Options" in the Action & Combat chapter). You can take this talent more than once, each time raising the maximum number of extra dodges/parries per action once more.

Fleet-Footed

You move faster on your feet than you appear able to. This talent adds +10 to all your rolls for movement purposes (see "Movement" in the Action & Combat chapter). You can take this talent repeatedly, each time adding +10 to the roll.

Forceful Blow

You can deal particularly punishing blows in melee combat. Choose a weapon group (axes, clubs/maces, polearms, swords, unarmed strike, etc.). You add a +1 bonus to damage rolls when you successfully hit a target with a weapon of that group. You can take this talent more than once, each time adding another +1 damage bonus, or you may select another weapon group to do additional damage with, but the total bonus with any one weapon group cannot exceed 1/10 your Strength.

Hard to Kill

You are tougher than normal. Add +3 Life Points to every hit location. You can take this talent multiple times, each time adding another +3 Life Points to all hit locations.

Improved Animal Ally

You can upgrade an animal ally to the equivalent of a character of a level and/or Threat Rating one less than your own level, or it may instead possess some unusual powers (with GM's consent). You can take this talent multiple times, each time to improve a new animal ally.

Improved Resources

You are more affluent than your average adventurer; this may be due to actual wealth, high social status, influence, or just plain luck. Your character level is considered one higher for purpose of Resource Level (see the Outfitting Your Hero chapter). Also, once per

adventure, you can make a Charisma roll to procure one resource up to 5 + your character level (plus Improved Resources) in Resource Level value, without losing your Resource Level. This resource is one-time use only and may take the form of cash, standard supplies (in ample quantity), precious goods and services, contrabands, magic weapons or armor, enchanted items, or favors and temporary privileges. In case of an extraordinary or magical object, it is on loan to you and must be returned at the earliest opportunity (usually at the end of the adventure, though end of a session or even scene is feasible). The request must be plausible; you cannot wrangle spirit bone from unwilling Spirinari, for instance, regardless of enticement, and will use up your allotment for the adventure.

You can take this talent more than once, each time raising your Resource Level by one, as well as an additional Charisma roll attempt per adventure.

Inner Compass

You have an acute sense of direction. You always know which way is north, even underground or in total darkness, as if you had a compass inside your head. You also add a +20 bonus to rolls for navigation expertise.

Light-Footed

You gain +1 SV on all successful rolls to perform stealthy actions, such as moving silently or hiding. You can take this talent more than once, each time increasing the SV bonus by +1.

Lightning Reaction

You are quicker to react than normal. Your PER or NIM score is considered to be 10 points higher for initiative purposes. You can take this talent more than once, each time adding another +10 points to your initiative score.

Luck

Fortune smiles upon you. Once per session, you can reverse the numbers of any one percentile roll you make, unless it's a botch or fumble. For example, if you roll a 72, you can switch it around into 27, but not a 70 if that is a botch or fumble. You can take this talent just once per level, but each selection enables you to reverse the numbers one additional time per session.

Magic Resistance

You gain a +10 bonus to all resistance rolls made against magical spells and effects. You can take this talent more than once, each time thereafter adding another +10.

Magical Energy Sensitivity

You are able to intuitively feel when magic is present nearby. You can sense magic of any kind, whether emanating from magic items or auras or effects and spells, providing that you make a roll at 1/2 your PER. You also gain a +10 bonus to all rolls to identify the kind of magic you successfully sense, as well as a +10 bonus to penetrate or resist illusions whose magic you detected.

You can improve the chance for the sensing roll as a 1-point expertise. While you can judge the relative strength of the magic, you cannot interpret details (as to its exact effect, damage, range, etc.) with this talent alone. You can usually sense magic up to Near range without needing a line of sight. However, the GM may rule that exceptionally powerful magic may be detected at a longer distance. You must have the GM's approval to take this talent.

Magical Mnemonics

You trained yourself and studied the shortcuts designed to help you retain more spells mentally. You gain a number of additional slots in your memory matrix equal to your INT/20 (minimum +1 slot). This talent can be taken multiple times, each time adding another INT/20 slots to your memory matrix.

Martial Weapons Familiarity

You are versed in the use of all martial weapons (battle axes, long bows, long swords, polearms, etc.), and can wield them without incurring the -20 attack penalty due to unfamiliarity.

Master Enchanter

You must have the Expert Enchanter talent to take this talent. You are able to infuse items with spells up to Difficulty Level 15.

Off-Hand Parry

You must have taken the Ambidexterity talent at least once to take this talent. When fighting with a weapon in your off-hand, you gain a +1 bonus to your Defense Rating, and one free parry with the second weapon per round without needing to spend an action. This bonus is negated by surprise or ranged attacks.

Resilience

You gain a +10 bonus to all resistance rolls you make against natural hostile effects or influences, such as environmental hazards, drugs, poisons, etc. (but not magical spells or effects). You can take this talent more than once, each time thereafter adding another +10 bonus.

Special Combat Maneuver

Through dedicated study and practice, you have developed a unique combat maneuver, technique or style. This can be purely offensive, defensive, or balanced anywhere in between, and take any form from physical to mental to magical — even energy!

When you take this talent, you may design one personal combat maneuver using the “Special Combat Maneuvers Customization” system provided in the Action & Combat chapter. You can take this talent multiple times, each time creating a new signature maneuver.

Special Weapon Familiarity

Select a single special weapon (bolas, kathmarc, octmarc, whips, etc.). You can now use that weapon without incurring the -20 attack penalty due to unfamiliarity.

Supreme Enchanter

You must have the Master Artificer talent to take this talent. You are able to enchant items with spells of beyond Difficulty Level 15. You can take this talent multiple times, each time increasing the maximum spell Difficulty Level you’re able to infuse by +1, i.e., 16th-level the first time, 17th-level the second time, 18th-level the third time, and so on.

MERTHWARG PATH TALENTS

Listed below are path talents available exclusively to merthwarg; only characters choosing this path may use their available talent slots on these talents.

Animal Stamina

Your Endurance is 5 points higher than normal while you remain in a non-urban environment (i.e., rural or wilderness). You can take this talent more than once, each time raising your Endurance by another 5 points (with the same restriction). This increase does not affect your secondary attributes.

Armored Spellcasting

You are able to compensate for spellcasting while in armor. The armor hindrance penalties for your Contact and spell attack rolls are reduced by 10. You can take this talent more than once, each time offsetting the armor penalty for Contact and spell attack rolls by an additional 10.

Bestial Ferocity

You gain a +1 to your Attack Rating. The Momentum cost to increase an attack bonus for just you is 1 instead of 2.

Bestial Speed

Increase your movement range one increment (i.e., Near to Short, Short to Medium). This talent can be taken multiple times, each time adding a +10 bonus to your movement rolls.

Component Conservation

You learn to not “burn up” spell components so quickly, getting the maximum extent out of them. You may reuse any complementary or required component for any spell one additional time before it’s consumed. You can take this talent just once per level, but each time increases the usage of a component by one extra time.

Familiar Leylines

Choose a terrain or environment (such as forests, tundra, temperate, tropical, etc.). You gain a +10 bonus to your Contact rolls when you are in that milieu. You can take this talent more than once, each time selecting a new terrain or environment. The bonuses are cumulative; for example, you get (10 + 10 =) 20 bonus in tropical forests if you have both as Familiar Leylines environments.

Familiar Territory

Choose a terrain or environment (such as swamps, mountains, arctic, underwater, etc.). You gain a +1 bonus to your Attack Rating, Defense Rating, and damage rolls while you are in that environment. You can take this talent more than once, each time selecting a new terrain or environment. The bonuses are cumulative; for example, you get a +2 bonus in arctic mountains if you have both as Familiar Territory.

Improved Recuperation

You regain lost energies from spellcasting faster than normal, at 2 Mana Points per minute of rest, and your total spellcasting path levels for MP recovery purposes are also considered one higher. You can take this talent only once per level, but each time increases the amount of Mana recovered per minute of rest by one additional point, as well as an extra level for the recovery roll.

Improvised Nature Spellcasting

You are adept at improvising nature spells. You gain a +5 bonus to a Contact roll to cast an improvised nature spell. You can take this talent more than once, each time adding another +5 bonus.

Innate Magic

Choose a nature spell in which you have invested Nature's Blessing. You can choose to forego either gestures or incantations (but not both) at the time you cast this spell — even when you are improvising the spell. This can be taken more than once, each time either for a new spell with Nature's Blessing, or you may forego both gestures and incantations when casting a previously chosen spell.

Magical Expertise

Add +1 to your Contact Rating. You can take this talent multiple times, but no more than once every three character levels, each time adding another +1 to your Contact Rating.

Nature Spell Potency

Choose one nature spell in your repertoire. The spell's target(s) receives an additional -10 penalty to their resistance rolls. You may take this talent more than once, each time choosing a new nature spell or add another -10 penalty to a target's resistance roll for a previously selected nature spell.

Nature Spell Proficiency

You learn a number of spells equal to 1/10 your Wisdom score, selected from the nature spell list, up to Difficulty Level 10. You can take this talent more than once, each time gaining an additional 1/10 your WIS in number of new spells, up to DL 10 from the nature spell list.

Nature Spell Slinger

You gain a +5 bonus to all attack rolls made with nature spells. You can take this talent only once per level, each time gaining another +5 bonus to your nature spell attack rolls.

Nature Spell Specialization

Choose a nature spell in your repertoire. You gain a +10 bonus to your Contact rolls when casting that spell. You can take this talent more than once, each time either choosing a new divine spell or adding another +10 bonus to your Contact rolls when casting a previously chosen nature spell.

Nature's Blessing

Choose one nature spell in your repertoire. You do not need to attune yourself to the leylines with a Contact roll to cast that spell (except when improvising). The Difficulty Level of the selected spell cannot exceed twice your merthwarg path level. You must still spend all necessary Mana Points to cast the spell. You can take this talent multiple times, each time selecting a new nature spell.

Nature's Gift

Choose one field of nature spells. You spend half the final Mana Points required when casting any nature spell from that field. You can take this talent more than once, each time selecting a new field of nature spells.

Nature's Reserves

You can tap into nature's energy for spellcasting. Gain 10 Mana Points. This talent may be selected multiple times, each time thereafter adding 10 more Mana Points.

Nature's Savagery

You now can emulate an animal's bite or claw attack, and inflict 1d4 points of damage on a successful hit. You can take this talent more than once, but no more than once per level, each time increasing the damage by another die size (i.e., d6, d8, d10), up to d12. After reaching d12, add a +1 damage bonus each time thereafter.

Nature's Wrath

All nature spells you cast deal one extra point of damage. You can only take this talent once per level, each time increasing the damage of all nature spells you cast by another point.

Superior Nature Spell Proficiency

You must have taken the Nature Spell Proficiency talent at least once to take this talent. You learn a number of spells equal to 1/20 your Wisdom score, chosen from the nature spell list up to Difficulty Level 15. You can take this talent more than once, each time gaining an additional 1/20 your WIS in number of new spells up to DL 15 from the nature spell list.

Supreme Nature Spell Proficiency

You must have taken the Superior Nature Spell Proficiency talent at least once to take this talent. You learn a number of spells equal to 1/30 your Wisdom score, chosen from the nature spell list up to Difficulty Level 20. You can take this talent more than once, each time gaining an additional 1/30 your WIS in number of new spells up to DL 20 from the nature spell list.

ROGUE PATH TALENTS

Listed below are path talents available exclusively to rogues; only characters choosing this path may use their available talent slots on these talents.

Armor Deflection

You can take full advantage of a light armor's protection and make last-second evasions to let the armor absorb a hit. When you are struck, even on a called shot, you can choose to redirect it to a hit location one body part away on the diagram. For example, if you are hit in the waist (hit location 7), you can "twist" away so the attacks lands on the torso (hit location 4-6) or either leg (hit location 8 or 9).

The ability is automatic if the new hit location is armored. To deflect an attack to an unarmored hit location requires a TEN -30 roll, as your survival instinct fights the decision.

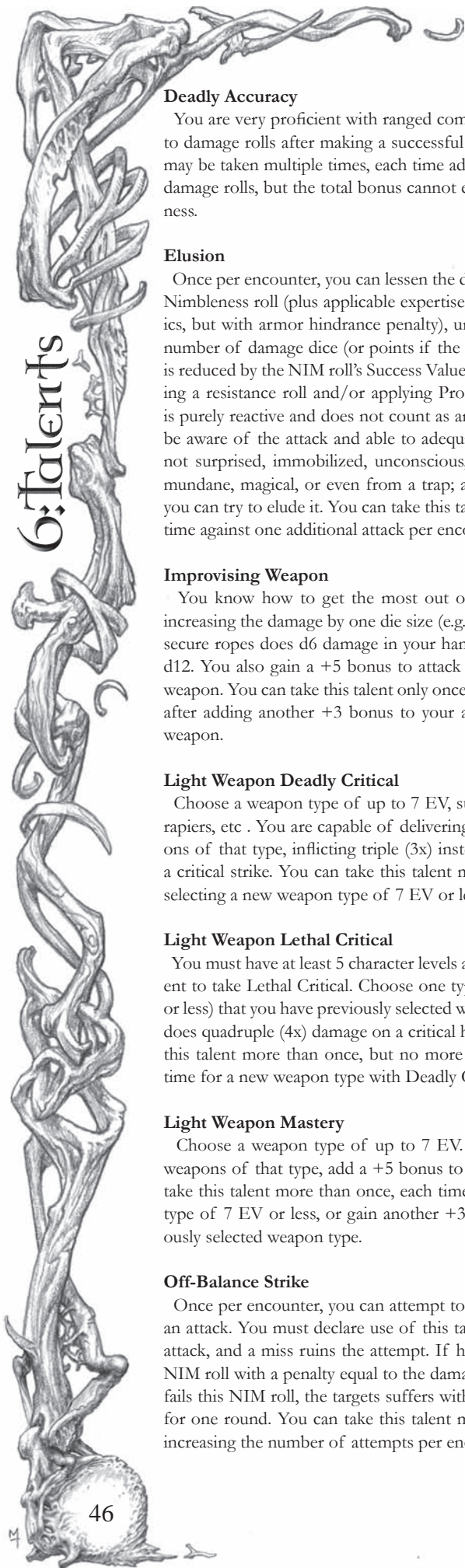
You can use this talent if you're not in armor or wearing armor totaling up to 20 Encumbrance Value (EV). You can take this talent multiple times, each time increasing the maximum armor EV by 20.

Armor Efficiency

You know how to maximize your agility while in armor. You can negate 10 points of armor hindrance penalty. This talent may be taken multiple times, each time offsetting the armor hindrance penalty by another 10.

Backstab

You are at your most vicious when performing a called shot or precise attack (see "Combat Options" in the Action & Combat chapter), and inflict double damage on a successful hit. You must use a light weapon (i.e., weighing no more than 5 EV) with this talent. This talent may be taken multiple times, but no more than once every three rogue path levels, each time increasing the damage multiplier by +1x, to a maximum of x5.



Deadly Accuracy

You are very proficient with ranged combat. You gain a +1 bonus to damage rolls after making a successful ranged attack. This talent may be taken multiple times, each time adding another +1 bonus to damage rolls, but the total bonus cannot exceed 1/10 your Nimbleness.

Elusion

Once per encounter, you can lessen the damage of an attack with a Nimbleness roll (plus applicable expertise like Acrobatics or Athletics, but with armor hindrance penalty), unless it's a critical hit. The number of damage dice (or points if the attack has no damage die) is reduced by the NIM roll's Success Value. This is done before making a resistance roll and/or applying Protection Value. This ability is purely reactive and does not count as an action, though you must be aware of the attack and able to adequately defend yourself (i.e., not surprised, immobilized, unconscious, etc). The attack may be mundane, magical, or even from a trap; as long as it does damage, you can try to elude it. You can take this talent more than once, each time against one additional attack per encounter.

Improvising Weapon

You know how to get the most out of an improvised weapon, increasing the damage by one die size (e.g., a d4 belying pin used to secure ropes does d6 damage in your hands), up to a maximum of d12. You also gain a +5 bonus to attack rolls with any improvised weapon. You can take this talent only once per level, each time thereafter adding another +3 bonus to your attack with an improvised weapon.

Light Weapon Deadly Critical

Choose a weapon type of up to 7 EV, such as daggers, hand axes, rapiers, etc. You are capable of delivering deadly blows with weapons of that type, inflicting triple (3x) instead of double damage on a critical strike. You can take this talent more than once, each time selecting a new weapon type of 7 EV or less.

Light Weapon Lethal Critical

You must have at least 5 character levels and the Deadly Critical talent to take Lethal Critical. Choose one type of light weapon (7 EV or less) that you have previously selected with Deadly Critical. It now does quadruple (4x) damage on a critical hit from you. You can take this talent more than once, but no more than once per level, each time for a new weapon type with Deadly Critical.

Light Weapon Mastery

Choose a weapon type of up to 7 EV. When you're armed with weapons of that type, add a +5 bonus to your attack rolls. You can take this talent more than once, each time either for a new weapon type of 7 EV or less, or gain another +3 attack bonus for a previously selected weapon type.

Off-Balance Strike

Once per encounter, you can attempt to unbalance the target with an attack. You must declare use of this talent before rolling for the attack, and a miss ruins the attempt. If hit, the target must make a NIM roll with a penalty equal to the damage you dealt. If the target fails this NIM roll, the target suffers with a halved Defense Rating for one round. You can take this talent more than once, each time increasing the number of attempts per encounter by one.

Opportunistic Snipe

At a cost of 1 Momentum, you may roll one additional d10 for hit location purposes after a successful attack and choose which hit location between this new roll and the original result to land the blow. If the second roll is a "0", you can choose the location struck, but it is not a critical hit. You can never roll more than one additional hit-location die per attack.

Precise Backstab

You must have taken the Backstab talent to take Precise Backstab. Once per encounter, on a successful called shot or precise attack, you ignore any and all Protection Value of the location you hit. You must use a slashing or piercing weapon of no more than 7 EV with this talent. You can take this talent more than once, each time increasing your use of this talent one additional time per encounter.

Pull Strings

Once per adventure, you can attempt a CHA roll to "get things done" in exchange for a future favor. You can request a private audience, postpone an execution (at least temporarily), or negotiate a prisoner's release. The end result is usually greater than what the Improved Resources talent can produce, with the shortcoming that you're obligated to pay back the marker sooner or later. . . You can take this talent more than once, each time gaining an additional usage of this talent per adventure.

Riposte

Choose a weapon type in which you invested at least one Light Weapon Mastery talent. Once per round, you can launch one counterattack with a weapon of that type immediately after an opponent fumbles a melee attack against you. This attack roll must target that opponent, uses all modifiers as normal, and you may gain Momentum from it (if successful). You cannot use this talent if you have fumbled this round. You can take this talent more than once, each time either for another weapon type with which you have the Light Weapon Mastery talent, or increase the number of counterattacks per round you may have with a previously selected weapon type. You can never launch more than one counterattack per fumble, but rather, able to counterattack multiple opponents' fumbles once each.

Scoundrel's Luck

You can only take this talent as many times as you have taken the Luck core talent and/or the Elusion rogue path talent. Once per day, you can negate the damage from any one attack that you are not aware of or unable to defend against with a successful CHA roll (minus the attack's damage as a penalty). You can take this talent multiple times, each time granting an extra daily usage of this talent.

Shadow Strike

You are adept at taking advantage of a distracted foe. If you can attack a surprised or stunned target, or one currently engaging two other opponents beside you, or is in process of casting a spell, you gain a +5 bonus to your attack roll and a +1 bonus to damage rolls. You can take this talent once per level, each time gaining another +5 attack bonus and +1 damage bonus.

Sidestep

Add +1 to your Defense Rating. You can take this talent multiple times, but only once every three rogue path levels, each time increasing your Defense Rating by an additional +1.

SEVAR PATH TALENTS

Listed below are path talents available exclusively to sevars; only characters choosing this path may use their available talent slots on these talents.

Armor Deflection

You can take full advantage of a light armor's protection and make last-second evasions to let the armor absorb a hit. When you are struck, even on a called shot, you can choose to redirect it to a hit location one body part away on the diagram. For example, if you are hit in the waist (hit location 7), you can "twist" away so the attacks lands on the torso (hit location 4-6) or either leg (hit location 8 or 9).

The ability is automatic if the new hit location is armored. To deflect an attack to an unarmored hit location requires a TEN -30 roll, as your survival instinct fights the decision.

You can use this talent if you're not in armor or wearing armor totaling up to 20 Encumbrance Value. You can take this talent multiple times, each time increasing the maximum armor EV by 20.

Armored Spellcasting

You are able to compensate for spellcasting while in armor. The armor hindrance penalties for your Contact and spell attack rolls are reduced by 10. You can take this talent more than once, each time offsetting the hindrance penalty for Contact and spell attack rolls by another 10.

Divine Inspiration

Choose an attribute. Once per day, you may add 10 points to that attribute for one encounter. You can take this talent more than once, each time for a new attribute, or enabling you to use this talent one additional time per day with a previously chosen attribute.

Divine Reserves

Gain 10 Mana Points. This talent may be selected multiple times, each time after the first adding 10 more Mana Points.

Divine Resilience

Choose an attribute. You gain a +10 bonus to resist all effects targeting that attribute. You may take this talent more than once, each time choosing a new attribute, or adding another +10 resistance bonus to a previously selected attribute.

Divine Spell Potency

Choose one divine spell in your repertoire. The spell's target(s) receives an additional -10 penalty to their resistance rolls. You may take this talent more than once, each time choosing a new divine spell or adding another -10 penalty to target's resistance roll for a previously selected divine spell.

Divine Spell Proficiency

You learn a number of spells equal to 1/10 your Tenacity score, chosen from the divine spell list, up to Difficulty Level 10. You can take this talent more than once, each time gaining an additional 1/10 your TEN in number of new spells up to DL 10 from the divine spell list.

Divine Spell Slinger

You gain a +5 bonus to all attack rolls made with divine spells. You can take this talent only once per level, each time gaining another +5 bonus to your divine spell attack rolls.

Divine Spell Specialization

Choose a divine spell in your repertoire. You gain a +10 bonus to your Contact rolls when casting that spell. You can take this talent more than once, each time either choosing a new divine spell or adding another +10 bonus to your Contact rolls when casting a previously chosen divine spell.

Divine Strike

Choose a melee weapon type or a spell. Once per day, the spell or a weapon of that type you're using inflicts double damage on a successful hit. You must spend twice the normal Mana Point cost for any spell selected with this talent. You can take this talent more than once, each time either for a new melee weapon or spell, or increasing the usage per day with a previously chosen weapon or spell by one.

Gifted Healer

You have a special knack for healing spells. You gain a +5 bonus on your Contact roll and halve the final Mana Point cost when casting a curative or restoration spell. You may take this talent more than once, each time adding another +5 bonus to the Contact roll.

Holy Cry

Once per day, you can attempt to unnerve a target with a holy word or command as an attack. The target must make a TEN roll with a penalty equal to 5x your sevar path level or become stunned for 1 round. You can take this talent more than once, each time increasing the number of attempts per day by one.

Improved Recuperation

You regain lost energies from spellcasting faster than normal, at 2 Mana Points per minute of rest, and your total spellcasting path levels for MP recovery purposes are also considered one higher. You can take this talent only once per level, but each time increases the amount of Mana recovered per minute of rest by one additional point, as well as an extra level for the recovery roll.

Improvised Divine Spellcasting

You are adept at improvising divine spells. You gain a +5 bonus to a Contact roll to cast an improvised divine spell. You can take this talent more than once, each time after the first adding another +5 bonus.

Magical Expertise

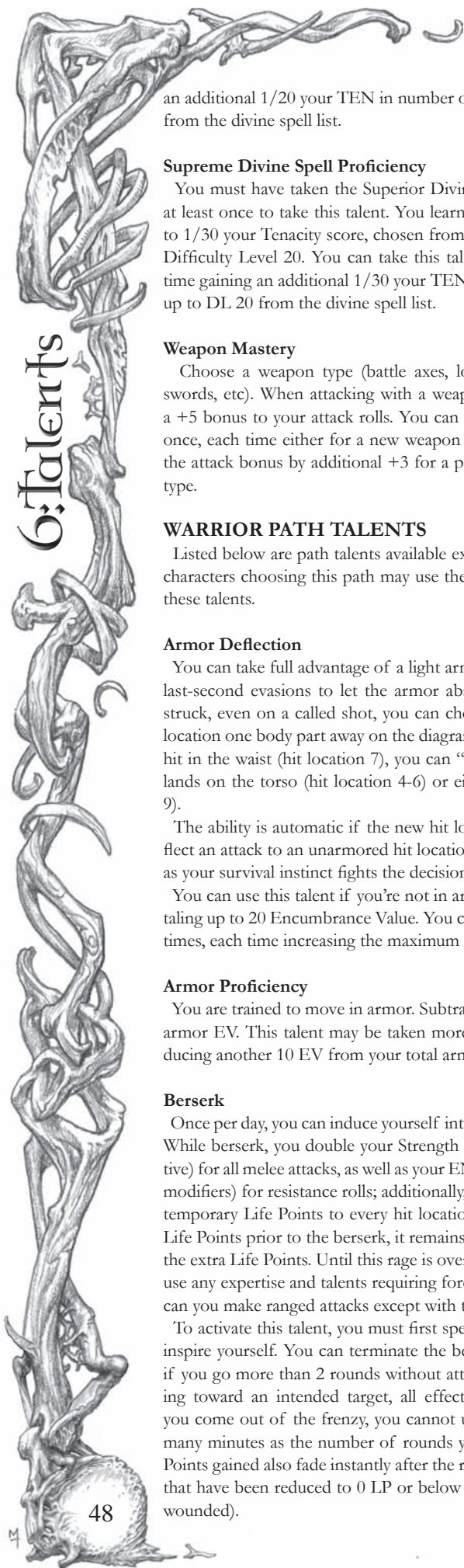
Add +1 to your Contact Rating. You can take this talent multiple times, but no more than once every three character levels, each time adding another +1 to your Contact Rating.

Sense Aura

Choose one of the following types of aura: benevolent, indifferent, or malevolent. Once per encounter, you can target one creature or item with this talent. You are able to detect the presence of the selected aura type if the target possesses it, thus revealing to you the target's moral inclination and general disposition. The range for this talent is Near, and any solid material or substance thicker than 1' stops the effect. You can take this talent more than once, each time either selecting a new aura type, or increasing the use of this talent with a previously chosen aura type one more time per encounter.

Superior Divine Spell Proficiency

You must have taken the Divine Spell Proficiency talent at least once to take this talent. You learn a number of spells equal to 1/20 your Tenacity score, chosen from the divine spell list, up to Difficulty Level 15. You can take this talent more than once, each time gaining



an additional 1/20 your TEN in number of new spells, up to DL 15 from the divine spell list.

Supreme Divine Spell Proficiency

You must have taken the Superior Divine Spell Proficiency talent at least once to take this talent. You learn a number of spells equal to 1/30 your Tenacity score, chosen from the divine spell list, up to Difficulty Level 20. You can take this talent more than once, each time gaining an additional 1/30 your TEN in number of new spells, up to DL 20 from the divine spell list.

Weapon Mastery

Choose a weapon type (battle axes, long swords, maces, short swords, etc.). When attacking with a weapon of that type, you add a +5 bonus to your attack rolls. You can take this talent more than once, each time either for a new weapon type, or you may increase the attack bonus by additional +3 for a previously selected weapon type.

WARRIOR PATH TALENTS

Listed below are path talents available exclusively to warriors; only characters choosing this path may use their available talent slots on these talents.

Armor Deflection

You can take full advantage of a light armor's protection and make last-second evasions to let the armor absorb a hit. When you are struck, even on a called shot, you can choose to redirect it to a hit location one body part away on the diagram. For example, if you are hit in the waist (hit location 7), you can "twist" away so the attacks lands on the torso (hit location 4-6) or either leg (hit location 8 or 9).

The ability is automatic if the new hit location is armored. To deflect an attack to an unarmored hit location requires a TEN -30 roll, as your survival instinct fights the decision.

You can use this talent if you're not in armor or wearing armor totaling up to 20 Encumbrance Value. You can take this talent multiple times, each time increasing the maximum armor EV by 20.

Armor Proficiency

You are trained to move in armor. Subtract 10 points off your total armor EV. This talent may be taken more than once, each time reducing another 10 EV from your total armor encumbrance.

Berserk

Once per day, you can induce yourself into an adrenaline-fed frenzy. While berserk, you double your Strength damage modifier (if positive) for all melee attacks, as well as your END and STR score (before modifiers) for resistance rolls; additionally, add (END + STR)/10 in temporary Life Points to every hit location. If a hit location is at 0 Life Points prior to the berserk, it remains useless and does not gain the extra Life Points. Until this rage is over, you cannot cast spells or use any expertise and talents requiring forethoughts or patience, nor can you make ranged attacks except with thrown weapons.

To activate this talent, you must first spend one action to mentally inspire yourself. You can terminate the berserk at any time, though if you go more than 2 rounds without attacking someone or charging toward an intended target, all effects end immediately. Once you come out of the frenzy, you cannot use this talent again for as many minutes as the number of rounds you spent berserk. All Life Points gained also fade instantly after the rage ends, and hit locations that have been reduced to 0 LP or below become useless (or fatally wounded).

You can take this talent more than once, each time granting you one additional usage per day.

Deadly Accuracy

You are very proficient with ranged combat. You gain a +1 bonus to damage rolls after making a successful ranged attack. This talent may be taken multiple times, each time adding another +1 bonus to your damage rolls with ranged weapon, but the total bonus cannot 1/10 your Nimbleness.

Deadly Critical

Choose a weapon group (axes, clubs/maces, polearms, swords, etc.). You are capable of delivering deadly blows with a weapon of that group, inflicting triple (3x) instead of double damage on a critical strike. You can take this talent more than once, each time selecting a new weapon group.

Elusion

Once per encounter, you can make a Nimbleness + applicable expertise roll (such as Acrobatics or Athletics), with armor EV penalty, to reduce an attack's damage dice (or points if it has no damage die) by the Success Value attained on this roll. This is done before the actual damage roll, resistance roll (if any), and Protection Value is applied. You must be aware of the attack and able to adequately defend yourself (i.e., not surprised, immobilized, unconscious, etc.). You can take this talent more than once, each time allowing you to evade one additional attack per encounter. This is purely reactive and does not count as an action.

Mighty Blow

Choose a weapon group (such as axes, bows, polearms, swords, unarmed strike, etc.). You do +1 extra point of damage when you hit with a weapon in the selected group. You can take this talent more than once, but no more than once per level, each time either choosing a new weapon group or increasing the damage bonus by another +1 for a group already selected.

Opportunistic Snipe

At a cost of 1 Momentum, you may roll one additional d10 for hit location purposes after a successful attack and choose which hit location between this new roll and the original result is where the blow lands. If the second roll is a "0", you may choose the location struck, but it is not a critical hit. You can never roll more than one additional hit-location die per attack.

Overpowering Strike

Once per encounter, you can attempt to overwhelm a target with sheer force after a successful attack. The target must make an END roll with a penalty equal to the damage you dealt or be stunned for 1 round. You may take this talent more than once, each time increasing the usage per encounter by additional one.

Reactive Strike

Choose a weapon type in which you've invested at least one Weapon Mastery talent. Once per round, you can launch one counterattack with a weapon of that type immediately after an opponent fumbles a melee attack against you. This attack roll must target that opponent, uses all modifiers as normal, and you may gain Momentum from it (if successful). You cannot use this talent if you have fumbled this round. You can take this talent more than once, each time either for another weapon type with which you have the Weapon Mastery talent, or increase the number of counterattacks per round you may have with a previously selected weapon type. You can never launch

more than one counterattack per fumble, but rather, you're able to counterattack multiple opponents' fumbles once each.

Warcry

Once per day, you can shout a battlecry at a target. The target must make a TEN roll with a penalty equal to 5x your warrior path level or hesitate and lose its attack for one round. You can take this talent multiple times, each time enabling you to use this talent once more per day.

Warrior's Defense

Add +1 to your Defense Rating. You may take this talent more than once, each time increasing your Defense Rating by another +1, but the total bonus you get from this talent cannot exceed 1/3 your warrior path level. For example, a 7th-level warrior may have selected this feat a maximum of two times, giving himself to a +2 to his Defense Rating through Warrior's Defense bonuses ($7 \times 1/3 = 2.3$, round down to 2).

Warrior's Fury

Once per encounter, you can burst into a whirlwind of fighting fury and deal double damage for one attack. You do not gain any extra damage die or damage bonus from any other talent when using Warrior's Fury. You can take this talent once per level, each time enabling you to use Warrior's Fury one additional time per encounter.

Warrior's Stout

Add +5 Life Points to every hit location. You can take this talent multiple times, each time adding another +5 Life Point to every hit location.

Warrior's Strike

Add +1 to your Attack Rating. You may take this talent more than once, each time increasing your Attack Rating by another +1, but the total bonus you get from this talent cannot exceed 1/3 your warrior path level. For example, a 7th-level warrior may have selected this feat a maximum of two times, giving himself to a +2 to his Attack Rating through Warrior's Strike bonuses ($7 \times 1/3 = 2.3$, round down to 2).

Weapon Mastery

Choose a weapon type (battle axes, long swords, maces, short swords, etc). When attacking with a weapon of that type, you add a +5 bonus to your attack rolls. You can take this talent more than once, each time either for a new weapon type, or increasing the attack bonus by additional +3 for a previously selected weapon type.

WIZARD PATH TALENTS

Listed below are path talents available exclusively to wizards; only characters choosing this path may use their available talent slots on these talents.

Arcane Mastery

Choose one arcane spell in your repertoire. You do not need to attune yourself to the leylines with a Contact roll to cast that spell (except when improvising). The Difficulty Level of the selected spell cannot exceed twice your wizard path level. You must still spend all necessary Mana Points to cast the spell. You can take this talent multiple times, each time selecting a new arcane spell.

Arcane Might

All arcane spells you cast deal +1 extra point of damage. You can only take this talent once per level, each time increasing the damage of all arcane spells you cast by another point.

Arcane Reserves

Gain 10 Mana Points. This talent may be selected multiple times, each time thereafter adding 10 more Mana Points.

Arcane Spell Efficiency

Choose one field of arcane spells. You spend half the final Mana Points required when casting any arcane spell of that field. You can take this talent more than once, each time selecting a new field of arcane spells.

Arcane Spell Potency

Choose one arcane spell in your repertoire. All targets of this spell suffer an additional -10 penalty to their resistance rolls. You may take this talent more than once, each time choosing a new arcane spell or adding another -10 penalty to target's resistance roll for a previously selected arcane spell.

Arcane Spell Proficiency

You learn a number of spells equal to 1/10 your Intelligence score, chosen from the arcane spell list, up to Difficulty Level 10. You can take this talent more than once, each time gaining an additional 1/10 your INT in number of new spells, up to DL 10 from the arcane spell list.

Arcane Spell Slinger

You gain a +5 bonus to all attack rolls made with arcane spells. You can take this talent only once per level, each time gaining another +5 bonus to your arcane spell attack rolls.

Arcane Spell Specialization

Choose an arcane spell in your repertoire. You gain a +10 bonus to your Contact rolls when casting that spell. You can take this talent more than once, each time either choosing a new arcane spell or adding another +10 bonus to your Contact rolls when casting a previously chosen arcane spell.

Armored Spellcasting

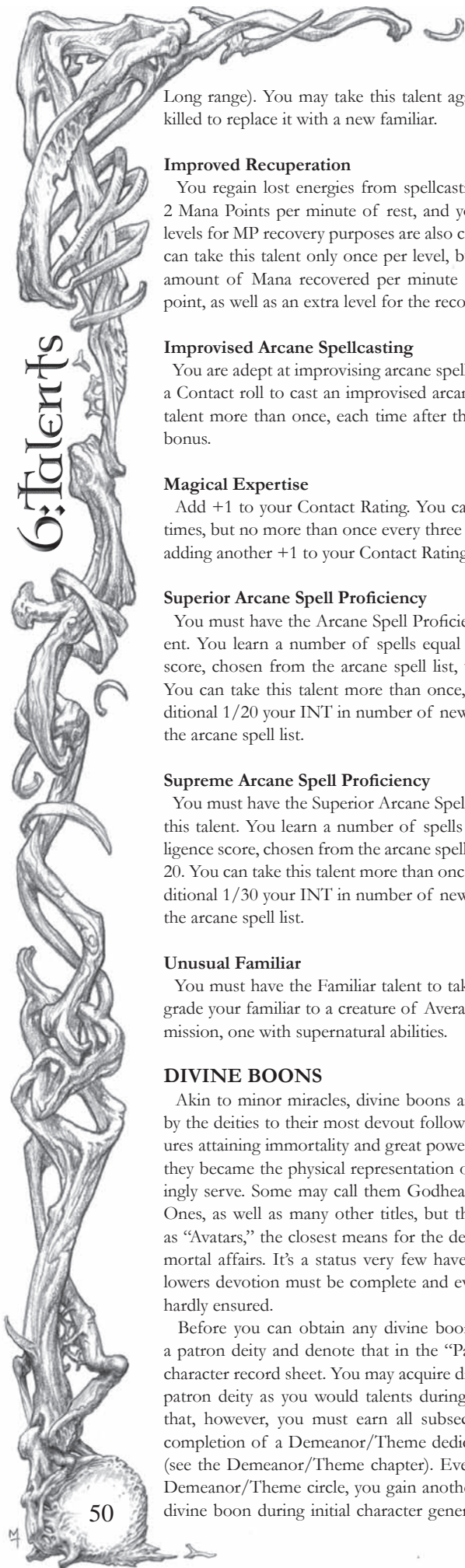
You are able to compensate for spellcasting while wearing armor. The armor hindrance penalty for your Contact and spell attack rolls is reduced by 10. You can take this talent more than once, each time offsetting the hindrance penalty for Contact and spell attack rolls by another 10.

Component Conservation

You learn to not "burn up" spell components so quickly, getting the maximum extent out of them. You may reuse any complementary or required component for any spell one additional time before it's consumed. You may only take this talent once per level, but each time increases the usage of each component by one extra time.

Familiar

You gain a familiar, which is the truest companion for a wizard. The familiar must be a normal animal of no bigger than Small in size (though significantly more intelligent for its kind). It can aid you by keeping watch, running light errands, and in a pinch, distracting your foes. The creature is magically linked to you and can communicate telepathically with you from a reasonable distance away (about



Long range). You may take this talent again only after a familiar is killed to replace it with a new familiar.

Improved Recuperation

You regain lost energies from spellcasting faster than normal, at 2 Mana Points per minute of rest, and your total spellcasting path levels for MP recovery purposes are also considered one higher. You can take this talent only once per level, but each time increases the amount of Mana recovered per minute of rest by one additional point, as well as an extra level for the recovery roll.

Improvised Arcane Spellcasting

You are adept at improvising arcane spells. You gain a +5 bonus to a Contact roll to cast an improvised arcane spell. You can take this talent more than once, each time after the first adding another +5 bonus.

Magical Expertise

Add +1 to your Contact Rating. You can take this talent multiple times, but no more than once every three character levels, each time adding another +1 to your Contact Rating.

Superior Arcane Spell Proficiency

You must have the Arcane Spell Proficiency talent to take this talent. You learn a number of spells equal to 1/20 your Intelligence score, chosen from the arcane spell list, up to Difficulty Level 15. You can take this talent more than once, each time gaining an additional 1/20 your INT in number of new spells, up to DL 15 from the arcane spell list.

Supreme Arcane Spell Proficiency

You must have the Superior Arcane Spell Proficiency talent to take this talent. You learn a number of spells equal to 1/30 your Intelligence score, chosen from the arcane spell list, up to Difficulty Level 20. You can take this talent more than once, each time gaining an additional 1/30 your INT in number of new spells, up to DL 20 from the arcane spell list.

Unusual Familiar

You must have the Familiar talent to take this talent. You can upgrade your familiar to a creature of Average size or, with GM's permission, one with supernatural abilities.

DIVINE BOONS

Akin to minor miracles, divine boons are special abilities granted by the deities to their most devout followers. Legends speak of figures attaining immortality and great powers through their faith, that they became the physical representation of the gods they unwaveringly serve. Some may call them Godheads, Divine Hosts, Chosen Ones, as well as many other titles, but they are commonly known as "Avatars," the closest means for the deities to direct intervene in mortal affairs. It's a status very few have ever earned, for the followers devotion must be complete and even then, a deity's favor is hardly ensured.

Before you can obtain any divine boons, you must first choose a patron deity and denote that in the "Patron Deity" entry on the character record sheet. You may acquire divine boons listed for your patron deity as you would talents during character creation. After that, however, you must earn all subsequent boons through the completion of a Demeanor/Theme dedicated to your patron deity (see the Demeanor/Theme chapter). Every time you finish such a Demeanor/Theme circle, you gain another boon. Having chosen a divine boon during initial character generation is NOT a requisite,

though; all that's required after a character has been created is the GM's consent of your choice of patron deity and the completion of a dedicated Demeanor/Theme circle to gain your first boon.

The dedicated Demeanor/Theme is a requisite for you to retain the benefits of all boons you possess. You lose all divine abilities as soon as you discard the corresponding Demeanor/Theme, until the GM permits you to re-dedicate a new circle (usually after displaying some form of repentance and atonement).

It is possible to have a patron deity but never gain any boon, because you have never devoted a Demeanor/Theme to your god. This reflects the fact that while a god may have legions of followers, only a handful is determined enough to rise above common worship, proving their worth through actions and becoming true apostles in the grace of their god.

It is also viable to possess multiple boons from different gods simultaneously, although you must dedicate a Demeanor/Theme to each deity respectively to continue having the abilities at your disposal. This can get onerous very fast, since it's almost impossible to appease a single god, let alone more. In no circumstance will you be able to serve two gods of opposite dispositions (i.e., benevolent and malevolent) simultaneously, and just slightly less difficult to mix neutral deities with gods of either good or evil.

Divine boons are listed separately by deities in the following manner:

"Status" tells whether the deity is an Alari or Eleri.

"Dominion" shows the primary fields associated with the deity and over which he/she holds particular power.

"Gender" identifies whether the deity commonly appears to be male or female.

"Disposition" indicates the deity's moral orientation.

"Automatic Ability" represents the bonus ability you receive when you possess at least one divine boon from this deity.

"Divine Boons" describes all boons offered by this deity.

Example: Idor, discovering his love for the god Ratiss at the beginning of his adventuring career, decides to earn the God of Fire's favor. Since it's long past initial character creation, Idor cannot spend any talent slots on divine boons, so he must earn them in game play. First, he accepts Ratiss as his patron deity, then devotes a Demeanor/Theme to Ratiss. After showing enough dedication to Ratiss's doctrine to complete the circle, the halfling gains his first boon (for which he chooses Heat Immunity) along with the automatic ability (half damage against cold-based attacks). He retains those abilities for as long as he keeps one Demeanor/Theme devoted to Ratiss and continues to abide by the god's tenets. Every time he completes the same wheel again, he may select another divine boon (or improve a previous one) from Ratiss's list.

Anaril

Status: Eleri

Dominion: Trees

Gender: Female

Disposition: Benevolent

Automatic Ability: You can communicate with trees and any spirits or entities linked to trees (such as dryads) at will.

Divine Boons: The following lists the divine boons for devout followers of Anaril.

Command Trees: Once per day, you can animate and command one tree as per the Animate Trees nature spell, without a Contact roll or Mana expenditure. You may command all trees that have benefited from your Everwood Touch boon at the same time and above the single-tree limit. You can take this boon repeatedly, each time adding another daily usage.

Everwood Touch: Once per encounter, you can accelerate the growth of a tree from sapling to full maturity in the blink of an eye, restore deadwood to live, remove all diseases or aversive conditions (such as termites) plaguing a tree, and maximize its present condition (from bare wood to plenty fruitful, etc.). You can take this boon more than once, each time doubling the number of trees you can affect at once.

Anate

Status: Alari

Dominion: Honor, righteousness

Gender: Female

Disposition: Benevolent

Automatic Ability: Once per session, you can challenge any one target to a one-on-one duel of honor that cannot be refused. The duel is not considered over until one side is incapacitated (not necessarily dead). You gain a +10 bonus to all attacks and Contact rolls in this duel, but lose these bonuses as soon as someone interferes on your behalf. The bonuses become -10 penalties if you fight dishonorably.

Divine Boons: The following lists the divine boons for devout followers of Anate.

Aura of Judgment: Once per day, for a whole encounter, you can sheath yourself in radiating white light that damages all evil creatures touching or coming into physical contact with you for 1d4 Life Points. You can take this boon repeatedly, each time adding another daily usage.

Strike of the Righteous: Once per encounter, you can spend 5 Momentum SV to make one of your attacks against an evil target an automatic hit, or 10 Momentum SV for an automatic called-shot. You can take this boon multiple times, each time adding another usage per encounter.

Aratoriss

Status: Eleri

Dominion: Hatred

Gender: Female

Disposition: Malevolent

Automatic Ability: You can sense emotions of hate and spite within Near range of you, and communicate with anyone or anything fostering such sentiments telepathically.

Divine Boons: The following lists the divine boons for devout followers of Aratoriss.

Inspire Hatred: You can instill hate and intensify that emotion in a target, granting it the benefits of the Berserk talent for the encounter (though the target decides when to activate it and the duration). You can trigger, as well as control, the duration of a rage if the target already has the Berserk talent and fails a TEN -20 resistance roll, even when the target has reached their daily limit. You can take this boon more than once, each time doubling the number of targets you can affect at once.

Storm of Contempt: Once per day, as an action, you can unleash your hatred as an explosion of dark energy that engulfs everything within Near range, doing 1d10 damage to all hit locations that bypasses protection (2d10 for those without hit locations). A successful NIM -30 resistance roll halves the damage. You will take half the damage yourself from the backlash, or none if you make a TEN resistance roll. You can take this boon repeatedly, each time adding another daily usage.

Elani

Status: Eleri

Dominion: Stars

Gender: Female

Disposition: Benevolent

Automatic Ability: You have all the benefits of the Internal Compass talent, plus you can recite and identify all stellar constellations automatically, as well as receiving 2x listed constellation bonuses (see the Life in Eranon chapter in the Chronicles of Ramlar World Guide).

Divine Boons: The following lists the divine boons for devout followers of Elani.

Astrology: You can divine the future from celestial alignments and omens. Once per encounter, you can ask the GM a yes-or-no question that must be answered truthfully, though situations with uncertain outcomes will get a “maybe” or similarly vague reply. You can take this boon multiple times, each time adding another usage per encounter.

Intuit Opportunity: You can sense both the best or worst time to perform an action. Once per encounter, add a +20 bonus to any one of your ally's (if you're able to communicate) or your own Contact, attribute/expertise rolls; or conversely, give a -20 penalty to one of a chosen target's Contact, attribute/expertise rolls. You can take this boon more than once, each time gaining another encounter usage.

Gabrun

Status: Alari

Dominion: Darkness, evil

Gender: Male

Disposition: Malevolent

Automatic Ability: You can see in all darkness mundane or magical, and are able to communicate telepathically with any subject or creature within Near range known to you to be evil.

Divine Boons: The following lists the divine boons for devout followers of Gabrun.

Control Evil: As an action, you can immediately seize control of and command any one evil entity, subject or creature of lesser level than you for one encounter. You can take this boon repeatedly, each time doubling the number of evil targets you may control simultaneously.

Darkness's Caress: When resting in complete darkness, you recover and/or heal twice the normal Life Points and Mana Points. You can take this boon more than once, each time doubling again the Life Points and Mana Points recuperated.

Gabrun's Smite: You can spend 5 Momentum SV to attempt a normal melee or ranged attack (up to Short range) with this boon. On a hit, you cause 1d10 damage to all hit locations (2d10 for those without hit locations), and the target must make an END resistance roll with a penalty equal to the damage dealt to avoid becoming immobile for one round. You can take this boon more than once, each time adding another 1d10 to damage.

Hur

Status: Alari

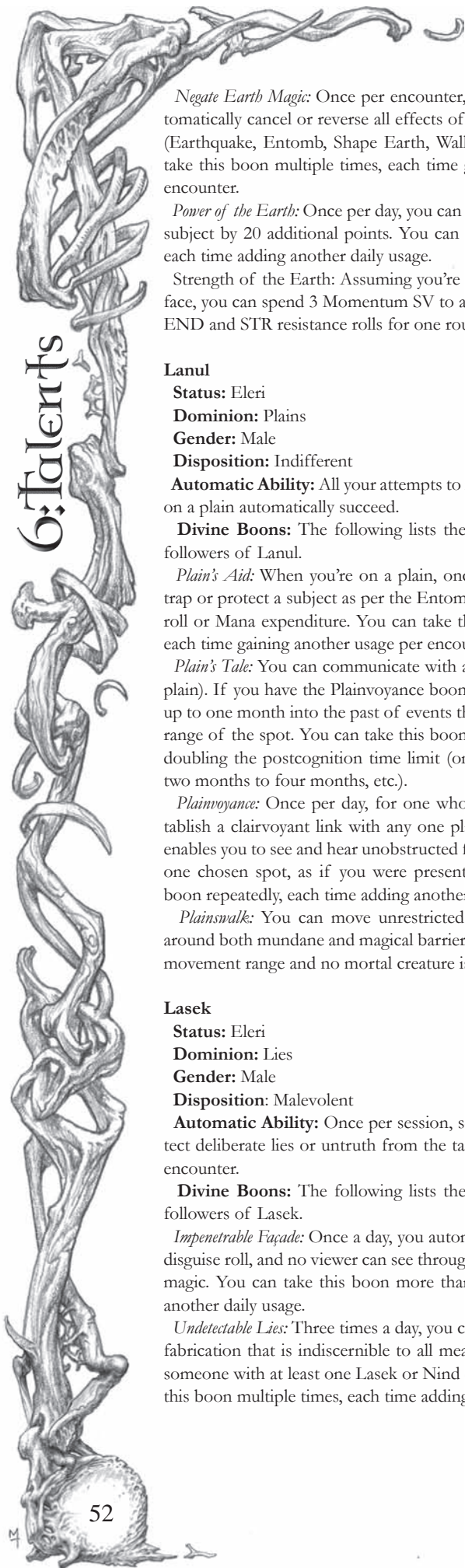
Dominion: Earth

Gender: Male

Disposition: Indifferent

Automatic Ability: You can discern the presence of metal and its type (or composition) buried up to 1/5 your Perception score in feet under earthy surface.

Divine Boons: The following lists the divine boons for devout followers of Hur.



Negate Earth Magic: Once per encounter, as an action, you can automatically cancel or reverse all effects of an earth (or related) spell (Earthquake, Entomb, Shape Earth, Wall of Stone, etc.). You can take this boon multiple times, each time gaining another usage per encounter.

Power of the Earth: Once per day, you can boost the Strength of one subject by 20 additional points. You can take this boon repeatedly, each time adding another daily usage.

Strength of the Earth: Assuming you're standing on an earthy surface, you can spend 3 Momentum SV to automatically succeed at all END and STR resistance rolls for one round.

Lanul

Status: Eleri

Dominion: Plains

Gender: Male

Disposition: Indifferent

Automatic Ability: All your attempts to navigate, survive and track on a plain automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Lanul.

Plain's Aid: When you're on a plain, once per encounter, you can trap or protect a subject as per the Entomb spell, without a Contact roll or Mana expenditure. You can take this boon more than once, each time gaining another usage per encounter.

Plain's Tale: You can communicate with any plain (or spirits of the plain). If you have the Plainvoyance boon, you can activate it to see up to one month into the past of events that happened within Short range of the spot. You can take this boon multiple times, each time doubling the postcognition time limit (one month to two months, two months to four months, etc.).

Plainvoyance: Once per day, for one whole encounter, you can establish a clairvoyant link with any one plain over any distance that enables you to see and hear unobstructed for up to Short range from one chosen spot, as if you were present there. You can take this boon repeatedly, each time adding another daily usage.

Plainswalk: You can move unrestricted on any plain, though or around both mundane and magical barriers, up to twice your normal movement range and no mortal creature is able to track you.

Lasek

Status: Eleri

Dominion: Lies

Gender: Male

Disposition: Malevolent

Automatic Ability: Once per session, select a target. You can detect deliberate lies or untruth from the target automatically for one encounter.

Divine Boons: The following lists the divine boons for devout followers of Lasek.

Impenetrable Façade: Once a day, you automatically succeed with one disguise roll, and no viewer can see through the disguise, except with magic. You can take this boon more than once, each time gaining another daily usage.

Undetectable Lies: Three times a day, you can tell a totally convincing fabrication that is indiscernible to all means, even magic, except to someone with at least one Lasek or Nind divine boon. You can take this boon multiple times, each time adding another daily usage.

Laurin

Status: Eleri

Dominion: Streams

Gender: Female

Disposition: Indifferent

Automatic Ability: All your attempts to navigate, survive and track alongside any stream automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Laurin.

Brook's Tale: You can communicate with any brook (or spirits of the stream). If you have the Brookvoyance boon, you can activate it to see up to one month into the past of events that happened within Short range of the spot. You can take this boon multiple times, each time doubling the postcognition time limit (one month to two months, two months to four months, etc.).

Brookvoyance: Once per day for one whole encounter, you can establish a clairvoyant link with any one stream over any distance that enables you to see and hear unobstructed, up to Short range from one chosen spot anywhere within the stream's flow, as if you were present there. You can take this boon repeatedly, each time adding another daily usage.

Brookwalk: You can walk on the surface of any stream. Once per day, you can part the brook for up to one encounter for others to traverse through without getting wet. You can take this boon more than once, each time gaining another daily usage.

Lynstal

Status: Alari

Dominion: Limbo, spirits

Gender: Male

Disposition: Indifferent

Automatic Ability: All your attempts to navigate, survive and track on Limbo and other spirit-related planes or milieus automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Lynstal.

Commune with Dead: Once per encounter, you can communicate with a corpse. You're also able to command it to divulge everything it knows if it fails a TEN -30 resistance roll. You can take this boon repeatedly, each time gaining another usage per encounter.

Exorcise Spirits: As an action, you can automatically banish any one spirit or destroy an undead creature of lesser level than you. You can take this boon multiple times, each time doubling the number of spirits and/or undead creatures you can banish simultaneously.

Ghost Touch: Once per day, for one encounter, you can affect spirits and other incorporeal creatures normally with physical attacks. You can take this boon more than once, each time adding another daily usage.

Mioril

Status: Eleri

Dominion: Neutrality

Gender: Male

Disposition: Indifferent

Automatic Ability: You can sense all neutral creatures within Near range of you.

Divine Boons: The following lists the divine boons for devout followers of Mioril.

Power of Impartiality: Once per day, as long as you remain noncommittal in a debate, argument, or issue, all attempts to persuade or compel you, magical or otherwise, are automatically negated for one encounter. You can take this boon for more than once, each time gaining another daily usage.

Nafur

Status: Eleri

Dominion: Spiritworld

Gender: Male

Disposition: Indifferent

Automatic Ability: All your attempts to navigate, survive and track on Limbo automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Nafur.

Compel Spirit: As an action, you can immediately seize control of and command any one spirit of lesser level than you for one encounter. You can take this boon repeatedly, each time doubling the number of spirits you may control simultaneously.

Ghost Touch: Once per day, for one encounter, you can affect spirits and other incorporeal creatures normally with physical attacks. You can take this boon more than once, each time adding another daily usage.

Immunity to Poltergeist: Once per day, for one encounter, all damage you suffer from spirits are reduced to zero (after armor) and no powers from any spirit can affect you (unless you permit it). You can take this boon multiple times, each time gaining another daily usage.

Narcatiss

Status: Eleri

Dominion: Demons and devils

Gender: Male

Disposition: Malevolent

Automatic Ability: You can sense any demons and devils within Short range of you.

Divine Boons: The following lists the divine boons for devout followers of Narcatiss.

Control Demon: As an action, you can immediately seize control of and command any one demon of lesser level than you for one encounter. You can take this boon repeatedly, each time doubling the number of demons you may control simultaneously.

Hell's Embrace: Once per adventure, you can curse any one corpse of lesser level than you upon its death. The spirit will return in a subsequent encounter (at GM's discretion) as a demon of the same level when it died. You can take this boon more than once, each time gaining another usage per adventure.

Nasil

Status: Eleri

Dominion: Time

Gender: Female

Disposition: Indifferent

Automatic Ability: You always know the current time, even waking up from prolonged unconsciousness, in deep underground, or having your mind altered magically.

Divine Boons: The following lists the divine boons for devout followers of Nasil.

Discern Age: You can sense the exact chronological age of any one subject within sight. You can take this boon multiple times, each time doubling the number of subjects.

Postcognition: Once per adventure, you can mentally view and listen to everything that has happened within Short range of the exact spot where you activate this boon, going back as far as one year. You can take this boon more than once, each time doubling the maximum number of years you're able to return to.

Reverse Aging: Once per day, you can remove all effects of magical aging and revert one subject to its original age prior to the affliction or curse. You can take this boon repeatedly, each time gaining another daily usage.

Nate'

Status: Eleri

Dominion: Love

Gender: Female

Disposition: Benevolent

Automatic Ability: Once per day, you can sense emotions of genuine passion and intuitively discern the respective targets of affection within Near range of you.

Divine Boons: The following lists the divine boons for devout followers of Nate'.

Bond of Passion: Once per adventure, you can change a roll in which you spent Demeanor/Theme points from a failure to a success (rounding to the nearest non-sensational or critical "0"). You can take this boon more than once, each time gaining another usage per adventure.

Power of Forgiveness: Love is as much about passion as forgiveness. Once a day, you can remove the emotional and spiritual burden of misdeeds or malicious acts from a subject. The subject must be sincere about atoning and correcting the atrocities committed. This can be used to restore a discarded or lost Demeanor/Theme immediately, but only once per subject. You can take this boon multiple times, each time doubling the number of subjects per atonement.

Necru

Status: Eleri

Dominion: Death

Gender: Male

Disposition: Malevolent

Automatic Ability: You are able to surmise at a glance precisely how long a corpse has been dead and discern the true cause of death, in addition to identifying whether a body is truly dead or under some form of preservation.

Divine Boons: The following lists the divine boons for devout followers of Necru.

Quicken Demise: Once per day, you can nullify a target's roll to remain conscious after its Life Points have dropped to zero or below in a vital location (i.e., head, waist, or torso) and bring death upon it next round as an action, as if a coupe de grace has been performed (even if no such action is actually taken). You can take this boon repeatedly, each time gaining another daily usage.

Nind

Status: Eleri

Dominion: Judgment

Gender: Male

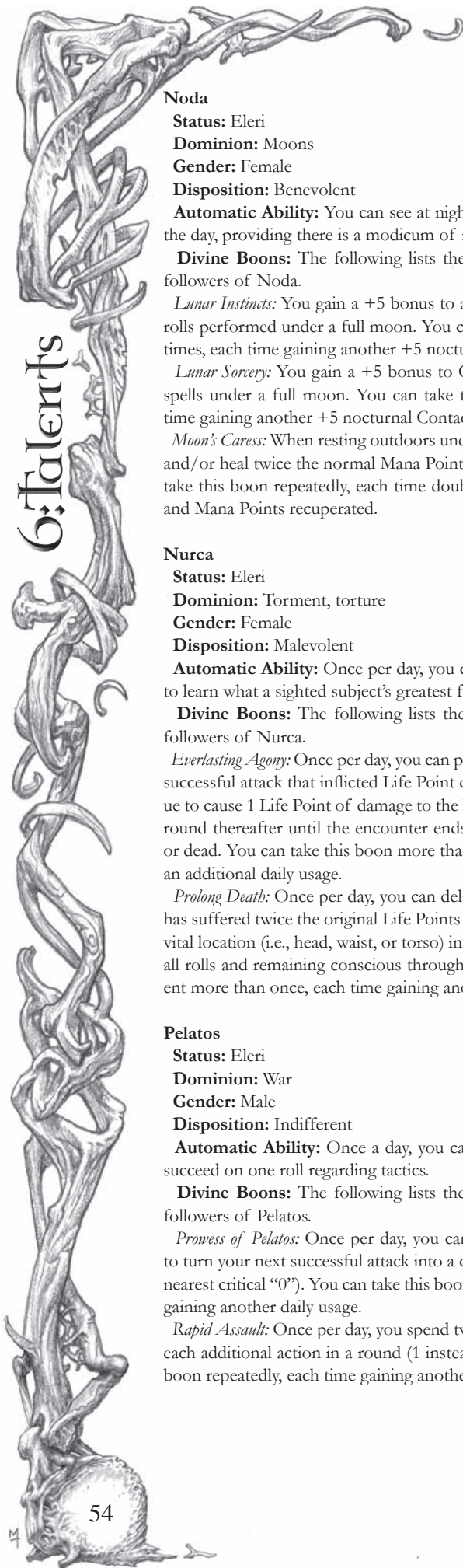
Disposition: Indifferent

Automatic Ability: You instinctively and intuitively know all local laws and rules of every nation.

Divine Boons: The following lists the divine boons for devout followers of Nind.

Divine Enforcement: Once per day, for one encounter, you can compel a chosen official to uphold all laws for the region as written and mete out sentences or punishments accordingly, unaffected by all prior influences (including bribery and mind-altering spells). You can take this boon more than once, each time adding another daily usage.

Sense Lies: Once per day, for one encounter, select a target. You automatically detect deliberate lies or untruth uttered by the target. You can take this boon multiple times, each time gaining an extra daily usage.



Noda

Status: Eleri

Dominion: Moons

Gender: Female

Disposition: Benevolent

Automatic Ability: You can see at night as well as you do during the day, providing there is a modicum of moonlight.

Divine Boons: The following lists the divine boons for devout followers of Noda.

Lunar Instincts: You gain a +5 bonus to all expertise and resistance rolls performed under a full moon. You can take this boon multiple times, each time gaining another +5 nocturnal bonus.

Lunar Sorcery: You gain a +5 bonus to Contact rolls when casting spells under a full moon. You can take this boon repeatedly, each time gaining another +5 nocturnal Contact bonus.

Moon's Caress: When resting outdoors under moonlight, you recover and/or heal twice the normal Mana Points and Life Points. You can take this boon repeatedly, each time doubling again the Life Points and Mana Points recuperated.

Nurca

Status: Eleri

Dominion: Torment, torture

Gender: Female

Disposition: Malevolent

Automatic Ability: Once per day, you can make a Perception roll to learn what a sighted subject's greatest fear is.

Divine Boons: The following lists the divine boons for devout followers of Nurca.

Everlasting Agony: Once per day, you can prolong the pain of any one successful attack that inflicted Life Point damage, which will continue to cause 1 Life Point of damage to the hit location(s) struck every round thereafter until the encounter ends, or the victim is disabled or dead. You can take this boon more than once, each time granting an additional daily usage.

Prolong Death: Once per day, you can delay a subject's death until it has suffered twice the original Life Points in damage below zero to a vital location (i.e., head, waist, or torso) instead, all the while waiving all rolls and remaining conscious throughout. You can take this talent more than once, each time gaining another daily usage.

Pelatos

Status: Eleri

Dominion: War

Gender: Male

Disposition: Indifferent

Automatic Ability: Once a day, you can choose to automatically succeed on one roll regarding tactics.

Divine Boons: The following lists the divine boons for devout followers of Pelatos.

Prowess of Pelatos: Once per day, you can spend 5 Momentum SV to turn your next successful attack into a critical hit (rounding to the nearest critical "0"). You can take this boon multiple times, each time gaining another daily usage.

Rapid Assault: Once per day, you spend two less Momentum SV for each additional action in a round (1 instead of 3). You can take this boon repeatedly, each time gaining another daily usage.

Pillith

Status: Alari

Dominion: Night

Gender: Female

Disposition: Malevolent

Automatic Ability: You can see at night without any light.

Divine Boons: The following lists the divine boons for devout followers of Pillith.

Day into Night: Once per adventure, for one encounter, you can eclipse the sun, plunging the entire hemisphere into sudden darkness. You can take this boon more than once, each time gaining an extra usage per adventure.

Nocturnal Eyes: Once per day, for one whole encounter, you can establish a clairvoyant link with any one nocturnal creature (e.g., bat, wolf, rat, etc.) over any distance that enables you to see and hear unobstructed for up to 100' from that creature's view. You can take this boon repeatedly, each time adding another daily usage.

Nocturnal Fighter: You gain a +5 bonus to all attack rolls during nighttime. You can take this boon repeatedly, each time gaining an additional +5 nocturnal attack bonus.

Nocturnal Instincts: You gain a +5 bonus to all expertise and resistance rolls performed with sinister motives during nighttime. You can take this boon multiple times, each time gaining another +5 nocturnal bonus.

Nocturnal Sorcery: You gain a +5 bonus to Contact rolls when casting spells for evil purposes during nighttime. You can take this boon repeatedly, each time gaining another +5 nocturnal Contact bonus.

Ratiss

Status: Alari

Dominion: Fire

Gender: Male

Disposition: Indifferent

Automatic Ability: All cold-based damage you suffer is reduced in half.

Divine Boons: The following lists the divine boons for devout followers of Ratiss.

Control Fire: Once per day, you can control an existing nonmagical fire, from a candle flame to wild woodland blaze, adjusting and maintaining the intensity however you like, or extinguish it instantly. You can take this boon more than once, each time gaining another daily usage.

Fire Resistance: You reduce all fire- and heat-based damage in half. You can take this boon multiple times, each time halving again all fire and heat damage you suffer.

Heat Immunity: You can survive in environments of extreme heat indefinitely.

Selisee

Status: Eleri

Dominion: Magic

Gender: Female

Disposition: Indifferent

Automatic Ability: You gain additional spells equivalent to the Arcane Spell Proficiency talent, though you must still have Contact Rating to cast them.

Divine Boons: The following lists the divine boons for devout followers of Selisee.

Adaptive Spellcasting: Once per day, you can cast a spell in your repertoire that you have not memorized as if it were in your memory matrix. You can take this boon repeatedly, each time gaining another daily usage.

Force of Magic: Once per day, you can double the Momentum SV gained from a Contact roll. You can take this boon more than once, each time adding an extra daily usage.

Selisee's Insight: Once per encounter, you can automatically succeed at one roll regarding magic lore. You can take this boon multiple times, each time gaining another usage per encounter.

Selyni

Status: Alari

Dominion: Oceans, Water

Gender: Female

Disposition: Indifferent

Automatic Ability: All your attempts to navigate, survive, track and swim on or in any body of water automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Selyni.

Arouse/Calm Wave: Once per encounter, you can intensify the tide or calm the wave over a body of water however you desire. You can take this boon more than once, each time gaining another daily usage.

Sea's Tale: You can communicate with any oceanic creature (or spirits of the sea). If you have the Seavoyance boon, you can activate it to see up to one month into the past of events that happened within Short range of the spot. You can take this boon multiple times, each time doubling the postcognition time limit (one month to two months, two months to four months, etc.).

Seavoyance: Once per day, for one whole encounter, you can establish a clairvoyant link with any one ocean over any distance that enables you to see and hear unobstructed for up to Short range from one chosen spot anywhere within the oceanic body, as if you were present there. You can take this boon repeatedly, each time adding another daily usage.

Waterwalk: You can walk on the surface of any water. Once per day, you can part a body of water for up to one encounter for others to traverse through without getting wet. You can take this boon more than once, each time gaining another daily usage.

Serpecia

Status: Alari

Dominion: Nature

Gender: Female

Disposition: Benevolent

Automatic Ability: Once per encounter, your rolls regarding navigation, wilderness lore, or wilderness survival automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Serpecia.

Calm Nature: Once per day, you can halt a storm, suspend a blizzard, end rain, or otherwise suppress ill weather in your region instantly for one encounter. You can take this boon more than once, each time gaining another daily usage.

Nature's Providence: You always hunt and forage for food and water successfully to sustain yourself in any natural environment. You can take this boon repeatedly, each time doubling the number of subjects you are able to sustain daily.

Restore Nature: Once per adventure, with a successful TEN -20 attribute roll, you can restore a natural environment or terrain back to its original condition. You can take this boon multiple times, each time gaining a +10 bonus to the roll for this purpose.



Silia

Status: Eleri

Dominion: Art, bards, poetry, song

Gender: Female

Disposition: Indifferent

Automatic Ability: +2 SV to all your successful rolls relating to arts and entertainment.

Divine Boons: The following lists the divine boons for devout followers of Silia.

Song of Rapture: Once per day, you can mesmerize one target of a level lesser than you with your song or music. The target must make a TEN -20 resistance roll or pay sole attention to your performance, to the exclusion of everything else, until you stop singing/playing or when it's threatened or attacked. You can take this boon more than once, each time doubling the number of targets you can attempt to affect simultaneously.

Song of Sentiment: Once per session, on a successful performing expertise roll, you can attempt to manipulate the emotions of all who hear your song to an emotion of your choosing (such as sorrow, joy, love, rage, etc.). Subjects oppose your roll with a TEN roll. Those losing the opposed roll succumb to the new emotion and act accordingly for one encounter, though any hostile action or threat toward them will end the effect instantly. You can take this boon multiple times, each time gaining an additional usage per adventure.

Sorina**Status:** Eleri**Dominion:** Flowers, Grasses**Gender:** Female**Disposition:** Benevolent**Automatic Ability:** You can communicate with flowers and small plants at will.**Divine Boons:** The following lists the divine boons for devout followers of Sorina.*Barrier of Thorns:* Once per day in a natural environment, you can summon a barrier of thorny rose thicket, identical to the Wall of Thorns nature spell, but no Contact roll or Mana expenditure is required. You can take this boon repeatedly, each time gaining an extra daily usage.*Evergreen Touch:* Once per day, you can accelerate the growth of a grove of flowers from seeds to full blossom in an instant, return a lawn of dead grass to life, remove all diseases or averse conditions (such as locusts) plaguing crops. You can take this boon more than once, each time gaining another daily usage.**Sorith****Status:** Eleri**Dominion:** Hills**Gender:** Male**Disposition:** Indifferent**Automatic Ability:** All your attempts to climb, navigate, and/or survive in hills are automatically successful.**Divine Boons:** The following lists the divine boons for devout followers of Sorith.*Hillwalk:* You can move unrestricted over any hill, through or around both mundane and magical barriers, up to twice your normal movement range and no mortal creature is able to track your passage.*Pillars of Earth:* Once per day, in the outdoors, you can cause solid dirt mounds to rise from the earth and severely impair the movement of anything and anyone traversing the ground. With a successful TEN roll, you can make a part of the environment virtually impassable, and conceivably use this ability to guide (or force) others

into a location where you want them to go. You can take this boon repeatedly, each time gaining another daily usage.

Tela**Status:** Eleri**Dominion:** Dawn, sun**Gender:** Male**Disposition:** Benevolent**Automatic Ability:** +2 SV to all your successful attribute and expertise rolls made in full sunlight.**Divine Boons:** The following lists the divine boons for devout followers of Tela.*Night into Day:* Once per day, for one encounter, you can amplify one of the moons or stars' intensity to match that of the sun, lighting up the world as if it is daytime. You can take this boon more than once, each time gaining an extra daily usage.*Sun's Caress:* Once per day, you can restore 1d6 Life Points to all damaged hit locations under full sunlight. You can take this boon multiple times, each time adding another 1d6 Life Points to the instant recovery.*Sun's Touch:* Once per day, for a minute, you can heat up your palms so they are hot like the sun and capable of doing 1d12 heat damage on a successful melee attack. You can take this boon repeatedly, each time adding another 1d12 to the damage.**Tunus****Status:** Eleri**Dominion:** Physical strength, willpower**Gender:** Male**Disposition:** Indifferent**Automatic Ability:** +2 SV to all successful STR and TEN rolls.**Divine Boons:** The following lists the divine boons for devout followers of Tunus.*Gift of Power:* Once per day, for one encounter, you may add 2d10 temporary points to any one subject's STR as an action. You can take this boon more than once, each time receiving an extra daily usage.*Gift of Will:* Once per day, for one encounter, you may add 2d10 temporary points to any one subject's TEN as an action. You can take this boon multiple times, each time gaining another daily usage.*Power of Tunus:* Once per encounter, you automatically succeed at a STR resistance or related roll. You can take this boon repeatedly, each time gaining another usage per encounter.*Will of Tunus:* Once per encounter, you automatically succeed at a TEN resistance or related roll. You can take this boon more than once, each time gaining another usage per encounter.**Veda****Status:** Alari**Dominion:** Beauty**Gender:** Female**Disposition:** Benevolent**Automatic Ability:** +2 SV to all successful CHA rolls for non-hostile actions.**Divine Boons:** The following lists the divine boons for devout followers of Veda.*Captivation:* Once per day, you can attempt to inspire romantic affection and enthrall a target. The effect is identical to the Enchant Mind arcane spell, with the same duration and a TEN -40 resistance roll for the target, but no Contact roll or Mana expenditure is necessary. You can take this boon more than once, each time adding another daily usage.*Divine Attraction:* Once per day, you can choose to succeed at a CHA roll or expertise roll based on Charisma automatically, providing the action is performed without any trace of threat or menace. You can take this boon multiple times, each time gaining another daily usage.*Gift of Grace:* Once per day for one encounter, you may add 2d10 temporary points to any one subject's CHA as an action. You can take this boon repeatedly, each time gaining another daily usage.**Vede****Status:** Eleri**Dominion:** Rivers**Gender:** Female**Disposition:** Indifferent**Automatic Ability:** All your attempts to navigate, survive, and swim automatically succeed when you're on, in, or within Short range of a river.**Divine Boons:** The following lists the divine boons for devout followers of Vede.*River's Tale:* You can communicate with any river (or spirits of the river). When combined with the Rivervoyance boon, you can events that happened within Short range of the spot, up to one month into the past. You can take this boon multiple times, each time doubling the postcognition time limit (one month to two months, two months to four months, etc.).*Rivervoyance:* Once per day, for one whole encounter, you can establish a clairvoyant link with any one river, over any distance, that enables you to see and hear unobstructed for up to Short range from

one chosen spot anywhere within the river's flow, as if you were present there. You can take this boon repeatedly, each time adding another daily usage.

Riverwalk: You can walk on the surface of a river. Once per day, you can part a river for up to one encounter for others to traverse through without getting wet. You can take this boon more than once, each time gaining another daily usage.

Vilan

Status: Eleri

Dominion: Beasts

Gender: Male

Disposition: Indifferent

Automatic Ability: Once per encounter, you can automatically succeed at an attempt regarding handling or riding an animal.

Divine Boons: The following lists the divine boons for devout followers of Vylan.

Command Animal: Once per day, you can seize control and command one natural animal of level lesser than you for one encounter. You can take this boon multiple times, each time gaining another daily usage.

Eyes of the Wild: You can communicate with any natural creature at will. Once per day, for one whole encounter, you can establish a clairvoyant link with any one animal, over any distance, that enables you to see and hear unobstructed for up to Short range as seen and heard by the creature. You can take this boon repeatedly, each time adding another daily usage.

Imitate Beast: Once per encounter, you can mimic one characteristic or feature of an animal present in the surrounding environment. This can be an attribute, a sense (nightvision, heightened smell, etc.), a form of attack (bite, claw), or an ability (flight, burrow, camouflage). You can take this boon more than once, each time gaining another usage per encounter.

Vinar

Status: Eleri

Dominion: Accomplishments, deeds, scribes

Gender: Male

Disposition: Benevolent

Automatic Ability: You can decipher, translate and scribe documents in half the normal time.

Divine Boons: The following lists the divine boons for devout followers of Vinar.

Comprehend Script: Once per day, for one encounter, you can read and write any language automatically, as well as gain a +50 bonus to attempts to interpret text or decipher hidden messages. You can take this boon multiple times, each time gaining another daily usage.

Power of Impetus: You can increase your Demeanor/Theme bonus for one action from +/-1 per dot spent to +/-2, instead. You can take this boon multiple times, each time raising the bonus per dot spent another +/-1.

Visal

Status: Eleri

Dominion: Cold, frigid locales, ice

Gender: Male

Disposition: Indifferent

Automatic Ability: All your attempts to navigate, survive, and track in any cold environment automatically succeed.

Divine Boons: The following lists the divine boons for devout followers of Visal.

Cold Resistance: All cold-based damage you suffer is reduced by half. You can take this boon repeatedly, each time halving again the damage from cold.

Control Blizzard: Once per day, you can command a naturally-occurring blizzard, ice storm, freezing rain, or any other similar cold weather; increasing or decreasing its intensity, guide its general movement through a region, or even dispersing it instantly. You can take this boon more than once, each time gaining another daily usage.

Voshurn

Status: Alari

Dominion: Air, sky, storm, winds

Gender: Male

Disposition: Benevolent

Automatic Ability: Your personal movement and visibility are never impeded by severe weather. Once per encounter, you can redirect or suppress any wind and related effects, natural or magical, on a successful TEN roll. This may be used to expedite a sea voyage, quell a gale during a storm (though not the downpour of rain), turn a magical air blast back at the caster, reshape a wall of tempest, etc.

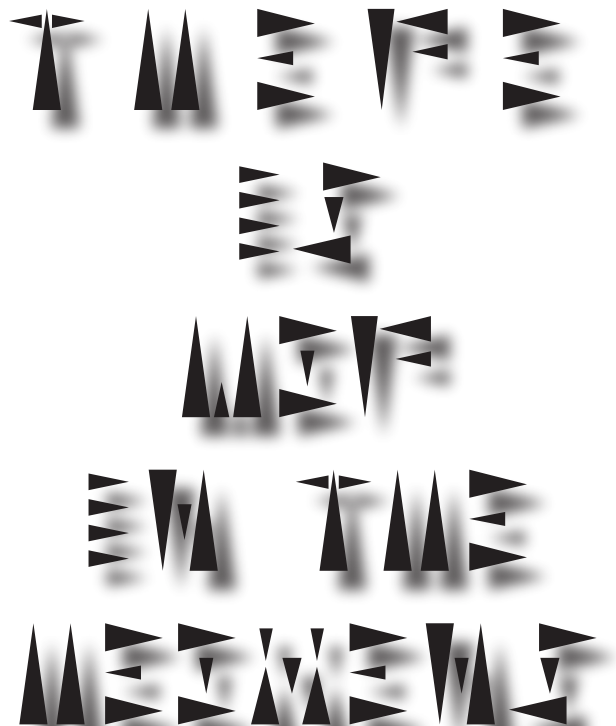
Divine Boons: The following lists the divine boons for devout followers of Voshurn.

Predict Weather: Once a day, you can predict the exact weather over the next seven days for any one region, or along any one route. You can take this boon multiple times, each time gaining another daily usage.

Weather Mastery: Once per adventure, on a successful TEN -20 roll, you can change and command the weather, identical to the Control Weather nature spell, but without a Contact roll, components, and Mana expenditure. You can take this boon repeatedly, each time improving your TEN roll by an additional +10.

Zephyr Wings of Voshurn: Once a day, for one encounter, you gain the ability to fly up to twice your normal movement range. You can take this boon more than once, each time adding an extra daily usage.



Vour**Status:** Eleri**Dominion:** Mountains**Gender:** Male**Disposition:** Indifferent**Automatic Ability:** All your attempts to climb, navigate, survive, and track in mountainous regions or terrain automatically succeed.**Divine Boons:** The following lists the divine boons for devout followers of Vour.*Mountainwalk:* You can move unrestricted over any mountain, through or around both mundane and magical barriers, up to twice your normal movement range and no mortal creature is able to track you.*Stamina of the Mountain:* Once a day, for one encounter, add a +20 to your Endurance. You can take this boon more than once, each time gaining another daily usage.**Vouruk****Status:** Eleri**Dominion:** Greed**Gender:** Male**Disposition:** Malevolent**Automatic Ability:** +2 SV to all successful rolls regarding appraisal, negotiation, and persuasion.**Divine Boons:** The following lists the divine boons for devout followers of Vouruk.*Eye for the Goods:* Once per encounter, you can automatically discern the precise value and magical powers of any one object. You can take this boon multiple times, each time gaining an extra usage per encounter.*Hoarder:* Once per day, you can choose one newly found/acquired item, or collection of coins or gems, and reduce its Encumbrance Value by half while it is on your person. You can take this boon more than once, each time gaining another daily usage.**Vrang****Status:** Eleri**Dominion:** Fell beasts (dark, monstrous creatures)**Gender:** Male**Disposition:** Malevolent**Automatic Ability:** Once per encounter, you can automatically succeed at any one expertise roll of your choice against a fell beast.**Divine Boons:** The following lists the divine boons for devout followers of Vrang.*Control Fell Beast:* Once a day, you can automatically seize control and command one fell beast of a lesser level than you. You can take this boon repeatedly, each time gaining another daily usage.*Infuriate Fell Beast:* As an action, you can whip one fell beast of a lesser level than you into a savage frenzy, as if it has just gained and activated the Berserk talent. The GM decides the duration of this rage, although it usually lasts the entire combat. You can take this boon more than once, each time doubling the number of fell beasts you can affect simultaneously.*Merge Fell Beasts:* Once per adventure, for one encounter, as an action, you can combine any two fell beasts no more than 10' apart to create one hideous amalgam! All their current attributes, statistics, abilities, powers, and physical features are added together for the new form. This abomination cannot survive short of intervention from Vrang himself and will not live beyond the current encounter. You can take this boon multiple times, each time gaining another usage per adventure.**Vylia****Status:** Eleri**Dominion:** Seasons**Gender:** Female**Disposition:** Indifferent**Automatic Ability:** You can survive in any weather.**Divine Boons:** The following lists the divine boons for devout followers of Vylia.*Law of Seasons:* Once per day, you can negate for a general area one "unseasonal" anomaly or weather effect (abnormally warm day during the height of winter, or blizzard in summer, for example), returning the conditions to normal. You can take this boon repeatedly, each time gaining another daily usage.**Vytha****Status:** Eleri**Dominion:** Pain**Gender:** Female**Disposition:** Malevolent**Automatic Ability:** Once per adventure, you can double the damage of any one successful attack of your choice, regardless of the source or target.**Divine Boons:** The following lists the divine boons for devout followers of Vytha.*Crucible of Pain:* Once per day, you can prolong the agony of any one successful attack that inflicted Life Point damage, which will continue to cause 1 Life Point of damage to the hit location(s) struck every round thereafter until the encounter ends, or the victim is disabled or dead. You can take this boon more than once, each time granting an additional daily usage.*Sadistic Glee:* Others' suffering gives you power. Once per day, for one encounter, after a successful melee attack you performed, you gain temporary STR points equal to the damage dealt. You can take this boon multiple times, each time gaining another daily usage.



Expertise represents a variety of natural and learned abilities. It may be a single skill ("Blacksmithing," "Disguise,"), hobby ("Play Chess"), knowledge ("Arcane Lore," "History"), language ("Kaldaryn," "Salari"), special characteristic ("Menacing Glare," "Sharp Eye"), perk ("Access to the Osarian Bibliotheca"), influence ("Member of the Fetharn Council"), reputation ("Hardest Drinker in the Reach"), extraordinary quality ("Genius with Numbers"), esoteric knack and gimmick ("Find Any Tavern Anywhere," "Remember the Lyrics of Every Song Ever Heard"), or even flaw ("Suspicious," "Pacifist"). Expertise encompasses vocational or concept-defining traits as well, such as "Courtier," "Apprentice to Kaufi the Great," "Merchant," "Warrior," "Merthwarg," "Assassin," "Priestess of Selyni." There isn't a pre-defined list; you decide and create which expertise best match your character, on the grounds that the GM will accept any objective, reasonable interpretations during play.

When you have an expertise relevant to the present situation, it usually acts as bonus to your attribute roll. We use the term usually intentionally, because there will be occasions when your character must have a certain expertise before making the roll; you can't build a golem from scratch, for example, if you don't possess "Artificer," "Engineering," or a similar expertise.

GETTING EXPERTISE

You begin acquiring expertise at first level during character creation. Expertise are purchased with slots, each varying in cost from 1 to 3 slots (some expertise may cost even more than 3 slots, though this is seldom, and left to the GM's discretion). At first level, your number of initial expertise slots is one-tenth your Wisdom score (WIS/10). Competence in an expertise is measured by ranks; every time you pay the slot cost, you gain one more rank in that expertise. You receive two new slots for every character level you attain after the first. You may also obtain additional slots with the Experienced talent.

Also at first level, you may gain a free rank by noting an anecdote or feat in the past, a "crowning achievement," that epitomizes your proficiency with that expertise (or, perhaps unsubstantiated reputations and rumors will do too). You can do this for any number of your expertise, from none to all. This offer, however, is available only

to first-level characters at the time of their creation. If, later on, you accomplish a greater deed with a particular expertise, you can replace the old description, though it will be strictly for flavor, and you will not get a bonus rank.

All races receive, at no cost, one bonus expertise at one rank as denoted in the "Races of Eranon" chapter. This free expertise, however, is influenced as much by cultural background as racial heritage, and should be adjusted accordingly. A Kasmarn orphan growing into adulthood in a human community would likely adapt human bonus expertise, for instance. You do gain another rank for describing the best deed attained with this free expertise as well.

Example: Idor is a halfling, thus receiving his choice of a music- or performance-related expertise as a free bonus. He goes for "Acrobatics" since he entertains at the local fairs with fancy tumbling. He can earn another free rank for a notable deed, and does by declaring "somersaulted through three fiery hoops," giving him 2 ranks of Acrobatics at no cost!

Idor has 62 Wisdom, so he begins with $(62/10 = 6)$ expertise slots. As a rogue, he naturally wants the "Rogue" expertise, which costs 3 slots per rank. Idor spends half of his available slots and gets one rank. To get the free rank, he thinks about all the chicaneries he might have pulled using the expertise, then proudly records "outwitted and duped a gang of hoodlums into leaving my village." He now has Rogue at 2 ranks.

Deciding that the "Athletics" expertise will serve him well, he uses two of the three slots left to get a rank (it has a 2-slot cost). To display his best achievement with this expertise, he records "won the annual Alzan Spring Race last year." Now his Athletics expertise is also at 2 ranks.

With one rank remaining, he looks for an expertise with narrower focus. The halfling settles on "Sleight of Hand." Adding the description of "removed Dracyn's magic amulet from his neck without being noticed" earns him a free rank for the fourth time, and gives him 2 ranks in Sleight of Hand. He is now out of slots and done with expertise (unless he opts to get more slots through the Experience talent).

Gaining New Expertise and Bettering Old Ones

There are three sure ways to advance your expertise (or gain new ones). The first, much like improving attributes, is to choose an expertise you wish to refine or obtain, then devote a Demeanor/Theme wheel to it. You will roleplay your endeavors to gain or develop that expertise and, upon completing the circle, receive one extra rank for that expertise.

The second method is through talents. The Experienced talent grants you three additional slots each time you take it.

Lastly, every time you attain a character level after the first, you receive two more expertise slots. For instance, Idor wishes to experiment with the more martial-oriented expertise after reaching a new level. He decides to spend one of the two slots from “leveling” on “Tactics,” a 1-cost expertise, thus giving him 1 rank and a fairly good know-how, thanks to his above-average mental attributes.

Reserve Expertise Slots

You might not always use up all your slots. Perhaps you’re one slot shy of what you really want, or just plain out of ideas. Good news is, you don’t have to allocate all your expertise slots right away. You can leave them unspent; simply note how many slots you have in reserve on your character sheet, and wait until you decide to spend them during play, even at the critical point of an adventure. These reserve slots mirror epiphanies and strokes of genius, when teachings or trainings previously unclear to you suddenly coalesce into a perfect picture. This enables spontaneous character development, letting you tap into hidden potential or skills no one realized you had — including you!

You may have a number of reserve (unused) slots equal to your character level. Once per scene, you can expend as many reserve slots as you like on a new expertise or to increase the ranks of an existing one, providing (1) GM’s approval; (2) your narration to explain the abrupt leap in ability, usually as a “flashback” or “training montage.” Otherwise, the slots remain unfulfilled and you must wait for a new scene to try again.

If the expertise is brand new, you can purchase as many ranks as your reserve permits, and it becomes a permanent expertise for you, but you do not get the free rank for description of greatest accomplishment.

Example: Triana, a 4th-level character, has her maximum four expertise slots saved in reserve. She finds herself tending a mortally wounded Arlass. She decides to expend three of her four open slots on a new “Healing” expertise. The GM agrees. She then weaves a vignette of an old Merlanth priestess trying to pass on her medicinal knowledge in her spare time with Triana — the subtlety of which had never dawned on the mage until now. Since she spent three slots on a 1-slot expertise, she now has three permanent ranks in Healing, and still has one reserve left.

Heroic: No limit to how many slots you may hold in reserve, nor is there a per-scene restriction — you’re practically making up the character as you go along!

Adventurous: As explained in the section.

Mortal: No reserve slots. You start knowing the character’s full capability, as recorded on the sheet.

CREATING EXPERTISE

An expertise can be as generic or as specific as you like, although the broader it is, the less particulars you’re likely to know about the subject. Something like “Arcane Lore” would span any topic relevant to magic, providing general tidbits about magic theories, prominent wizards, supernatural creatures, individual spells, enchanted items,

myths and such. “Dark Magic,” on the other hand, would yield a far greater insight on all sorts of unsavory sorcery, from origin, history, cults, initiation, to obscure sacrificial rituals and recent rumors, but would reveal very little to no facts concerning any other type of magic. The details become even more precise still for a “Necromancy” expertise, but everything gleaned from this narrow an expertise would be limited to the twisted art of animating the dead. Although all three of these expertise have the same cost (1 slot), the level of detail gained does and will vary.

The breadth of the expertise derives its slot cost; the more versatile and prevalent it is, the more slots you’ll have to spend. Aside from the guidelines below, example expertise along with recommended cost and descriptions are included at the end of this chapter.

1-Slot: Specialized and often implies a single-minded purpose, like “Leaping,” “Painting,” “Armorsmithing,” “Tactics,” “Heraldry,” “Forgery,” “Wilderness Lore,” “Intimidation,” “Olati” (the elven language). As an ability, it may be limited, even trivial, in scope, such as “Fetharn Culture,” “Siege Warfare,” “Arm Wrestling,” “Nose for Scent,” “Balance Barstool on Chin.” When taking as vocation, it has a very dedicated and precise theme, or is rather unremarkable and menial: “Apostle of the Ishmari Temple,” “Chef of Nimrolt Cuisine,” “Woodcutter,” “Fisherman,” “Pig Farmer,” etc.

2-Slot: A general topic or reasonable collection of specialized skills. “Athletics” is a fine example of this, encompassing sprinting, jumping, climbing, swimming, and other activities requiring physical skills and exertion. Its mental counterpart, “Pundit,” covers knowledge. Neither, however, should be constantly relied upon to generate the detailed results of 1-slot expertise. Also, occupations of at least good utility: “Cartographer,” “Spice Trader,” “Alchemist,” “Scribe,” “Court Jester.” Lastly, abilities that have common, discernible impact on the game, such as “Eidetic Recall,” “Linguist Savant,” “Royalty of (nation name).”

3-Slot: Expansive, comprised of two or several clusters of skills and abilities. Most middle- to high-class career choices fall into this category, including the five Core Paths, as well as professions encompassing a variety of useful proficiencies, resources, and contacts like “Artificer,” “Bard,” “Blacksmith,” “Innkeeper,” “Merchant,” and “City Guard.” Also, prestigious, influential titles and royalties: “Archbishop,” “Lord,” “Prince,” “Spirinari Council Member,” “Magistrate,” “Chieftain,” etc.

Take care when differentiating your expertise. If you are a sevar, are you a “wandering priest,” “cloistered monk,” or “devout cleric of Tela”? Each will offer additional interpretations unique for the plain ole sevar; the first implies worldliness, the second will better serve you when undertaking disciplinary measures, and the third gives you abundantly more details regarding the Sun God, his followers, and his enemies.

But, all three will have distinct drawbacks too. A wandering priest might not be as universally well-received as a regular sevar, even at places of worship. Just about everything in the outside world is likely to come as a shock to a cloistered monk, who frequently is also impoverished. While Tela’s sevars have his favor, they certainly don’t have his nemeses, and may find themselves hunted where other sevars do not.

All expertise and costs are subject to GM’s approval. Overarching, omnipotent expertise (“Do Anything,” “Master of All Trades”) are either rejected, or toned down and charged an exorbitant slot cost. Supernatural powers, like telekinesis, premonition, invisibility, teleportation, and such should be carefully considered and discussed before permitting them. The cost will greatly depend on the expertise’s limits and potency. A randomly occurring premonition that gives you

no more than a jumbled collage of images may cost as few as 1 slot, while total mastery over crystal-clear precognition of future events should be barred or quoted a cost bordering on prohibitive (i.e., at least 5 slots per rank).

The campaign's theme and particular focus can affect slot costs as well. "Sailor" and similar seafaring expertise might drop from 3 slots per rank in a predominately aquatic campaign to a mere single slot for a game set entirely around the Osarian deserts.

With a little creativity, you can turn alleged flaws into advantages, if you're willing to make them expertise. How can a negative trait like "Coward" be beneficial? Perhaps you can show others you're so genuinely harmless that they leave you completely untouched, even amidst pitched combat. It will certainly enhance your chances to hide or run away from potential danger, as well as seeing through pretenses at cowardice (you would know, right?). Ranks in "Suspicious" would go toward detecting lies and piercing deceptions. Someone with "Hatred of Orcs" probably understands quite well how these creatures behave and knows a million ways to trap one. Being "Overconfident" should aid you in defeating attempts to induce fear. "Blindness" is a major handicap, but as an expertise, it could mean your other senses are heightened to compensate for sight, and that you can listen more acutely than a spymaster.

This does not mean every flaw has to be converted, merely that it will help you only as an expertise. You may be a pacifist, a treyn seed addict, or a necrophobe, but until it actually becomes an expertise, you cannot actively use it to your advantage like one.

Heroic: Make up almost any expertise you want, as long as it fits your character concept. It that means a mage ends up with more ranks in "Warrior" expertise than does in "Wizard," or vice versa, so be it! A game system should not restrict you to creating only archetypical characters; besides, a Heroic game is about breaking the mold!

Adventurous: As explained in the section.

Mortal: You must always have a higher rank in all expertise related to your primary character path. It is more expensive to get expertise that are considered non-traditional for (or even conflicting) your path; the slot cost is at least one higher. You cannot take flaws as expertise.

HOW EXPERTISE WORK

Virtually all rolls (d100) for uncertain actions are based off of one of your eight primary attributes, with each expertise rank augmenting the odds by 5. Recalling Idor's stealth attempt from the Attributes chapter, the halfling sneak can apply his two ranks in the "Rogue" expertise on the Nimbleness roll to slip past the Royal Guard, increasing the chance of success from (70 NIM + 20 bonus for Dracyn's distraction) = 90 to 100 after the +10 rank bonuses. (For Adventurous and Heroic campaigns, the GM should consider "Alternate System for Expertise Rolls" in the Action & Combat chapter.)

When an action is expressed as an attribute roll, always consider bonus from relevant expertise as well, unless specifically excluded otherwise.

Commonly, there is one attribute most often coupled with an expertise (such as Charisma and Diplomacy), but nothing is fixed and current circumstance will always dictate which attribute to use. Given a musical instrument expertise and playing to impress or inspire others, Charisma should be the key; performing for pay, it's Wisdom. However, when inspecting an instrument for flaws, you may be using Perception, and Intelligence to correct the problem once discovered (or even Tenacity if the feat demands considerable persistence). The use of other attributes is also possible under unusual situations: Nimbleness for "dueling mandolins" and the like, Endurance to sustain especially lengthy performances, etc.

Likewise, you may be relying upon Strength in conjunction with a swimming expertise to escape strong undertows, Endurance to your hold breath while submerged, Perception to survey the conditions for a watery dive and Intelligence to formulate the best course to avoid peril. The GM renders the ultimate interpretation, but the idea is to be flexible and creative.

The GM also extrapolates from your expertise the extent and limit of what you can accomplish. A specialized expertise will always impart better outcomes when successful than a generalized counterpart. Either "Bribery" or "Politician" will let you grease corrupt palms, but the former is more effective and will get you much closer to the exact, desired result. The only instance where this deviates is when a player character with the focused expertise is absent for the session, forcing another player character to cover the missing "niche" with a broader expertise.

The absence of expertise does not make you completely useless, since most tasks can default to attribute rolls — albeit frequently with a moderate to severe penalty. When attempting a feat where expertise is not required (though helpful), it is noted as an attribute roll. In this case, the GM decides which expertise is applicable for you to add the rank bonus to your roll. You may also add the rank bonuses together from all expertise the GM deems apropos to the situation.

Occasionally, the "right" expertise is mandatory. You cannot identify the proper medicinal herbs, much less concoct the correct cure, if you lack any sort of healing, herbalism, or nature expertise. When an action is alluded to as an expertise roll, as usually indicated by the expertise name (e.g., acrobatics roll, healing roll), it is likely that the action can only be attempted by someone with the specified or similar, applicable expertise. In Mortal campaigns, you do not get any rolls without the proper expertise at all and must seek the aid of someone appropriately skilled. Adventurous campaigns can be considerably more lenient, perhaps "stretching" the interpretation of a distantly relevant expertise for temporary substitution — with a high penalty. It's the least of an issue with Heroic campaigns, where larger-than-life action is the norm, and the GM may even permit plain attribute rolls in lieu of necessary expertise for dramatic purposes (but again, with substantial minuses).

Example: Due to an imp's trickery, Dracyn and Idor are teleported to the heart of the Black Desert. The GM calls for an Endurance -20 roll for them to fight the brutal heat long enough to find food and shelter. Dracyn has two ranks in the "Merthwarg" expertise — perfect for outdoor survival, plus one rank in "Wilderness Lore," so it becomes an END -5 roll for him with his expertise bonuses. His poor halfling companion, however, has nothing whatsoever for surviving harsh environments and may be in for a hard time. . .

While exploring a lost temple, Triana and Arlass discover a secret chamber. Both attempt to make sense of the grotesque murals within. Triana has "Wizard" at 4 ranks; Arlass has 1 rank in the same, plus 2 ranks in "Dark Magic." Although Triana has a higher total bonus (+20 versus Arlass's +15), the GM imposes a -10 penalty because her expertise is too generic for the intent, and she'll gain only surface information even on a successful roll. Arlass, however, is sufficiently skilled with the subject, so the GM assesses no penalty on his roll, and he'll be able to deduce and explain the murals' significance in great detail.

Later, they discover a scroll of ancient magical script. The GM knows that it is decipherable only to those versed in vile mysticism, so just Arlass will get a roll, but his Wizard rank does not apply since it will not help him beyond what he can possibly extract with Dark Magic.

Heroic: Instead of ranks always adding a +5 bonus each, permit any combination of bonuses and extra tens-digit die adding up to your total ranks, as decided by you before rolling. If additional d10's are selected, the player may choose which tens-digit roll among them to couple with the singles-digit die.

This option raises the average result and enables you to take advantage of highly ranked expertise. Because it produces better Success Value (see the Action & Combat chapter) on a more consistent basis, truly skilled characters have a definite edge over lesser opponents, thereby lowering the chances for flukes and upsets.

Using the Black Desert example above, Dracyn can split his three applicable ranks in any of the following ways: +15 bonus on a normal percentile roll; +10 and roll one extra tens-digit die; +5 and roll two extra d10's; or no bonus and roll three additional d10's. He opts for the +5 bonus and two additional d10's. That makes his target number an END -15 roll, but he gets to roll (1 for the regular d10 you always get + 2 for ranks =) 3 tens-digit dice and use the best one among them. He rolls 7, 0, and 4 for the tens, and 3 on the single, from which he can assemble results of 73, 03, or 23. Since 73 will likely be too high, he will choose the next best result, 23, for the 2 Success Value. Now if Dracyn has the Luck talent, he'll be wise to take the 03 instead, then flip it around to 30 for a sensational success so he may assist poor Idor, too. (Unless the GM has assessed hidden penalties. . . which may turn the otherwise critical success into a crucial failure without Dracyn realizing it.)

Adventurous: Use primarily the method described in the section, but venture into the option presented in "Heroic" above when the encounter is designed to favor the player characters.

Mortal: Never deviate from "every rank = +5 bonus"! No conversion into extra dice!

Interpreting Expertise

The idea behind freeform expertise is to foster creativity during play. Rather than reading "what I am confined to do" as if they were workmanlike blocks of game mechanism with firm definitions, think "what I can do." This will involve some give-and-take between the players and GM, which should not be arguments, but a cooperative exercise to create the best story possible.

Ostensibly, expertise seems like another name for "skills," a reasonable impression given that they do share many similarities. An expertise, like skill, lets you do things (or do them better, faster), builds off of your inherent knowledge, and helps you deal with problems and obstacles so you can move closer to your goal.

What separates expertise from the traditional skills — besides the fact that you're free to make them up — is scope. Each expertise, regardless of how narrow in focus, should be treated as a "package" of themed abilities that may actually interact with the storyline, as opposed to a singular skill restricted to a specific task. Because it represents the holistic familiarity from theoretical and practical workings to actual experience, intuitive grasp, and assorted fringe benefits, there are many facets a player should consider beyond "how much bonus in what situations."

Take "Warrior," a 3-slot expertise that lets you do whatever it is you can reasonably expect a warrior to do. You can notice an ambush ("alertness"), cow others by simply flexing your muscles ("intimidation"), stand your ground against fearsome creatures ("discipline"), spring or charge past an enemy mob without suffering injury ("leaping," "running"), devise strategies or outfox foes in combat ("tactics"), and/or improvise weapons and repair armor in a pinch ("armor/weaponsmithing"). In this sense, it is an amalgam of every skill that an archetypical warrior would possess, including those not specifically mentioned. The ranks indicate how competent you are overall as a warrior, while streamline the necessity of bookkeeping

different skills. Moreover, you can still customize your Warrior-ness with specializations in intimidation, weaponsmithing, tactics, etc., usually by taking each as a 1-slot expertise.

But it doesn't end there, unless you refuse to imaginatively explore the potentials. Provided a modicum of Charisma, you won't always have to be the stereotypical silent muscle relegated to the background of every social scene; the expertise also entails your connections and appeal in the martial world. You instinctively understand the protocol to effectively interact with militant persons, organizations, or cultures. You can negotiate fees for your services as a fighter, strike the best bargain for combat arsenals because they're your tools of trade, procure all types of martial contacts and resources. You may flaunt any fame, reputation, or notoriety you've cultivated to influence others and gain special privileges — like an audience with a barbarian chieftain or tickling the fancy of a vaunted armsmaker. Even if you are completely anonymous, this still accounts for that "warrior aura" you project.

You can evaluate the qualities of weapons, armor, martial gear and constructs (such as war engines), as well as estimate their worth whether mundane or magical, with Intelligence. For a particularly famous piece of weaponry, you might know a few anecdotes that even scholars don't. You'll be able to comprehend and follow complex, meticulously drawn out battle plans flawlessly to the letter, improvising on them and communicating the changes if necessary. A roll based on Perception may enable you to intercept enemy signals, or force command orders.

Combined with Nimbleness, this expertise can whisk you in, out, and through combat with amazing fluidity — crucial when staging a surprise assault, or retreating. You'll appreciate the bonus, too, when it comes time to deftly avert battlefield hazards such as ballista bolts, destructive magic, or a rain of arrows.

An unlucky or less hardy warrior will surely benefit from it to help defy interrogations and tortures, especially ones meant to force valuable war information. Paired with Strength or Tenacity, you just may summon the necessary reserve to topple a powerful opponent, free yourself from a deathgrip, or simply batter down the gate.

Do you have the foresight to bring a backup weapon with you? How about some other combat gear that was overlooked? When keyed to Wisdom, you can roll to "retroactively" outfit yourself during a game, noting the item on your character sheet as if you had it all along.

All of the above are viable applications of the Warrior expertise, and by no means the only ones. It is easy to adapt the operating principles for any other expertise, as well — just change the premise to match. "Wizard" is the arcane equivalent of Warrior, used for the magical instead of the martial. If you are a "Bar Brawler," chances are you've hit some rowdy taverns in your time and might know them like the back of your hand: who runs the establishment, who frequents it, what decor to grab to really hurt someone with it, how long it will take the City Guard to arrive, where's the quickest exit, etc. Besides doing the obvious with the "Climbing" expertise, you can try to buy the set of mountaineering spikes that slipped your mind when you were in town — after the fact.

It's all about taking a pro-active stance and finding innovative, yet evenhanded, uses for your expertise that advance the adventure in a dramatic, storybook-like fashion. Indisputably, the GM has the right to veto anything, but he should always give players the benefit of the doubt. Consider "editing" an interpretation into a more sensible alternative that is not disruptive to the game, even if realism has to be bent a bit, rather than rejecting it outright. The player characters are supposed to be the stars, after all, so special treatment is in order.

Finally, the benefits of expertise can go both ways. Namely, the more you know about something, the more others who also know

the same will know about you. This is called reputation. Your expertise ranks may actually contribute bonuses to a concerted effort to uncover information about you — possibly to your detriment. It is not difficult to conduct research on Istolil Hune, for instance; his vast expertise as a wizard alone will ensure there are a mountainous compilation of facts and anecdotes, detailing from who are among the archmage's closest confidants, to what particular spells he seems to favor.

Naturally, for upstarts like Idor and Dracyn, you won't find anywhere near as much about. . .

Heroic: Very fast and loose. If it helps moving the story along and make it better, you can try it.

Adventurous: As suggested in the section.

Mortal: The GM and player will define almost every aspect imaginable for an expertise beforehand. The expertise will follow the mutually agreed interpretation to the letter.

Expertise Stunt

"Stunt" is the term for any extraordinary, tour-de-force interpretation that tests — or even temporarily breaks — the boundaries of your expertise. A successful stunt lets you apply an expertise to one unrelated feat in an inspired, unexpected way. It is not automatic; you still need the GM's consent, to make your roll, and there's a cost to pay.

To initiate a stunt, first justify it. Narrate how you link the chosen expertise applies to the task at hand, assuming it is not impossibly far-fetched. Introduce new elements, facts, subplots, and make up scenes if necessary — improv storytelling is not the exclusive domain of the GM in this game.

If it's approved, you must then spend Participation or any pertinent Demeanor/Theme marks (a system to measure your experience; see the Demeanor/Theme chapter) in order to use it, followed by the roll (of attribute + expertise rank) to "make it happen." The cost is temporary, at 1-3 marks per attempt, predicated on how creatively the stunt fits into the situation. If you cannot meet the requisite cost, either stop or reign in your narrative to try for a lower cost. You do not lose any marks if the GM rejects the stunt. Here are some examples of stunts and their suggested cost:

"Warrior" to save a poisoned comrade: "Years ago, I was in a mercenary company hired to clear out goblins infesting the Blackarrow Run. Well, they ambushed us and fell my best friend with a dart — coated with the exact poison that is killing Jaliel now. On that day, I swore no companion of mine will ever die of the dastardly concoction in my witness again! Since then I have always carried a batch of the antidote on my person. . ." (2 marks.)

"Overweight" to seduce a barmaid: "I flirted with a girl very much like her in Seramis; I did it by charming her with mirthful witticisms about my girth." (1 mark.)

"Diplomacy" to produce a concealed blade: "This has to be the third time this month that someone tries to sneak attack us under the pretense of negotiation. Not this time. I anticipated it and hid a dagger under the table beforehand." (1 mark, more for bigger weapons.)

"Gambling" to stop giants from decimating the party: "Their king is arrogant and competitive, isn't he? I challenge him to halt combat and accept a wager of Three Stones, staking our lives against his granting us safe passage." (1 mark, more for lower, safer stakes.)

"Singing" to defeat an arcane lock: "You see, the cultists sometimes coded their secrets and communicated them in songs. They even cleverly constructed this vault so it cannot be picked physically but verbally — with the correct tune. I happened to catch a glimpse

of the lyrics of a Nurinian folksong inscribed among the lines on the obelisk back in that secret chamber we found, and was wondering why they did that. . ." (2 marks.)

"Access to the Osarian Bibliotheca" for a stirring speech to pirates: "I have seen the inside of that famous depository and saw the many inspiring exploits of your buccaneer forefathers on display. (Elaborate on the impressive records for ten minutes.) You, too, can take your place in history next to such revered corsair kings like Tregan Hawthorne and Redbeard — maybe even supplant them — in that hallowed hall and other prestigious archives throughout Eranon, all you need do is but rally to me. . ." (3 marks.)

"Not in the Foot Again!" to redirect a fatal attack away from your vitals to, well, the foot: In most cases, rolls with a gag expertise such as this do not count as stunts. Only when excessively over-used, or during scenes meant to be unquestionably serious, grim, or climactic will it be a stunt. (Even then, just 1 mark.)



Furthermore, you may invoke an expertise stunt to add the rank bonus on one attack roll, Contact roll (for spellcasting), or resistance roll. You can activate your "Disdain for Demons" to drive your next attack on a demon out of the sheer contempt you hold for such fiends. Fighters can call upon a "Warrior" stunt to help them dodge a dragon's fiery breath because they have "fought wyrms before" and know their tricks. Spellcasters can try to muster up all their learning and put it all behind a powerful spell. Using expertise stunts in this way follows every rule used for regular stunts.

Stunts can add excitement to the game and make the players feel they have an active hand in shaping the story. Therefore, while a GM has the right to veto or alter a stunt, he should not become fixated on having limited, pre-determined solutions to every problem, and adjust accordingly when a player offers an appropriately dramatic, heroic alternative.

Heroic: Stunts are heavily encouraged and GM seldom vetoes them. In fact, the Participant marks spent may be refunded in full for timely, creative stunts, with extra marks rewarded!

Adventurous: As explained in the section.

Mortal: No stunts; they're unrealistic! Characters should suffer the consequences for not having the right expertise for the job.

SCALING EXPERTISE

The slot-cost nature enables the GM to scale expertise after they have been bought and handled in actual play. If you have competitive players who want to apply their expertise for every situation, consider re-scaling as a remedy. Raise the cost if a player is constantly insisting on expanding the coverage or trying to push the envelope without using stunts, and adjust the ranks to the new cost. Work

backward by multiplying the ranks by the original slot cost, then divide the sum by the new slot cost to get the ranks for the refitted expertise. All remainder slots may be spent on a new or another expertise, or go into the reserve (if limit permits). The GM can also adjust the cost downward for an expertise that turns out to be more restrictive in the campaign than first thought, or when the player volunteers a narrower focus and interpretation for it than a similar counterpart. Re-scaling can be done at any time by the GM, during or out of a game.

Scaling may be necessary for players wanting to reflect in-game changes, such as promotion from acolyte to full priesthood, landing a windfall of riches and the like. Simply expand an old expertise to cover the new privileges by recalculating it as outlined above (and probably renaming it). You can even “absorb” any other related expertise into the new package, adding their ranks in figuring the final rank. In the event of the new and old expertise sharing the same slot cost, simply rename it and decide on a new parameter, as well as drawbacks.

Example: The GM, tired of saying “no,” chooses to up-charge an expertise from 3 slots to a hefty 5 slots. It had 4 ranks before, so after adjustment it’s reduced to $(4 \times 3 = 12, 12/5 = 2)$ 2 ranks, but it will now accommodate the comparatively broader interpretation of the player, who still has two slots left over from the switch for other expertise or the reserve. Should the abuse continue, the GM can continue to raise its cost and re-scale (if not finally nixing the expertise altogether!).

Another player finds the “Swashbuckler” expertise is rather limiting in the landlocked political campaign. The GM lowers the slot cost from 3 to 2, and may reduce it again if it proves to be of even less worth in play.

A third player wants to “upgrade” her rank-7 “Diplomacy” expertise (1 slot) to “Ambassador” (3 slots), so to properly represent her new status. It’s enough to translate into $(7 \times 1, 7/3 = 2)$ 2 ranks in the latter. If she could scrounge up two more slots from another relevant expertise, she can consolidate them for another rank of Ambassador.

EXAMPLE EXPERTISE

You’ll find below examples of expertise and brief suggestions for what each should reasonably encompass.

Actor (3 slots/rank)

Knowledge of major theatric plays and stagecraft; adopt disguises; impersonate or mimic others; dancing; singing; memorize and recite scripts accurately; influential patrons or suitors (slot cost is lowered to 2 without); fake emotions and thoughts; improvise props; access to prestigious venues and exclusive services; intimidation; persuasion.

Amazing Stamina (2 slots/rank)

Endure tremendous physical exertion or pressure; hold breath for extraordinary length of time; bonus to stave off unconsciousness and fatigue; perform strenuous activities (e.g., long-distance sprint) tirelessly.

Apothecary (3 slots/rank)

The skill to heal; knowledge of medicine and herbalism; diagnose wounds and diseases; familiarity with medical history of local personalities; brew curative potions; research and create new remedies; concoct poison; connections to assassins or shady organizations; survival in wilderness environments from which medicinal herbs are gathered.

Armorer (3 slots/rank)

Design, construct, customize, and repair arms and armor; appraise weapons; deduce weakness in armor; knowledge of legendary and magical arsenals; familiarity with martial styles; access to smithing tools and forgery; influential warrior or commander patrons; connections to local militia or garrison.

Athletics (2 slots/rank)

Climb, leap, sprint, swim, and all similar activities requiring physical exertion; grasping the rules of physical games, as well as the best way to win them; sufficient body control to perform difficult — even risky — maneuvers, such as hurdling obstacles, twisting in mid-air, tumbling through crowded space, swinging on a chandelier, or making an acrobatic dive.

Danger Sense (1 slot/rank)

Intuition of impending peril, though as a general “sixth-sense” warning of trouble ahead, rather than exactly what it is/will be; prevents being surprised in combat, or accepting a lopsided transaction.

Detached (1 slot/rank)

Your emotions are difficult to read because you hardly show any; resistant to fear and all means to compel or manipulate you; able to judge objectively and impartially all affairs, even personal. However, this does make it harder to relate to people. . .

Diplomat (3 slots/rank)

Proficient with foreign laws, etiquette and customs; knowledge of foreign nobilities and major personalities; fluency in major foreign languages; negotiate truces or pacts; mediate territorial disputes; debate or advocate official policies; facilitate bureaucratic paperwork; access to official forms and documents; regular contact with courtiers and royalty; familiarity with foreign territories; calm other’s emotions; speak in innuendos; deduce true agendas.

Discipline (1 slot/rank)

The resolve to steel yourself in face of danger or fear; single-minded focus to continue with the task at hand in distractive environments; maintain high morale against overwhelming odds; resist temptations, interrogations, and tortures; high pain threshold; patience and persistence under duress.

Disguise (1 slot/rank)

Adopt new appearances and accents; create temporary identities, complete with supporting paperwork (through forgery or purchase); mimic affectations and impersonate a specific person; extensive wardrobe; knowledge of makeup and prosthetics; alter another person’s appearance; pierce another’s disguise.

Heightened Senses (2 slots/rank)

Extended and heightened sense of sight, hearing, smell, and taste; improved overall alertness; able to better discern sensory clues from distant sound, smudged writing, faint scent, homogenized ingredient, etc.; pinpoint and analyze sources of sensations; see through disguises and illusions; notice ambushes, ingested toxins, and other surprises unpleasant, as well as pleasant.

Hunting (2 slots/rank)

Wilderness scouting, tracking and survival; cartography; foraging; navigate and resist hostile environments; climbing, sprinting, swimming, camouflage, and silent movement; forecast weather; leatherworking; build snares and pit traps; identify animals and plants;

knowledge of game animals; fishing; treat basic injuries; fletching; familiarity with local myths and legends.

Intrusion (2 slots/rank)

Search for and gather necessary information through contacts, bribery or forceful coercion; evaluate and locate or create access, including but not limited to secret passages, deception, and physical stealth; detect and neutralize security measures, from locks to sentries to magical wards.

Investigation (2 slots/rank)

Examine clues and review evidence; deduce *modus operandi*; sense motive; analyze crime scenes; interview witnesses and suspects; familiarity with major legal systems; knowledge of local constabulary, magistrates and judges.

Knight (3 slots/rank)

Knowledge of heraldry and royal etiquette; proficiency with riding and mounted combat; athletics; falconry; hunting; administration and management of estates; prestigious status; command men-at-arms, squires and retainers; inspire courage; access to pristine, special arms and armor; familiarity with large-scale battles and siege warfare; connections to nobles; unswerving loyalty to ruling lord and king.

Language (1 slot/rank)

Speak, read, and write a selected language other than your native tongue. You either choose a new language or advance your proficiency in a previously selected language for each rank in this expertise. Every character of average intelligence starts with equivalent of 5 ranks in native language, plus at least 1 rank in Common Speak (if not native).

You are able to communicate the basic essentials (“Where is food?” “Do you have vacant rooms?”) with just one rank. Both fluency and literacy increase as you improve the expertise. Rolls are necessary when you’re trying to comprehend or translate elaborate, complex ideas and concepts, obscure cultural references or colloquialisms, and obsolete text (such as a piece of literature composed entirely in Old Common). You may have to roll when attempting to express or relate thoughts more difficult than your proficiency would indicate.

Lockpicking (1 slot/rank)

Defeat devices with locking mechanism, including padlocks, shackles, safe boxes, vaults, bolted gates; identify origin and make of locks; assess the difficulty to disable a lock; knowledge of famous locksmiths; improvise lockpicking tools; ability to procure special lockpicks.

Lore (1 slot/rank)

This expertise represents the special knowledge and insight you possess in a selected subject. Each time you take this expertise, you must choose a new field of knowledge or advance the ranks in a previously selected Lore. Just about anything can be a Lore, no matter how general or narrow, though the broader the subject, the less specific is the information learned. Examples of Lore include Animal, Arcane, Criminal, Druegarn Culture, Famous Playwrights, Geography, History, Laws, Magic Academies, Mythology, Oceans, Planes, Plants, Poison, Religion, Secret Societies, and Wilderness.

Magistrate (3 slots/rank)

Spot criminal activities; locate hideouts; thorough knowledge of local and regional judicial systems; proficiency with investigation and interrogation techniques; the power to police; counsel in legal matters; connections to local law enforcement.

Meditation (1 slot/rank)

Calm your or other’s emotions; ease your mind for relaxation and to replenish lost energy; glean insight or receive divine guidance through meditative trance; attune inner spirit in preparation for major rituals or prayers.

Mercenary (3 slots/rank)

Understanding how to fight dirty and dishonorably; devise and coordinate unconventional tactics; hunting; wilderness survival; finding and looting the best spoils of war; knowledge of prospective and former employers, as well as mercenary companies; intimidation; set up ambushes and sneak attacks; negotiate rates; familiarity with most regions and major military personalities.

Merchant (2 slots/rank)

Negotiate for the best deal; bargaining and bartering for goods and services; estimate the quality and value of potential merchandises; knowledge of consumer tastes and preferences; develop new sales techniques; experience with Dealing Dale and other fairs; information on regular customers and rival merchants; familiarity with trade routes and shortcuts; prospecting patrons and deals; able to hold basic conversations in popular trade languages.

Merthwarg (3 slots/rank)

Extensive knowledge of all things nature; tame and train animals; nurture plants and wildlife; wilderness navigation, tracking, and survival; ride beasts; herbal healing; identify nature magic; forecast weather; intuitive communication with animals; cartography; survey terrain for optimal routes and vantage points.

Not in the Face! (1 slot/rank)

Avoid harm or disfigurement to the face. . . it affects other parts of your head (hit location 3) instead.

Persuasion (1 slot/rank)

Sway public opinion with eloquent speeches and/or effective rhetoric; convince listener through different means, including bluff, bribery, diplomacy, seduction, and veiled threats; detect and interpret body language in a conversation; gauge subject’s immediate reactions and adjust oratory accordingly; debating another or arguing in court of law; taunt foes into taking hasty action.

Rogue (3 slots/rank)

Con unwitting marks and run scams; disarm traps, locks, and other security devices (a la Intrusion); locate concealed items; forge documents and items; sneak and hide quietly; knowledge of the black market and criminal etiquette; conduit for illicit transactions; fence stolen goods; spot double-crosses (even triple-crosses!); quick-change artistry; mug unsuspecting victims; cheat at gambling and manipulate games of chance; access to the “street” rumor mill; connections to criminal outfits; find shady characters and locales; pick pockets or lift objects unnoticed; evade constables, city guard, and other agents of the law.

Scholar (3 slots/rank)

Broad knowledge of nearly any and all subjects; scribing; calligraphy; fluency in foreign languages (especially Hethmarkn); decipher and interpret ancient scripts; recall obscure facts; procure special/rare documents (scrolls, tomes, etc.) and collect information for research; access to academic archives and libraries; connection to universities and institutes of learning; identify relics; notice and correct erroneous findings; plan lectures and tutor others; advanced proficiency with arts and sciences.

Sailing (2 slots/rank)

Climbing; swinging from heights; swimming; underwater diving and combat; intimate knowledge of waterfaring vessels, marine life, and aquatic environments; fishing; gambling; familiarity with ports, harbors, and coastal communities; forecast weather; navigate by stars; read maps; maintain balance on slippery or unstable surface; geography and world lore; resistant to motion sickness; steer a ship through watery hazards; shipwright; identify monstrous aquatic creatures; know (and probably follow) superstitions; interpret omens; basic fluency in popular trade languages.

Sevar (3 slots/rank)

Proficient with all matters religious and divine; detailed knowledge of the patron deity, doctrines, scriptures, administration and hierarchy, practices of worship, as well as those of the nemesis deity; counsel burdened minds; pen sermons; convert new disciples to the faith; mediate conflicts; identify divine magic, familiarity with the art of healing; demonology and religion lore; consecrate grounds; exorcism; perform last rites; matrimonies and other sacred rituals; beseech divine intervention.

Spy (3 slots/rank)

Subtly coerce or seduce marks for information; intercept and decipher coded messages; contact with informants and fellow spies; knowledge of espionage networks and their operatives; interrogate rival agents; forge identities; infiltrate foreign organizations; extort or steal confidential, privileged information; privy to state secrets.

Stealth (1 slot/rank)

Utilize and maximize cover to move silently and/or conceal yourself from normal detection; defeat conventional security measures (including guard dogs); figure out the optimal route for a covert operation; find potential avenues of escape.

Warrior (3 slots/rank)

Maintain vigilant watch; set and spot ambushes; strategize plans of attack; predict and counter enemy tactics; temporary repair of weapons and armor; evaluate martial gear; familiarity with constructs and engines of warfare; knowledge of fighting styles and unique combat maneuvers, train others to fight; organize militia or private fighting forces; intimidation; ride and control mount in combat; hold ranks and adhere to orders; access to special weapons.

Wizard (3 slots/rank)

Decipher and interpret arcane scripts; advise or persuade others on arcane matters; discern enchantments and spells; assess magical properties of artifacts and items; scribe scrolls; knowledge of arcane lore; familiarity with different fields and schools of magic; information on fellow wizards; research new spells and improve old ones; access to arcane libraries and labs; best locales and methods to gather complimentary spell components.



Demeanor/Theme

8: Demeanor

Defeating the dragon at the king's gate, exploring a long-lost forgotten tomb, ridding the countryside of marauding orcs, unearthing truly exquisite and powerful artifacts, and/or expanding the boundary of knowledge are just some of the fantastic stories that await the heroes. Most adventurers seek glory, luxury, maybe even a kingdom of their own if they survive and prosper. For some, the goal may be altruistic or iconoclastic, but no less ambitious. Everyone is essentially competing for immortality among the pages of the Chronicles of Ramlar, and in The Book, deeds speak volumes louder than words.

Demeanor/Theme (D/T for short) is a versatile system to record and convey your impact on the world, in context of both game mechanics and game campaign. At its most basic level, Demeanor/Theme tracks your personal advancement in character level, attributes, and skills. In this capacity, it ostensibly functions as "experience points," prevalent in other games. Beyond simply tracking a character's advancements, however, Demeanor/Theme provides both enterprising and creative players and GMs a nearly infinite variety of implementations, varying in scale from becoming a remote village's top craftsman to ruling your own extraplanar realm.

DEFINING YOUR DEMEANOR/THEME

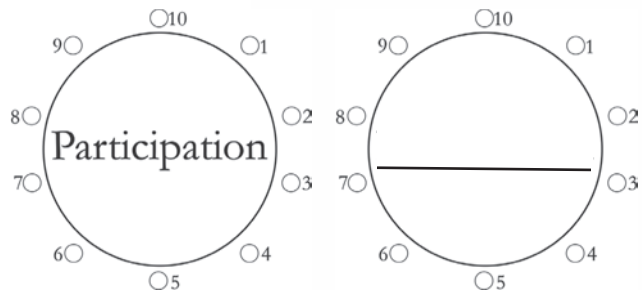
Demeanor/Theme is represented on the character sheet by five circles, each surrounded with 10 smaller circles called marks, numbered 1-10. Only one, labeled "Participation," is mandatory and never alterable. The rest are left blank for you to fill in. You may devote as many of the four remaining circles to different goals as you want, or none at all if you're content with just amassing character levels. Once you fill in all ten marks to complete a circle, you've attained that goal and get to reap the reward. That circle, along with the marks, is then cleared for you to either continue with the same objective or embark on a fresh endeavor.

You can abandon any D/T besides Participation at any time in favor of a new D/T, but you forfeit all marks earned for that Demeanor/Theme up to that point and must start the new D/T from scratch with no marks.

It is very conceivable for any Demeanor/Theme to lead to a side quest, which in turn may net the player marks in one or more other Demeanor/Themes.

Participation

The sole immutable Demeanor/Theme, this measures your participation in the game on two different levels: as a character and as a player. As a campaign persona, you are expected to roleplay character quirks, interact with the world, and cooperate with fellow party members to attain noble aims, helping each other out whenever necessary. As a player, it's about showing up and playing the game, being considerate to fellow players and sharing spotlights, contributing to the game with narrations and play that entertains others, extending courtesies to the GM and collaborating to create the best story possible.



The end result for your stellar game play is level advancement. Every time you complete the Participation circle, you advance one character level, enabling you to become more competent and overcome greater challenges. After every session, the GM should review and reward your participation using the following guidelines. Typically, a player can gain up to four marks for a successful session: one each for Playing Time, Roleplaying/Gamesmanship, Adversity, and Style. The GM is free to award bonuses for exceptional play, but should also carefully adjust for the characters' rate of progress so no one is advancing too rapidly or slowly.

Playing Time: One mark for playing a session lasting 4 hours or more. This can be a week or even month's culmination, should the gaming group not be able to get together for longer than four hours at a time.

Roleplaying or Gamesmanship: One mark for constructive roleplaying — which should NEVER be confused with disruptive “homicidal antisocial loner” behaviors passed off as “playing in character.” It's okay to create a psychotic misanthrope, it's not okay as an excuse to ruin the game for other players. It's the player's responsibility to make this and other abusive, selfish clichés enjoyable to the GM and fellow players. This is not a contest for the title of Best Thespian, either. Rather, each player is held to his/her respective standards and rewarded for making improvements. Often a GM can judge who deserves this by gauging other players' reactions.

Additionally, marks are given for scenes in which character background and development is vividly roleplayed. These may be player-initiated side vignettes bearing little significance to the plot, like befriending a minor or trivial character, writing letters to the family, establishing a personal motto, and so on.

You can receive additional marks for facilitating the scenario without intense roleplay. For example, not going out of your way to duck the McGuffin/plot device (“After you chase off the goblins, the dying Osarian courier beseeches you to deliver a message...”) Working together as a cohesive unit and exhibiting teamwork to attain meaningful adventure or campaign objectives qualifies, too.

The GM should also offer bonus marks to encourage extracurricular activities, like keeping a journal or diary as the persona, having physical representations of the character (painted miniatures, sketches, and photo-manipulated portraits), etc. If the GM so inclines, bringing snacks to share or cleaning up after a session can certainly account for an extra mark, too.

Adversity: This is not to be mistaken for “level of opposition,” but the actual challenges presented in the act of overcoming or defeating it. Saving a village from a goblin horde will not earn a character a godlike legend, nor Adversity marks, especially if the character could hold off dragons single-handedly and mediate world crisis before lunch. Lesser heroes, who would earn Adversity marks, would find the same tasks life-threatening. Conversely, a great hero having unexpected trouble with normally inferior opposition, whether because of sudden complications or just plain bad die rolls, and must labor for a victory is eligible for a mark; novices who happen to breeze through foes or problems and emerge virtually untouched will not get one despite beating something way above their level, simply from the lack of hardship.

Biting on bait is a fine route to gaining an Adversity mark (“Is that Nurinian barmaid winking at me?... It's probably not a good idea since she could be one of Snake's assassins, but I will nonetheless ask her to join me for a night of revelry”). This also goes for any reasonable act that imperils yourself, thus injecting adversity into the scene. Deliberately introducing complications, especially by roleplaying one of your flaws, to cause inconveniences, delays or worse for yourself and the party should be ground for an immediate mark — more if done when events are proceeding exceptionally well (“Curiously, I thrust my hand into the swirling portal”). Combine this with expertise stunts and you could create an interesting cycle of getting yourself into trouble, only to escape it mere moments later.

In summary, you do not get rewarded for playing it safe, making it too easy, rolling dice too perfectly, finding loopholes or devising solutions based on game-rule manipulations. You get it for risks and challenges. You are only as good as the adversities you've overcome in the *Chronicles of Ramlar*.

Style: Style counts as much as substance and you do get a mark for consistent display of panache. . . You know, not merely stabbing the

creature but doing it with a feint, a tumble, some fancy thrusts, and a cutting quip afterward. Elaborating expertise stunts, Momentum effects, sensational successes and even fumbles in novel fashion all put you in line for this reward, as does favoring finesse over brute force. Ending combat with cool, non-fatal alternatives after breaching an opponents' “threshold of defeat” (i.e., 0 Life Points), and not always killing them outright, is a fantastic way to earn a Style mark, too. The GM can dole out marks to players simply for not being bland, boring, or repetitive with their characters.

Concept: You may gain marks even before actually playing the character. Remember that in the *Chronicles of Ramlar*, “concept matters.” The GM should reward a player a Participation mark or two for extensive, unique descriptions and developing a background brimmed with plot hooks.

Prologuing: Another creative exercise for early bonus is “prologuing,” or the “opening sequence”: Offer each player an opportunity, in advance, to script a short encounter starring their respective characters, to be presented as a personal prologue prior to the very first session. The main purpose is to showcase each hero's capabilities, as well as to introduce others to the character's background and personality through action instead of plain descriptions. Participants should each receive 1-3 marks (possibly with a group vote), judged by the exposition and theatric value of the scene. Extend the same opportunity to every new character entering the game.

Primary Attributes

You can dedicate a Demeanor/Theme to any one primary attribute and reflect your effort to improve it by earning marks through roleplaying or dramatic narrations (e.g., the ever-popular “training sequence”). You increase the specified attribute by one point when you complete the circle, and for every completion thereafter, should you retain the same attribute.

The GM is given complete power to arbitrate and interpret the effort put forth, though the higher the attribute, the more difficult it becomes and more drawn out the progress should be. It may be that a basic physical coordination routine, exercised daily, is sufficient to improve average dexterity, but a character of remarkable or better quickness will need to seek other avenues offering greater trials, since one can hardly improve against inferior obstacles and competitions.

The standard rule of thumb for awarding Attribute D/T marks is one per activity, provided the slate is reasonable for a character to handle — usually no more than three activities at once. “Haul fire logs to campsite” and “try to lift Bronk's great axe” would count as two activities that, when carried out consistently, would gain two Strength marks each session. This is assuming you exert only the bare-minimum effort and barring any bonuses the GM may give for good roleplaying or narration. “I always look at everything around me” is a perfunctory way to better your Perception that will net just one mark; “I go to the old illusionist in town and ask for lessons in how to identify conjured images,” on the other hand, offers a specific course of action with potential for subplots, hence prospect for a higher reward — as many as 3 marks to start. Then, the GM can either roleplay the scenes out or let the player create and elaborate the details for more marks; the character may have to first convince the illusionist, untap his own hidden affinity for the arcane, etc., all the while, garnering additional marks not only in the intended D/T, but very possibly others (such as Participation) as well.

You can devote multiple D/T circles to different attributes, thus indicating you are endeavoring to improve more than one attribute concurrently.

Here are some examples of ways for you to improve each attribute:

Charisma: Upgrade your wardrobe, refine your mannerisms, improve your vocabulary, observe and learn from prominent leaders, perform acts of charity (if you're good) or atrocity (if you're bad).

Endurance: Run marathons, hold breath underwater, meditate amidst hot Osarian dunes, and explore The Chill with a minimum gear and clothing.

Intelligence: Study hard in a library, hire a tutor to educate you, engage in conversations with scholars, and actively seek out puzzles and enigmas to solve.

Nimbleness: Learn to balance yourself on steep surfaces or narrow ledges, jump rope, practice hand-eye coordination exercises regularly, train under a master thief.

Perception: Play hide-and-seek with halflings, hone other senses by moving around blindfolded, and make a point of telling the GM how you are going about perceiving rather than relying on dice rolls.

Strength: Hoist heavy logs, arm wrestle, take up physical recreation or game.

Tenacity: Deliberately thrust yourself against great odds, overcome your fears, refuse to surrender, test your courage, and perform heroic deeds.

Wisdom: Apprentice in a new trade, learn to read between the lines, think before you act, realize when to fight and when to retreat, observe and pick up body language, discuss philosophy with monks.

Secondary Attributes

Most secondary attributes, because of their impact on the game system, will take much longer to develop with D/T. In all events, increases from D/T for any secondary attribute should never out-pace the equivalent talent. You cannot raise your Attack/Defense/Contact Rating faster than +1 per three character levels, nor gain Life Points from a D/T more than twice each level.

Life Points: Using D/T to improve Life Points should not be an option for Mortal campaigns. Even for Adventurous and Heroic campaigns, a GM's control is strongly advised to ensure Life Points do not escalate quickly. For Adventurous campaigns, proceed at the rate of 3 additional Life Points to every location each completion, and 5 extra Life Points for Heroic. Rather than for all locations, the GM might permit additional Life Point gains to a general region (arms, legs, entire torso) or a specific hit location (left arm, right leg, upper torso, head) at the identical rate.

Justifying this D/T will be difficult, especially for overall increases of Life Points. You may have to lean toward borderline masochistic tendencies, such as taking damage intentionally or undergo grueling punishing exercise to build up your threshold. It's comparatively easier to rationalize increases to a region or a specific part of the body; nevertheless, the narrative won't likely be any more pleasant.

Mana Points: You gain 5 additional Mana Points for every completion. Lengthy meditations, learning to secure a greater bond with the magical leylines, and practicing to cast your magic more efficiently are just some examples to explain this D/T. This is the only secondary attribute that the GM can afford to be lenient with and not enforce the talent-equivalent limit.

Attack Rating and Defense Rating: The GM should be extremely selective about permitting a D/T to improve either rating. Do not award marks simply for combat, unless the character displays special, extraordinary efforts. For Attack Rating, a penchant to explore new tactics and attempt different maneuvers is a must. For Defense Rating, there should be active, conscious decisions to evade, parry, utilize covers, or otherwise protect yourself from attacks that go beyond passively donning a suit of armor.

Contact Rating: See the rules regarding Attack and Defense Rat-

ing, above. You will not receive marks for merely casting spells. You must perform fresh improvisations with your magic, and make constant, genuine attempts to refine your techniques, such as researching the leylines and attending lectures by archmages.

Talents

Using a D/T wheel to gain a talent is a touchy issue. First, by design, talents are strictly level dependent and the only sure way to get new talents is to attain new levels. Then, some talents, such as "Martial Weapons Familiarity," are easier to explain with D/T than others — especially Path Talents.

The GM must exercise extreme discretion anytime a player asks to devote a D/T to a talent. Discuss with the player to ensure there is a valid character development or storyline reason behind it. Communicate clearly the GM's right to rescind the talent later due to abuse. Even then, talent D/T's should seldom happen, and rarer still for it to not be a Core Talent.

Acquiring marks for a talent D/T isn't any easier. Talents often represent innate abilities and privileged training, thereby mandating greater creativity and effort. The "activity" setup for gaining primary attribute D/T marks can apply here, though the qualifying criteria are certainly tougher to meet. It's less haphazard to seek mentors from whom to learn the fundamentals of an expertise or sharpen your attributes, than to devise arcane regimens for developing a stronger "Magic Resistance," or wager recklessly in hopes of improving your "Luck." This is not to say it's impossible, but on the whole, you'll have far less a struggle with tangible, "teachable" and practicable talents like "Battle Rider" Extra Parry, "Special Weapon Familiarity," etc.

Divine Boons

Beyond character creation, the only way to gain additional Divine Boons is through the completion of a D/T devoted to your patron deity. You earn marks by adhering to the deity's tenets and glorifying your god with positive actions, whether it is upholding the ideals, vanquishing nemeses to the faith, or preaching divine gospels and converting heretics. For example, a disciple of Anate would act with honor at all times and never take unfair advantage of a foe, whereas a Gabrun counterpart is expected to be treacherous at all times, contemplating one evil machination after another, just like the dark god.

Unlike any other D/T, the GM may force you to discard this one for grossly violating the creed and principles of your deity. You're immediately stripped of all divine boons from that deity until you can restart the D/T anew, after the appropriate repentance and atonement for your transgressions.

It is recommended that the GM award marks for this D/T similarly to Participation: one for each session longer than four hours, one for roleplaying in accordance to the character's faith, and at least one for remarkable achievement or advancement of the patron deity's agenda.

Expertise

The D/T wheels for expertise generally abide by the standard "per activity" principle as primary attributes. Namely, you choose (and the GM approves) a handful of activities to which you will adhere regularly to gain marks. Subplots and secondary encounters are grounds for bonus marks, as are clever or amusing applications that contribute positively to the game.

Upon each completion of the wheel, you gain one additional rank for the expertise. However, the GM should demand effort corresponding to the expertise's cost; it takes longer and is much more difficult to improve an across-board expertise like "Warrior" than

a collective of related skills like “Athletics,” which in turn is harder than one with a specific focus like “Sprinting.” Generally, an inverse scale works the best: only one standard activity is permitted for an expertise of 3 or higher slot cost, two activities for 2-slot expertise, and the normal maximum of three routines for the least expensive, single-slot expertise.

Current ranks will play a major factor, too. As with attributes, improvements happen only by pushing yourself and testing your abilities against greater oppositions. The learning curve does and will get wider; whereas practicing simple musical notes daily is enough for novices, it is woefully insufficient for a virtuoso attempting the leap to a higher level of mastery. In short, you must find and undertake tasks worthy of your ranks to improve the expertise.

You can devote multiple D/T wheels to different expertise to earn slots concurrently.

Spells

Given GM’s consent, you can learn one single spell without needing to use up a slot for Spell Proficiency (which gives you multiple spells at once). You accomplish this by devoting a Demeanor/Theme circle to the chosen spell. When you’ve roleplayed the endeavor enough to fulfill all 10 marks, you gain that spell. This can be done for any one spell, although the process is naturally longer and more arduous for a spell outside of your familiar Fields, and harder still if it’s not even of your Tradition (see the Magic chapter).

Elite Paths

For the rare elite paths, completing a dedicated Demeanor/Theme circle is a prerequisite. This depicts your pursuit to enter that particular path, and shows that its roster is not slim by accident. You’ll have to concentrate all your studies on one plane to become a Plane Lord, or secure a sponsoring patron, pass the requisite tests, and swear fealty to join the ranks of Aurod’s Sky Knights. In all such cases, devoting a Demeanor/Theme to the elite path is obligatory to demonstrate your single-minded commitment to meet the stringent admission. Once you complete the wheel — the speed of which is determined by a combination of perseverance, resourcefulness, and perhaps luck — you can then embark on the chosen elite path, starting with your next character level.

Campaign-Affecting Goals

The Chronicles of Ramlar is as much about leaving your mark on history as adventuring for material profits, if not more so. In Eranon, you can set any lofty aim — some may even say you’re expected to — and attain it. Be it earthshakingly catastrophic (like reuniting all seven Statues of Power), astoundingly impossible (locating the Hethmarkn Book), significant or consequential (reigning over all Druegarn and the Dark Sprawl), or simply noteworthy (reviving a forgotten religion; creating a legendary artifact), you have the power to crystallize any design or ambition that will influence and reshape the world.

By completing a Demeanor/Theme dedicated to a cause of global/historical proportion, you can foster or eradicate ideologies, implement new paradigms or dissolve old ones, shift the collective perspective of an entire race or faction, improve or impair cultural and social dynamics, initiate or resolve conflicts while ensuring your proper place in the annals of Ramlar. As a player, this is an opportunity to author your own unique story arc, with the whole of Eranon the stage and your character given the spotlight.

All campaign-affecting goals will be time-consuming, meaning you must invest the greatest effort at the slowest return. An aspiration to supplant Istolil Hune as the Wizard Supreme in Aurod, for instance, may take nearly a whole campaign’s worth of roleplay to finally realize, unfurling at a snail’s pace of perhaps one rare mark over

sessions of careful planning, relentless patience, plus quite possibly spectacular fortune befitting an outcome of this magnitude.

But it also delivers the sweetest recompense when accomplished. Upon the Demeanor/Theme’s completion, you attain the result immediately, no dice rolls necessary (as opposed to accomplishing the same through incidental — sometimes accidental — game play).

Of course, because such Demeanors/Themes enact far-reaching ramifications, you must have prior discussions with and permission from the GM to select one. However, the GM should always inform a player when a goal is simply unattainable or disallowed for the campaign (likely because it’s something the GM does not want to see happen or deal with), so that the player will not waste time chasing it in futility.

Personal Agendas

Personal agendas are obviously smaller in scale and with less impact than campaign-affecting goals. While the goal’s consequences may not warrant beyond a paragraph or footnote in the proverbial record of history, it can still be quite significant, periodically evolving into something bigger than the original intent. You may start off with a trivial, innocent quest to perfect a secret family recipe, only to tap your hidden potential for alchemy. Or you may have set out to avenge an ally’s death, only to uncover a grand conspiracy behind the murder.

Like its campaign counterparts, a personal goal is fulfilled when all marks are filled in for the dedicated Demeanor/Theme through roleplay. It is often considerably easier to accomplish personal goals, especially when they carry little to no impact on the overall campaign, as well as being short-term. Minimally, personal goals present ready-made and, in many cases, self-motivating sub-plots that a GM can use to springboard an adventure, or as transition between scenes.

Special Accommodations

When used responsibly, Demeanor/Theme is the ultimate tool for endless character development. It is able to plug “holes” and offer accommodations for otherwise difficult issues in the game system.

For example, it can account for a character gaining familiarity with limited or particular weapons and weapon groups. You can set a D/T specifically for a weapon that fits into the overall character scheme and concept, thus eliminating the need to acquire Martial Weapons Familiarity, which covers all martial weapons, but costs a talent slot and may be too broad for consideration.

Unusual innate abilities are another thing that you can incorporate into play through D/T. It would be odd, indeed, for any delicate scholar to be able to “Eat Anything,” but not as much for a ravenous berserker wanting it to complement his iron gut reputation — D/T can accommodate that, and the mark-filling process should be nothing short of interesting. . .

Demeanor/Theme can also double as an all-purpose rulebreaker, done not to “powergame” or “mini-max,” but to help tailor the game system to individual characters. Take a sevar serving Ratiss, the God of Fire; it would definitely make a good case for the character being able to learn all fire spells, whether they are from a magical tradition that sevars can normally access or not. With the proper D/T, the player can circumvent such a rule restriction and start roleplaying for that special privilege.

Finally, the GM may award additional perks for a D/T’s completion, usually in the form of a circumstantial bonus or minor ability. A character completing a “Protect” D/T, for instance, may receive limited premonition or a roll to forewarn that the subject of his/her protection may be in danger.

DEMEANOR/THEME BONUSES

As if advancement and achievement aren't reasons enough, you can use Demeanors/Themes to enhance your chances of success! There are two options, both of which require spending D/T marks temporarily: you do not actually lose them, but once "spent," a mark becomes unavailable for the rest of the adventure.

For the first option, you can use a D/T mark to re-roll the singles die of any one percentile roll. You may do this as many times as you have D/T marks to use. In the second, each D/T mark correlates to a +/-1 modification to the result of your roll.

D/T marks used in either way affect the outcome after the original roll but before the consequences are announced (though the GM is expected to drop hints, if not outright urging you when it's close). You can use Participation marks for any re-roll or adjustment bonus, but other marks must be from a pertinent or relevant D/T. Marks from different applicable D/T's may be combined.

It is permissible to use the marks to change a roll from normal success to sensational, or to avoid a botch. Likewise, you can use D/T marks to make a regular hit become critical instead, or to avoid a fumble (see the Action & Combat chapter). Altering a successful attack roll will affect hit locations too, assuming it remains a hit after modification.

Example: Dracyn has an "Attribute: STR" D/T with 3 marks currently filled. He finds himself facing a hostile animated statue, which the elf charges and tries to topple. He rolls a 59 versus his Strength of 55. While normally a failure, Dracyn decides to use one of the three "Attribute: STR" D/T marks to roll the singles die again. The roll is a 1, making the new result 51 and therefore a success! His rigorous regimen pays off as the elf muscles the statue with a sudden burst of power, sending it crashing over the ledge.

Later in the same adventure, Dracyn at last finds the sister he sought to rescue. Unfortunately it is a trap, sealing the elven siblings inside an incinerator. Dracyn attempts to force open the heavy iron door. He rolls a 35 but, taking into account the difficulty modifier, he needs a 25 to succeed. . . Luckily, he remembers his "Save and Protect Sister" D/T, presently at 8 marks. Using all of that, plus the 2 marks remaining from the "Attribute: STR" D/T, is sufficient to lower his roll (35 - 10)! Refusing to let his dear sister perish in the rising flame, a motivated Dracyn takes a few steps back, wills himself and drives a shoulder into the door. . .

Stunts

Similar to the rules above, you can use marks to perform expertise stunts from Participation and/or any D/T related to the circumstance. The GM should consider refunding the cost partially or fully, plus possibly a bonus mark as award, for extraordinarily spectacular and fittingly heroic stunts.

PACING PROGRESS WITH DEMEANOR/THEME

There are no hard rules etched in stone regarding how marks are awarded, aside from the fact that a modicum of roleplaying is expected. D/T is also meant to be a tool for the GM to monitor and control the pace at which characters advance. The process should become progressively more difficult. What is acceptable for the first couple sessions may not be for the middle or near-climax of the campaign.

If you disagree with how D/T is being handled, discuss your concerns with the GM privately and give supporting reasons regarding why you think you're entitled to additional D/T awards.

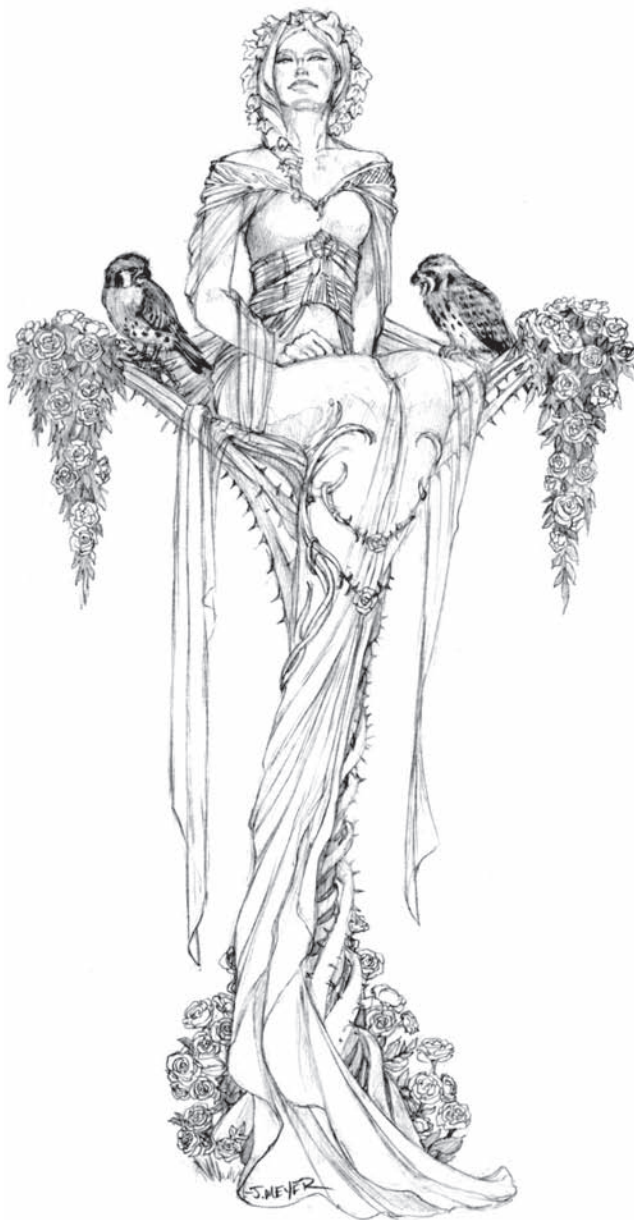
Cross-Marking Multiple D/T Wheels

When a character performs or accomplishes something with wide ramifications, the GM should award marks to all D/T's impacted.

Dracyn from the prior example would receive at least another mark for the "Attribute: STR" and "Save and Protect Sister" D/T's, perhaps Participation as well for his heroic actions. Such generosity will encourage players to take an active interest in their characters, creating opportunities for improvement within the spirit and context of the story.

Instant Gratification vs. End Reward

While the GM is well within all rights to dole out Participation marks after the session, he should consider awarding them for other D/Ts throughout a session instantaneously, as soon as the characters take action to justify one. When Idor grabs the Scepter of Ratiss before the Druegarn elves do and follows with a stirring speech, he gets one mark (at least) for his Ratiss Divine Boon D/T on the spot. Such instant gratification serves as a tremendous incentive for players to maintain good roleplaying, while, at the same time, ensuring that no contribution is overlooked.



9 Outfitting Your Hero

A blacksmith needs a hammer and anvil to forge metal. A painter requires brushes, paint, and a canvas to create a work of art. Likewise, all adventuring heroes must outfit themselves with weapons, armor, and gear to enhance survivability against the unknown, perilous elements that may obstruct their paths. This chapter examines all material necessities in detail, from money down to trivial trinkets.

WEALTH

Right alongside fame, fortune is the top goal for virtually every adventurer. As you continue to survive and defeat sinister foes, you're almost surely guaranteed of wealth, from grateful patrons if not the spoils of the battle itself.

Common Currency

The people of Eranon use the coins' metal composition to establish denominations. The most valuable ones are made from kasmium, smooth platinum mined in the Kasmarn territories. A kasmium coin is worth 10 coins minted from gold. Each gold coin, in turn, equals 10 silver coins. Every silver coin will net you 10 copper coins, the least valuable currency, in exchange.

RESOURCES

In lieu of gold and related financial accounting, resources in *The Chronicles of Ramlar* are measured in Resource Level (RL). Simply, you can comfortably afford anything with a Resource Level up to your character level, provided you do not go overboard with the quantity (as judged by the GM). For example, all second-level characters may automatically acquire any item, service, or luxury with a RL 2 or less, assuming it is currently available; they can afford any mundane provisions, armor or weapon, as well as standard lodging and expenses, without worrying about how much gold they have left.

Resource Level does not reflect wealth alone. Rather, it is a combination of monetary assets, status, connections, financial acumen, and some luck as well. Thus, someone of average income but is respected (i.e., a relatively high character level) can parlay his experience and exercise his influence to obtain the things he wants, just as easily as someone else of a lower character level but considerably richer. Knowing where to look or who to talk to often plays a greater factor than simply having the cash.

For goods or services not readily accessible, such as Kasmarn armor or the Osarian scorpion blood used for poisons, a Charisma roll or two may be in order to obtain one, even if you meet the Resource Level requisite. Just because you have the money doesn't mean it will suddenly appear.

In game, you may attempt a Charisma roll to "purchase" any one thing above your Resource Level, with a -10 penalty per RL exceeding yours, plus any other factors that may influence the outcome (scarcity, plot importance, etc). Regardless of success, your Resource Level is temporarily reduced by the margin of difference between the two RL's; a typical third-level character trying to buy a RL 5 item will lose $(5 - 3 =) 2$ Resource Levels, whether successful or not, dropping his RL from 3 to a mere 1. No Resource Level may drop below 0, and a character with RL 0 cannot afford anything above that. The adjustment should last for a minimum of one session, or until sufficient efforts have been made to repair the loss (through regular income, job and labor, treasure hunting, unexpected windfall, etc).

Disposable assets such as gems and similar valuables are usually rated as expendable bonus Resource Levels when in significant amount. They are good for one-time use only, but do increase your RL for the intended acquisition so to either make it automatic or improve your chances. For instance, should Idor's share of the loot after an adventure come out to +2 RL worth of bonus, as a first-level character he can then afford any one purchase of RL 3 or two at RL 2 without having to roll.

You can raise your resource ceiling with the "Improved Resources" talent, each time increasing your maximum affordable Resource Level as if you are another character level higher.

Those who deliberately lower their own Resource Level for character reasons (such as vow of poverty, indiscreet or wasteful expenditures) should gain bonus Participation marks when they are hindered or limited by paucity and must work around the problem.

Heroic: No converting expendable assets into short-term bonus Resource Levels. Instead, they are either approximated permanent bonuses or too insufficient for wealth increase. And because no Heroic game should mire itself in monotonous accounting, no rolls to obtain anything exceeding your Resource Levels since you either can afford it or not at all (unless the acquisition is crucial to the plot).

Adventurous: As explained in the section.

Mortal: No abstract Resource Levels, just good ole cash. Everything is traded with hard currency. The characters are responsible for balancing their wealth; all earnings and expenditures must be precisely recorded down to the last copper coin.

Retroactive Acquisitions

As briefly described in the Expertise chapter, you can obtain a mundane item currently not on your character sheet, or have the foresight to bring along a spare, with a Wisdom roll. It is usually done just once each scene. No justification is necessary if the acquisition is reasonable (for example, the item's utility is fairly standard for dungeon delvers, like ropes and torches). You can also rationalize it as having looted them from slain enemies, improvising parts, and so forth.

This is intended to stop the game from bogging down with trivial bookkeeping and detail, as there is no need to record every little possession you may carry on person.

Heroic: Under normal circumstances, there's no limit to how many times you can retro-acquire something in a scene, provided that the item does not exceed your Resource Level. In dramatic cases, retrofitting yourself with one-shot magical items is possible with expertise stunts!

Adventurous: Only one attempt per encounter, and never the same item twice until the site changes and the item's availability is possible again. The characters must follow all the rules regarding Resource Level.

Mortal: No! Everything must be bought when you have the chance and written on the character sheet, or you don't have it!

Starting Resources

You begin a game campaign with the following possessions, in addition to other items up to your Resource Level that you choose to obtain.

- A primary weapon or special weapon of average quality with which you are proficient.
- A common weapon of average quality.
- Basic and travel outfit of average quality.

GM may permit magical possessions instead, though this is typically granted to characters created at 5th level or higher.

Heroic: Shop till you drop. You can have anything non-magical that fits your background to your heart's content, regardless of Resource Level. The GM will also permit quality upgrade(s) given a compelling character concept and storyline.

Adventurous: There may be special compromises to suit character concepts, but generally follows the rules above. Encumbrance for all retroactive acquisitions is tallied accordingly.

Mortal: No freebies. Everybody starts with either (2d100 or 100) x character level in gold coins, and spends them on provisions and equipment like everyone else.

ENCUMBRANCE

It goes without saying that it's easier to lift a needle than a sword. But, how many needles can you lift altogether before they're heavier than a sword?

That example may be a bit absurd, since the odds of you carrying around that many needles on an adventure is practically nil. However, a more realistic question may be, how much of a same item can one port before it becomes unwieldy?

The Chronicles of Ramlar utilizes a simple encumbrance system in an attempt to answer that and other fundamental problems of lugging equipment. In short, every item of notable dimension is given

an Encumbrance Value (EV). This denotes not just the weight of an individual object, but takes into consideration its size and portability, too. Therefore, a hefty item does not always equate to a high EV should it be compact enough to fit inside a belt pouch. The reverse also rings true; a large painting is perhaps light enough for even a grown child to haul, but it may have an Encumbrance approaching that of a big shield because of its comparable bulkiness, and the obstruction to maneuver effectively when one is strapped to your back or tucked underarm.

Encumbrance also factors in the intangibles. Though one can argue that it is not much more of a physical effort and space to carry a battle axe over a long sword, the battle axe still has more EV because while the sword can be safely sheathed in a scabbard, the axe has exposed edges for which the carrier must exercise caution when moving around. You certainly have the option of covering it with reinforced leather cloth or specially designed blade cap, thus reducing the risk and its EV (see the Weapon & Armor Customization section). But until then, you still have to watch out against accidentally cutting yourself on the open blade.

You are able to carry any number of possessions, including weapons and armor, up to your Strength attribute score in total Encumbrance Value. This does not represent the maximum weight you can carry, however; it is the "ceiling" for your comfort range while still able to exercise reasonable movement and maneuverability.

Surplus EV penalizes your quickness. Every point of Encumbrance exceeding your limit (i.e., over your Strength) reduces 1 point from your Nimbleness temporarily, until you get rid of enough load to bring it back down to or under your Strength. You can barely move should your Nimbleness drop to 0 (or below) because of the sheer overwhelming volume. The same penalty also applies to all Strength-based activities.

A warrior weapon, such as a sword, usually falls within 10 to 20 Encumbrance Value. Armor, worn or toled, can go up to as high as 60 for a full suit of plate mail. A humanoid, assuming average height and weight, is 50 EV.

Items with negligible dimensions, such as a key or—of course—needle, has effectively 0 EV individually. They are usually measured in collectives, with the Encumbrance given accordingly. For example, a single coin is nothing to fret over, but the GM may assign 1 EV per lot of ten. When in doubt, compare the item to another closest to its size and weight, or use the rough equivalent of 1 pound = 2 EV.

You can drag an item (or person). In this case, its EV is halved—but you will risk damaging the item (and any contents within).

Pack animals and bestial mounts can carry extra Encumbrance beyond their listed Strength, usually 1.5x to 4x. Certain talents like "Heavier Load" can increase your limit for encumbrance.

Example: Idor, with a 41 Strength, can bear provisions totaling 41 Encumbrance Value without penalty. He travels light, and with weapons and gear, he currently carries 28 EV. Then, his companion Dracyn falls from arrows in an ambush. Idor rushes over to haul him to safety. At normal weight, Dracyn is 50 EV, pushing the halfling's Encumbrance to $(28 + 50 =) 78$, or $(78 - 41 =) 37$ over his limit! The spillover causes Idor to shave 37 points off his Nimbleness, dropping it from 70 to 33, as well as a -37 penalty to all Strength and related rolls. He can either ditch equipment to reduce as much encumbrance as possible, pull Dracyn by the arm along the ground (thus he'll only be 12 over and recover most of the lost Nimbleness), or suck it up and pray to Ratiss for enemy misses while he struggles for the nearest cover. . .

Heroic: Encumbrance is not kept to the finest detail. As long as you are not lugging seven different swords or similar absurdities on your person, you are fine... though carrying a heavy load will still penalize you in some way (usually minuses to Nimbleness and Strength rolls).

Adventurous: As explained in the section.

Mortal: Everything has EV and kept meticulous track of, even for something as tiny and seemingly insignificant as a sewing needle (because it does have a sharp point!).

WEAPONS

There are numerous weapons in Eranon. Some may be available only to specific races or in certain regions, such as the dreaded octmarc, the eight-bladed axe that Kasmarn dwarfs proudly wield. Some are as mundane as a cudgel or quarterstaff. Your weapon of choice will not just improve your chance of surviving combat, but also expresses your preferred fighting style and tactics, as well as a lot about your personality. A burly berserker who lunges headlong into hordes of goblins is more likely to brandish a great sword, double axe, or other similarly massive arm, while an acrobatic swashbuckler fancying maneuverability and flair alike usually favors a lighter arsenal, like the rapier.

Weapons and Cultures

Nearly all weapons are available for purchase across the racial divide. There are, of course, exceptions.

The dwarfs are known for their karthmarc and octmarc, though not their willingness to sell these weapons. Both are highly prized, and about the only way to get them outside of Dealing Dale at market times is to steal or loot one from a dwarf's possession.

Although they are sensational weaponsmiths, the Spirinari never create weapons for commercial purpose. You'll never find a Spirinari hawking arms forged by his people anywhere; they can only be acquired through black market. Any non-Spirinari seen with a Spirinari weapon is interrogated heavily and instantly falls into the Spirinari's disfavor. The Spirinari will agree to make their weapons available to foreigners only under the direst circumstances. Which is a shame, really, for the arsenal they construct from their one-of-a-kind spirit bone are perfectly balanced, lighter, and sturdier to permit greater damage. They seem capable of replicating and improving any weapon, but they have never infringed or shown disrespect by forging arms unique to a race or culture, such as the dwarfs' karthmarc and octmarc.

Weapon Categories

A weapon typically falls into one of two classifications: melee or ranged.

Melee Weapons: These are good only for close-up combat, against opponents within your arm's reach.

Ranged Weapons: These are usable against distant targets. Some weapons, like the dagger, can be thrown and thus count as both melee and ranged. You do not add Strength damage modifier to damage on a successful ranged attack unless the weapon has been customized to do so (see "Weapon & Armor Customization" later in this chapter).

Weapon Groups and Types

Weapons are often referred to in groups and types. All weapons of an identical function belong in the same group; examples include axes, bows, clubs/maces, polearms, spears, swords, and whips. The type of weapon further narrows the definition by dimension and design. Therefore, the sword group would include long swords, short swords, bastard swords, great swords, daggers (plus other common

miniature blades as well), rapiers, and kukri as weapon types. Likewise, the family of spears would encompass javelins, long spears and short spears.

Weapon Familiarities

Weapons are also divided into three levels of proficiency: common, martial, and special.

Common Weapons: These are simple to wield, and require no particular training, therefore all characters may use them and take no penalty when attacking with them.

Martial Weapons: Arms of military-grade, the Martial Weapons Familiarity talent is mandatory to wield these without hindrance. Otherwise, you are assessed a -20 penalty to your attack rolls when using any martial weapon in combat. Characters of the warrior path automatically gain the Martial Weapons Familiarity talent.

All forms of unarmed strike (e.g., punch, kick) count as "martial weapons" for combat purposes.

Special Weapons: These are unusual and/or unique weapons that are seldom seen in a combatant's hand. You need a Special Weapons Familiarity talent for each individual weapon in this category to reflect your skill with that weapon, or you take a -30 penalty to your attack rolls.

Weapon Qualities

Each weapon has several entries pertaining to game statistics, as explained below. Different weapons will have different advantages and drawbacks. Those inflicting greater punishment are generally more expensive than those doing lesser damage, for starters. Two-handed weapons let you exert more power over single-handed weapons, but they also prevent you from using a shield to better protect yourself, plus their high encumbrance limits how many other things you can carry.

A weapon with (2H) following its name must be used with two hands.

RL: The weapon's standard Resource Level. This may change at the GM's discretion, according to its current availability, marketability, and seller preference.

Cost: This is the price of the weapon for campaigns not using Resource Levels, denoted in gold coins unless otherwise specified.

Damage: The damage dealt by the weapon on each successful hit. For two-handed weapons, if your Strength damage modifier (STR/10, then -5) is positive, it is doubled on a hit.

MR: Abbreviation for Maximum Range, the greatest distance this weapon is able to reach under normal circumstance, given in increments of No, Near, Short, Medium, and Long.

In Heroic and, sometimes, Adventurous campaigns, you may be able to extend the maximum range by one increment with a substantial penalty on the attack, thus a non-ranged weapon could be thrown up to Near range.

EV: The weapon's Encumbrance Value. Remember, this is just not weight alone, but size and portability too.



Common Melee Weapons	RL	Cost	Damage	MR	EV
Axe, Hand	0	6	1d6	Near	5
Cudgel	0	5	1d6	No	10
Dagger	0	3	1d4	Near	1
Hammer, Light	0	2	1d4	Near	4
Kukri	1	10	1d4	Near	2
Mace, Heavy	1	12	1d8	No	7
Mace, Light	1	5	1d6	No	5
Quarterstaff (2H)	0	2	1d4	No	8
Sap	0	2	1d6	No	3
Sickle	0	6	1d6	No	5
Spear, Short	0	3	1d6	Near	6
Sword, Short	1	10	1d6	No	7
Unarmed Strike	—	—	STR Mod.	No	—

Martial Melee Weapons	RL	Cost	Damage	MR	EV
Axe, Battle	1	11	1d8	No	20
Axe, Double-Bladed (2H)	1	20	2d6	No	23
Flail	1	9	1d8	No	13
Flail, Heavy (2H)	1	15	1d10	No	17
Glaive (2H)	1	9	1d10	No	24
Halberd (2H)	1	10	1d12	No	24
Hammer, War	1	12	1d8	No	18
Lance, Foot (2H)	1	10	1d12	No	25
Morningstar	1	8	1d8	No	8
Rapier	1	20	1d8	No	7
Scimitar	1	15	1d6	No	8
Scythe (2H)	1	18	1d10	No	25
Spear	1	5	1d8	No	9
Sword, Bastard	1	30	1d10	No	14
Sword, Great (2H)	1	50	1d12	No	18
Sword, Long	1	15	1d8	No	10
Trident	1	15	1d8	No	12
Unarmed Strike	—	—	1d3	No	—

Common Ranged Weapons	RL	Cost	Damage	MR	EV
Crossbow (2H)	1	35	2d4	Short	10
Crossbow, Heavy (2H)	1	50	2d6	Medium	16
Dagger, Throwing	0	3	1d4	Near	1
Dart	0	5 silver	1d3	Near	1/2
Hammer, Light	0	1	1d4	Near	4
Javelin	0	1	1d6	Medium	5
Sling	0	1	1d4	Short	1
Spear, Short	0	1	1d6	Near	6

Martial Ranged Weapons	RL	Cost	Damage	MR	EV
Axe, Throwing	0	6	1d6	Near	5
Bow, Long (2H)	1	75	1d8	Long	14
Bow, Short (2H)	0	30	1d6	Medium	9

Speical Melee Weapons	RL	Cost	Damage	MR	EV
Karthmarc	2	150	1d12	No	17
Octmarc (2H)	3	350	2d10	No	25
Staff, Short					
Double-Sectioned	0	5	1d6	No	3
Unarmed Strike	—	—	1d6	No	—
Whip	1	5	1d6	No	12
Whip, Light	0	2	1d3	No	8

Special Ranged Weapons	RL	Cost	Damage	MR	EV
Bolas	0	5	1d4	Near	3
Crossbow, Hand	1	35	1d4	Near	8

Weapon Description

The weapons listed are described below, along with special game-statistics information.

Axe, Battle: Larger, battle version of the hand axe; a primary weapon of the dwarfs.

Axe, Double-Bladed: Huge, two-edged axe favored by barbarians of the plains and The Chill, as well as the dwarven people. The weapon is revered for its ability to inflict great amounts of pain on an enemy.

Axe, Hand: Small lightweight utility axe, sometimes used as an offhand weapon.

Axe, Throwing: Small, well-balanced axe thrown at a target in short distances.

Bow, Long: Strong, heavy bow that is too tall for the halflings and similarly short races to use.

Bow, Short: Medium-sized bow that be use on foot or while mounted by all races.

Cudgel: Wooden club crafted and weighted for combat; a common peasant weapon.

Crossbow: Lightweight weapon consisting of a bow set horizontally on a wooden stock, which is grooved to direct an arrow or stone and notched to hold the bow-string. You can reload a crossbow in the same round it has been fired, providing that you are not under duress or trying to move beyond your normal speed (i.e., making a NIM roll to cover more distance).

Crossbow, Hand: Even lighter version of the regular crossbow, usable with a single hand; favored by rouges for its ease of concealment.

Crossbow, Heavy: More powerful version of the crossbow. You must use a cocking device to reload it, or succeed at a STR -30 roll if trying to reload without one. Either way, it takes a whole round to reload a heavy crossbow, or 2 Momentum SV (see "Momentum" in the Action & Combat chapter) to ready the bolt(s) for the round immediately.

Dagger: Double-edged knife; useful backup weapon.

Dart: Miniaturized version of the javelin, easily concealable on a person.

Flail, Heavy/Light: An effective bludgeoning weapon, this is a wooden or metal shaft attached by a sturdy chain to a spiked ball.

Glaive: Large polearm with a large flared blade on the end, and a 10' reach to keep opponents at bay. This is a reach weapon.

Halberd: Short polearm with an axe head and spike, useful for thrusting and hacking.

Hammer, Light: Small, compact sledge.

Hammer, War: Large single-headed maul, favored by dwarfs and barbarians.

Javelin: Thin spear balanced for throwing. It's not an ideal melee weapon and causes a -20 penalty to attack rolls when used in melee combat.

Karthmarc: Special gift from the Spirinari, karthmarc is an large, intimidating axe with four sharp blades. Its Resource Level is one less (RL 1) for characters of Kasmarkn origins.

Kukri: Large, weighted dagger with a curved blade, the cutting edge is on the inside of the curve.

Lance, Foot: Thrusting weapon consisting of a long wooden shaft with a sharpened, pointed head of steel; usable on foot. This is a reach weapon.

Mace, Heavy/Light: Made completely of metal, the head is flared and spiked, weighted for bludgeoning.

Morningstar: Wooden or metal shaft with a spiked ball attached to the top.

Octmarc: Kasmarn improvement of the karthmarc, with eight blades! Its Resource Level is one less (RL 2) for characters of Kasmarn origins.

Quarterstaff: Sturdy shaft of wood, commonly used as a walking stick; the preferred weapon of wizards and travelers alike.

Sap: Weighted short club used to knockout a target rather than to kill.

Sickle: Farm tool with a curved blade. Used for shearing wheat and grains; a common merthwags weapon.

Rapier: Long, thin but strong thrusting blade; tried-and-true favorite of rouges.

Scimitar: Curved, thin-bladed sword used for slashing and thrusting.

Scythe: The marital version of the farm implement is built to impart maximum force on the point and edges of the blade, to cut down opponents with ease.

Sling: Two thin leather thongs tied to a center pouch used to throw small lead shots.

Spear, Long: Polearm with a single sharp point of steel at the end. Not balanced for throwing. This is a reach weapon.

Spear, Short: Spear about 6' in length. Unlike the long spear, a short spear can be thrown, but usually not beyond Near range.

Sword, Bastard: Also known as the hand-and-a-half sword. Longer than the typical long sword, it can be used one or two-handed.

Sword, Great: The biggest and sturdiest of all the swords; known worldwide as one of the best melee weapons around.

Sword, Long: This is the workhorse of Eranon. A straight double-edged sword carried by most knights, warriors, and adventurers.

Sword, Short: Good offhand weapon, perfect choice for anyone using the duel weapon fighting style.

Trident: Three-pronged spear, usually the same length as a short spear.

Unarmed Strike: There are three types of unarmed strike damage. If you do not have the Martial Weapons Familiarity talent, your unarmed attack damage is your Strength Damage Modifier (see the "Damage" section in the Action & Combat chapter). If you have the Martial Weapons Familiarity, or are willing to accept a non-familiarity penalty (-20) for not having that talent, you do 1d3 + STR modifier damage on a successful blow. If you take unarmed strike as a Special Weapons Familiarity, the damage is increased to 1d6 + STR modifier.

Armor, Full	RL	Cost	DRM	PV	Hit Locations	EV
Chainmail	1	90	-2	4	All	38
Chainmail, Kasmarn	1	180	-1	5	All	30
Chainmail, Sinflar	1	120	-1	4	All	34
Cloth/Padded	0	10	+0	1	All	8
Dragonscale/Spirit Bone	2	NA	-1	4	All	32
Half Plate	1	170	-4	6/3	1-5/6-9	53
Half Plate, Kasmarn	1	350	-2	7/4	1-5/6-9	40
Half Plate, Sinflar	1	250	-3	6/3	1-5/6-9	50
Leather	0	15	+0	2	All	10
Platemail	2	180	-5	6	All	60
Platemail, Kasmarn	3	360	-3	7	All	47
Platemail, Sinflar	2	270	-4	6	All	55
Ringmail/Brigandine	1	45	-1	3	All	23
Scalemail	1	135	-4	5	All	48
Scalemail, Kasmarn	2	270	-3	6	All	36
Scalemail, Sinflar	1	210	-3	5	All	43

Whip: A stiff rod with a long lash attached at one end. You can try to trip, entangle or disarm an opponent at range. This is a reach weapon.

Whip, Light: Short quirt usually applied to control and guide small mounts.

ARMOR

Armor provides the defense while weapons supply the offense. Many an adventurer knows better than ignore the protection a well-constructed set of armor confers. Armor, as weapons, is available in all parts of Ramlar, though there are distinctive, unique armors (such as the dragonscale or one made of the Spirinari's spirit bone) that a person can only dream of acquiring.

Armor Qualities

Every set of armor has several entries pertaining to game statistics, as explained below. There are factors such as protection and price to consider when perusing the list of armor for acquisition. Generally, those absorbing greater damage are more expensive and cumbersome.

RL: The armor's Resource Level, for a full suit. Like all goods, it may change at the GM's discretion, according to current availability, marketability, and seller preference.

Cost: The price of the armor denoted in gold coins, unless specified otherwise.

DRM: Short for "Defense Rating Modifier." Most armor restricts your mobility enough to make you an easier target. This is especially true with the bulkier suits like plate mail, which afford the wearer plenty of protection at the expense of dodging blows or getting out of harm's way. This is the modifier to your Defense Rating when donning the armor.

PV: Protection Value, which represents the amount of damage in points this armor can absorb per hit. Armor made of tougher materials like iron plate or steel chain can soak more damage than leather, thus they have a higher Protection Value.

Hit Locations: This entry lists the hit locations where Armor Points are applied. Most suits of armor have "All" for this column, in which case all hit locations have the Armor Points indicated. Some suits of armor, like the half plate, have different Armor Point values for different locations; just follow each line to get the correct statistics.

EV: The armor's Encumbrance Value.

Full Armor Description

The full suits of armor listed above are described here, along with special game-statistics information.

Chainmail: This is made of interlocked metal rings woven into a coat and leggings. Cloth padding is worn underneath to minimize chafing. Chainmail includes a chain shirt with full sleeves, coif, and full leggings.

Cloth/Padded: Made primarily with quilted layers of cloth and cotton batting.

Dragonscale/Spirit Bone: Breastplate with drop-plates, full sleeves, full leggings, gorget, and helm, all constructed from the scales of a dragon or crafted from the spirit bone of the Spirinari. Neither is available for sale.

Half Plate: Chainmail with metal plates to protect the vital parts of the body. A suit typically includes a chain shirt with half sleeves, plate helmet with chain dagging, plate vambraces, plate greaves, and a half-breastplate.

Leather: Made by boiling large pieces of leather (such as that covering the breastplate, shoulder plates, and thighs) in oil for hardening. The rest of the armor is simply plain leather attached to the larger pieces to fill gaps. Common leather armor includes a leather jacket with full sleeves, full leggings, and a hood/mask attached (which can be folded under and behind the neck).

Platemail: Comprised of interlocking metal plates for maximum protection. Each suit must be fashioned specifically for the individual wearer. Platemail includes a breastplate with drop-plates, full sleeves, full leggings, gorget, and helm.

Ringmail/Brigandine: Made by sewing individual metal rings (for ringmail) or small metal plates (for brigandine) to a soft leather backing. The game statistics can also be used for reinforced leather armor. It includes a reinforced jacket with half sleeves, vambraces, full leggings, helm, with a gorget or dagging for the neck.

Scalemail: Constructed by covering a leather coat and leggings with overlapping pieces of metal resembling the scales of a snake. Scalemail includes a full jacket with half sleeves, helmet with scale dagging, vambraces, and greaves.

Partial Armor

Rather than always purchasing a complete suit, you can mix-and-match individual armor pieces for your own unique fashion statement, even foregoing armored protection altogether in places. The tables below list armor parts available by hit location. When replacing an armor piece, simply erase the old statistics, record the new information and make all appropriate changes (such as to your Defense Rating and total EV).

The costs listed for arm and leg armor is of single pieces. You must pay twice the price shown for a full pair.

Example: Joex wants to discard his old forearm guards in favor of a set of plate vambraces he found in a lost tomb. He consults the table below for arm (hit locations 1 and 2), notes the +0 bonus to his Defense Rating, the 6 Protection Value for each on the appropriate body diagram boxes, and the 8 total EV. Had he bought the pair at a bazaar they would have cost him a whopping 120 gold coins (at 60 per arm).

Arm (Hit Location 1 or 2)	RL	Cost	DRM	PV	EV
Chainmail	0	20	+0	4	2
Chainmail, Kasmarn	1	40	+0	5	2
Chainmail, Sinflar	1	30	+0	4	2
Cloth/Padded	0	1	+0	1	1
Dragonscale/Spirit Bone	2	NA	+0	4	2
Half Plate	1	30	+0	3	3
Half Plate, Kasmarn	1	60	+0	4	2
Half Plate, Sinflar	1	45	+0	3	3
Leather	0	3	+0	2	1
Platemail	1	60	+0	6	4
Platemail, Kasmarn	2	120	+0	7	3
Platemail, Sinflar	2	90	+0	6	3
Ringmail/Brigandine	0	10	+0	3	2
Scalemail	1	25	+0	5	3
Scalemail, Kasmarn	1	50	+0	6	2
Scalemail, Sinflar	1	40	+0	5	3

Head (Hit Location 3)	RL	Cost	DRM	PV	EV
Chainmail	1	40	-1	4	6
Chainmail, Kasmarn	1	60	+0	5	4
Chainmail, Sinflar	1	50	-1	4	5
Cloth/Padded	0	3	+0	1	1
Dragonscale/Spirit Bone	2	NA	+0	4	4
Half Plate	1	60	-1	6	8
Half Plate, Kasmarn	1	100	+0	7	6
Half Plate, Sinflar	1	80	-1	6	7
Leather	0	5	+0	2	1
Platemail	2	100	-1	6	8
Platemail, Kasmarn	3	200	-1	7	6
Platemail, Sinflar	2	150	-1	6	7
Ringmail/Brigandine	1	20	+0	3	3
Scalemail	1	50	-1	5	6
Scalemail, Kasmarn	2	100	-1	6	5
Scalemail, Sinflar	1	75	-1	5	6

Torso (Hit Locations 4, 5, 6)	RL	Cost	DRM	PV	EV
Chainmail	1	50	-1	4	10
Chainmail, Kasmarn	1	100	-1	5	6
Chainmail, Sinflar	1	75	-1	4	8
Cloth/Padded	0	5	+0	1	2
Dragonscale/Spirit Bone	2	NA	-1	4	6
Half Plate	1	80	-1	6	11
Half Plate, Kasmarn	1	160	-1	7	8
Half Plate, Sinflar	1	120	-1	6	9
Leather	0	10	+1	2	3
Platemail	2	120	-2	6	12
Platemail, Kasmarn	3	250	-1	7	10
Platemail, Sinflar	2	180	-1	6	12
Ringmail/Brigandine	1	30	-1	3	4
Scalemail	1	70	-2	5	11
Scalemail, Kasmarn	2	140	-1	6	7
Scalemail, Sinflar	1	100	-1	5	8

Torso, Lower (Hit Location 7)	RL	Cost	DRM	PV	EV
Chainmail	1	30	+0	4	5
Chainmail, Kasmarn	1	60	+0	5	3
Chainmail, Sinflar	1	45	+0	4	5
Cloth/Padded	0	5	+0	1	1
Dragonscale/Spirit Bone	2	NA	+0	4	4
Half Plate	1	80	-1	6	5
Half Plate, Kasmarn	1	100	+0	7	4
Half Plate, Sinflar	1	90	+0	6	5
Leather	0	5	+0	2	1
Platemail	2	120	-1	6	7
Platemail, Kasmarn	3	250	-1	7	5
Platemail, Sinflar	2	180	-1	6	6
Ringmail/Brigandine	1	30	+0	3	3
Scalemail	1	70	-1	5	5
Scalemail, Kasmarn	2	140	+0	6	4
Scalemail, Sinflar	1	100	-1	5	5

Leg (Hit Location 8 or 9)	RL	Cost	DRM	PV	EV
Chainmail	0	20	+0	4	2
Chainmail, Kasmarn	1	40	+0	5	2
Chainmail, Sinflar	1	30	+0	4	2
Cloth/Padded	0	1	+0	1	1
Dragonscale/Spirit Bone	2	NA	+0	4	2
Half Plate	1	30	+0	3	3
Half Plate, Kasmarn	1	60	+0	4	2
Half Plate, Sinflar	1	45	+0	3	3
Leather	0	3	+0	2	1/2
Platemail	1	60	+0	6	4
Platemail, Kasmarn	2	120	+0	7	3
Platemail, Sinflar	2	90	+0	6	4
Ringmail/Brigandine	0	10	+0	3	2
Scalemail	1	25	+0	5	3
Scalemail, Kasmarn	1	50	+0	6	3
Scalemail, Sinflar	1	40	+0	5	3

Armor Hindrance

All armor (and shields), no matter how well designed, restrict movement to different degrees. The inflexibility does interfere with actions requiring delicate (if not precise) manipulations like casting a spell, picking locks and disarming traps. When you are attempting any action based on Nimbleness (stealth, acrobatics) or a Contact Rating (spellcasting, spell attacks), you suffer an armor hindrance penalty equal to the total Encumbrance Value of armor worn and shield carried to your roll. Path talents like Armor Efficiency and Armored

Spellcasting can reduce the armor hindrance penalty (or even offset it altogether if taken enough times).

Example: Jaliel wears armor adding up to 25 EV. Therefore, she must take a -25 penalty due to armor hindrance on all Nimbleness-based rolls. Faresha the sevar uses only a small shield (5 EV) for defense, but she still suffers a -5 penalty to her Contact rolls when casting spells.

Heroic: Armor hindrance may play a factor usually only in crucial combat or situations, as arbitrated by the GM.

Adventurous: Armor hindrance is a relatively consistent part of the game, but sometimes overlooked in favor of pacing, especially in trivial encounters.

Mortal: Every armor hindrance is kept strict track of.

Repairing Armor

Although not often, armor can be damaged, losing its Protection Value to specifically aimed strikes. Once a piece of suit of armor loses all its Protection Value, it is irreversibly destroyed. Prior to such destruction, you can repair the damage. In game terms, you renew the armor's Protection Value with extended action rolls (see "Extended Action Roll" in the Action & Combat chapter) using expertise related to armorsmithing. The interval usually equates to one hour of full labor, with every 1 Success Value converting to 1 Protection Value restored. You can stop rolling at any time to distribute the Success Value already accumulated among all the armor you are repairing. No armor suit or segment may be restored to above its original Protection Value, of course. It is prudent for you to split the repair into several manageable rolls to minimize the effect of a critical setback, especially when time is not of the essence and the job is a daunting one with many suits lying in near-ruin.

Example: After a grueling battle in which the adventurers' armor took a beating, Torrik breaks out the tools to repair them. After three rolls and three hours of work, he amasses 8 Success Value, or 8 total Protection Value repaired, a pool he can use to restore his own armor, his fellow party members', or both, as long as the total distributed adds up to 8 PV. He can distribute all 8 PV now and start a new extended roll, or risk setback by continuing the same roll.

Heroic: Unless the armor is enchanted with special properties, it can only be repaired during "downtime" of an adventure. If it's repairable, no rolls but just time required.

Adventurous: Roll only when the characters are pressed for time, or wish to reduce the interval. Otherwise, assume 1 PV x expertise ranks restored per hour of repair.

Mortal: As explained in the section, plus badly dinged armor will have a penalty to repair.

Shields

Shields provide excellent cover in combat, making it harder for an opponent to land a solid blow. While your shield will probably deflect many strikes and see many hard impacts, for game purposes such usage does not damage the shield, though it can be specifically targeted and shattered through the same means used to destroy armor, such as a called shot (see "Combat Options" in the Action & Combat chapter).

You apply a shield's Protection Value to any of the locations it covers, as indicated. The shield's PV stacks with all other Protection Value a struck location may have. Shields almost always have a positive Defense Rating Modifier to reflect improved defense from being able to deflect blows more easily and efficiently.

All shields require at least one hand devoted to their usage, except for the buckler which can be secured on a forearm. Using a shield incurs hindrance penalty as well, just like armor. Wizards cannot attempt to contact leylines (i.e., make Contact rolls) when holding a shield, unless permitted by talents or special abilities. At GM's discretion, rogues may not be able to perform certain actions with a shield in hand (not to mention shields are conspicuous and difficult to hide).

A shield used to bash an opponent does the listed damage when hit, but forfeits all its Defense Rating Modifier and Protection Value until the following round, unless you can ready it again as an action in the same round.

Shield	RL	Cost	DRM	PV	Damage	Hit Locations	EV
Small/Buckler	0	10	+1	1	1d4	Shield arm, 3-6	5
Medium	1	20	+2	2	1d6	All except other arm, 8 and 9	10
Large	1	35	+3	3	1d8	All except 8 and 9	20
Tower	2	50	+4	4	1d10	All	40

Shield Description

The shields listed above are described here, along with special game-statistics information.

Small/Buckler: Either straps to the body's forearm or is held in the hand. It is quite compact.

Medium Shield: Protects approximately half of the defender's body.

Large Shield: Covers approximately two-thirds of the defender's body. It is strapped to the forearm and held in place with one hand.

Tower Shield: Covers nearly all of the defender's body, but is very heavy and not very mobile. Naturally, it offers the best protection of any shield, though your Attack Rating and all attack bonuses are halved while using the tower shield because its sheer bulk often gets in the way of offensive maneuvers.

WEAPON & ARMOR CUSTOMIZATION

In The Chronicles of Ramlar, you can customize virtually any piece of equipment to your liking. Typically, this involves weighing or honing a weapon for extra damage, balancing it to improve attacks, fortifying armor to absorb greater punishment, but can include overlooked effects such as collapsible cleats for better tractions and climbing. With imagination and the GM's approval, almost any combination, however outlandish, is possible!

There are two ways to alter your equipment: manual craftsmanship and enchantment. It is very difficult to upgrade gear beyond its natural limits with craftsmanship alone; improving a weapon's attack bonus beyond +10 or damage by more than one extra die will challenge even the best weaponsmith in the world, for example. On the other hand, while magical enchantment is limitless, finding a qualified artificer presents a great obstacle all its own.

Base Fee

All customizations have a base fee of RL 1 per category modified to represent the typical rate to initiate that particular task. For example, if you just want to improve the weapon's attack bonus or the suit of armor's Defense Rating, the base cost is RL 1 since they fall within the same category ("Combat"); but, if you wish to increase the damage as well, the base fee rises to RL 2 because you are now modifying two categories ("Combat" and "Damage"). You may ignore a category's base fee if all modifications for that category are solely negative (i.e., Flaws, minus Defense Rating and attack bonus, Extra Encumbrance, etc).

The base fee is on a per-job basis, and is sometimes negotiable (down to RL 0, but has no upper limits), or may even be waived entirely.

Creation Cost

To determine the final RL needed to afford the entire project, just take the object's original RL and add to it the RL modifiers for all the customizations you want and applicable Base Fee(s). However, the minimum final RL is always 1.

Changes to an object do affect its Encumbrance Value. The principle is that most improvements to make a weapon or armor sharper, sturdier, and just overall better will logically increase its size and weight — even when done with enchantments. The ability to streamline the additions and polish lingering spell residues is what separates a master smith or artificer from an ordinary one; the former will be skillful enough to eliminate excess details, or as much as you can afford to pay for it to get done.

For the final EV, add up all the modifiers in the EV column, apply it and adjust the original EV accordingly. However, no item should be reduced to below half of its original EV.

You can also quickly gauge the relative power level of an object simply by its Resource Level. It is too unbalancing to reward adventurers with weapons, armor, and magic items of a Resource Level far above their character level, for instance, and too stringent if the reserve is true. The ideal margin is for enchanted items intended as prospective treasures to stay within 1-2 Resource Level of the character (e.g., for a party of 3rd-level adventurers, don't throw out anything higher than RL 5 in value as spoils, etc).

Example: Let's build a typical "mastercraft" magic blade. We'll start with a long sword (RL 1, 10 EV). We enchant it with a +10 attack bonus (+2 RL, +2 EV). Because magical weapons tend to have a feathery light quality, we will also streamline the encumbrance (+1 RL, -5 EV). Since our modifications spanned two categories ("Combat," "Final Encumbrance"), the Base Fee is +2 RL. Thus, the final cost to create the blade will be $(1 + 2 + 1 + 2 =) 6$ RL, and it will have $(10 + 2 - 5 =) 7$ EV.

Heroic: As long as your Resource Level can cover it, you can have as many enchanted or customized items you want — provided you're able to reasonably carry them all.

Adventurous: You may purchase any number of special items whose total Resource Levels do not exceed three times your RL, and not surpassing your RL individually. So, if you're an average 5th-level character, you may have enchanted/customized objects adding up to $(3 \times 5 =) 15$ RL, with no single item among the lot going over 5 RL in value.

Mortal: The cost in gold coins is quickly converted by multiplying the final RL by 200. For example, a "Generic Enchanted Blade" would run an interested party $(RL 2 \times 200 =) 400$ gold each, while a suit of Hide of the Chill could be available for $(RL 4 \times 200 =) 800$. You are limited only by how many items you can financially afford.

Customization Qualities

RL: The requisite Resource Level for the modification.

EV: The change in Encumbrance Value.

Customization Process

You can attempt to customize any equipment given the appropriate skill (e.g., Armor/Weaponsmithing for armor and weapons, Leatherwork for boots, Carpentry for woodwork, etc). It is an extended action roll, with TSV equal to the calculated final RL $\times 10$, in one-day intervals. For example, to effect an RL 9 upgrade will require you to accumulate $(9 \times 10 =) 90$ TSV at one expertise roll per day.

To gauge the time for a contracted customization, take the final RL $\times 10$, then divide it by the laborer/contractor's expertise ranks and/or levels in the spellcasting paths appropriate to the task (i.e.,

merthwarg, sevar, and wizard), for the number of days, round up, until completion.

Example: assuming 3 ranks in Expertise and 5 spellcasting levels for an enchanter, the same RL 9 worth of work will take $(90/8 =) 12$ days, or just a bit under two weeks, uninterrupted from start to finish.

WEAPON/ARMOR CUSTOMIZATION TABLE

Combat	RL	EV
Each +5 attack bonus	+1	+1
Each -5 attack penalty	-1	+2
Each +1 Defense Rating	+1	+0
Each -1 Defense Rating	-1	+2

Damage	RL	EV
D4 Equivalent	+1	+1
D6 Equivalent	+2	+4
D8 Equivalent	+3	+6
D10 Equivalent	+4	+8
D12 Equivalent	+5	+10
Each Additional Die	+2	+5
Each Energy Type	+3	+2

Protection	RL	EV
Each +1 Protection Value	+1	+5
Each Type of Energy Immunity	+5	+2

Skill	RL	EV
Each +5 Bonus to an Expertise	+1	+1/2

Spell Infusion	RL	EV
Each Spell Permanently Imbued	+1 per DL	+0

Special	RL	EV
Flaw, Common	-3	+0
Flaw, Uncommon	-2	+0
Flaw, Rare	-1	+0
Material	+0 to +10	Varies
Trigger, Attuned	+3	+1
Trigger, Easy	+1	+1
Trigger, Hard	+2	+1

Final Encumbrance	RL	EV
Extra Encumbrance	-1	+5
Reduced Encumbrance	+1	-5

Combat

Each +5 Attack Bonus: The bonus to your roll when attacking with this weapon. To install this modifier to armor, there must be a reasonable, creative rationale (spiked pads, for example). Though the GM is free to decide on the maximum bonus possible for a game campaign, we recommend no more than +50 bonus per weapon (or armor).

Each -5 Attack Penalty: Opposite of the above, this is the penalty to your roll when attacking with this weapon, perhaps because the weapon is a bit rusty and dull, constructed poorly or from inferior material, or horrendously unbalanced and unwieldy. As above, the penalty should be no more than -50 maximum.

Each +1 Defense Rating: The bonus to your Defense Rating when donning the armor. A solid rationale is necessary to purchase this modifier for weapons (the Spirinari are rumored to have the siaa, a tri-pronged defensive weapon, and perhaps you came into posses-

sion of a design print). The suggested limit for this bonus is +5 to the original value (so the best a normal platemail suit can do is +0 DR modifier, for instance).

Each -1 Defense Rating: The penalty to your Defense Rating when wearing the armor (or using the weapon). The EV actually increases for this modifier because it translates to a more rigid armor (thus making it harder to get out of the way of attacks). The recommendation for maximum penalty here is -5.

Damage

Damage Equivalent: This is for objects that ordinarily inflict no appreciable damage in combat, such as armor. You choose a die type and now roll that for damage on a successful hit with that object.

Each +1 Additional Die: How many extra dice you roll for damage beyond the normal amount listed for the weapon on a successful hit. These extra dice are the matching die type, e.g., additional d8's for battle axe, d10's for bastard sword, and so on. The GM is advised to regulate this closely, and no more than two extra dice per weapon should be permitted under most circumstances.

Each Energy Type: Select an energy type (acid, air, cold, electricity, sonic, water, etc). A weapon with this modifier produces the effect of that energy type and do damage accordingly. This is particularly useful when matched against a creature susceptible to the energy.

You may take this modifier more than once, each time choosing a different energy type. On a strike, you choose which one energy type (or just simply physical impact) is represented in the damage.

Protection

Each +1 Armor Point: The GM should permit purchase of additional Armor Points matching the armor's original value at the most.

Each +1 Energy Resistance: Normal armor has no resistance to energy attacks. With this option, you can make it resistant to a chosen energy type. When hit by the selected energy to a location covered by the armor, you take one less point of damage for every Energy Resistance point present.

Each Type of Energy Immunity: The armor (or in rare cases, weapon) cannot be damaged by one energy type of your choice (acid, air, cold, electricity, fire, sonic, water, etc). It will also absorb all damage from the selected energy to the hit location(s) covered by the armor with this customization. For a weapon, it may be used to deflect attacks of that energy.

Skill

Each +5 Bonus to an Expertise: Modifications are made to equipment to help you achieve better results when using a chosen expertise. You do not need to possess that particular expertise to enjoy the benefit. It is possible for a piece of equipment to grant multiple skill bonuses, though each must be bought separately. In any case, the GM should limit the maximum bonus for any one expertise to +50. Weapon and armor can also include this modification with GM's consent.

Spell Infusion

Each Spell Permanently Imbued: Characters with the Enchanter talent(s) may weave appropriate spells permanently into objects. The cost is predicated on each spell's Difficulty Level (see the Magic chapter). To permanently bond an object with a DL 2 spell and a DL 5 spell, for instance, would raise the cost by (2 + 5 =) 7 RL.

Special

Flaw, Common: The weapon or armor has a distinct and obvious drawback that can be exploited by anyone of average intelligence. It may be that it loses all abilities in daylight (which would be a com-

mon occurrence), or that it is vulnerable to a common substance (such as water). The GM will determine whether a flaw qualifies as common or otherwise.

Flaw, Uncommon: As Common Flaw, but the detriment happens with less frequency, or under less-obvious conditions.

Flaw, Rare: As above, but the impediment rarely surfaces or is hardly noticeable to any but the most observant foe.

Material: The weapon or armor is made from unconventional material. The base fee and cost depend on the availability and paucity of the material used. Silver, for example, is fairly common so the cost should be nominal (+1 RL); spirit bone, on the other hand, would be expensive, if it was even available for purchase.

Trigger, Attuned: The extraordinary abilities of this weapon or armor are attuned to a specific person, so that even if anybody other than the intended user takes possession of the item, they remain inactive.

Trigger, Easy: This weapon or armor's abilities will activate only when triggered by or under a simple predetermined condition—usually a short command word that can be uttered in a second. Anybody who knows the trigger can activate the item.

Trigger, Hard: As above, but the condition is more complex and intricate, perhaps a long command in obscure dialect, thus harder for anyone unfamiliar with the activation to decipher or recall it.

Final Encumbrance

You can never completely eliminate the EV of a weapon or armor, and the GM is recommended to limit all Encumbrance reductions to one-half the weapon or armor's original listed EV, at best.

Extra Encumbrance: Sometimes when you are short on funds, you can try to cut corners to save a few coins. This is one way to do that, by leaving the rough edges unpolished and other details incomplete, which in turn increases the weapon or armor's burden.

Reduced Encumbrance: This is where the bulk of the expense tends to be. Even magical enchantments will raise encumbrance as they cannot circumvent that physical law entirely, only suspend it temporarily. An inferior enchanter would clutter the enchantments indiscreetly, whereas a virtuoso would painstakingly shape the spells so they merge efficiently and seamlessly with minimal obstruction to the ultimate user. Judging from the scarcity of fine craftsmanship, this is often an indispensable service to pay for when you can find it.

Sample Customizations

Generic Enchanted Blade: Long Sword (RL 1); +5 attack bonus (+1 RL, +1 EV); Base Fee: +1 RL. Final RL: 3. Final EV: 11.

Hide of the Chill: Leather Armor (RL 0); Energy Immunity: Cold (+5 RL, +2 EV); Uncommon Flaw: 1.5 x damage vs. Fire (-2 RL, +0 EV). Base Fee: +1 RL. Final RL: 4. Final EV: 12.

Razor Thigh Guard: Platemail for Leg (RL 1); -1 Defense Rating (-1 RL, +2 EV); Damage Equivalent: d6 (+2 RL, +4 EV). Base Fee: +1 RL. Final RL: 3. Final EV: 10.

Spiked Warclub of Ebonshade Ogre: Cudgel (RL 0); Damage: +2d6 damage (+4 RL, +10 EV); Common Flaw: Minimum 90 STR to Wield (-3 RL, +0 EV), Extra Encumbrance (-1 RL, +5 EV). Base Fee: +1 RL. Final RL: 1. Final EV: 25.

EQUIPMENT AND PROVISIONS

"A fair or at least middling day to you, gentle folk! The name is Syzol. Verto Syzol. Verily of the stupendous Syzol Traveling Purvey & Imporium fame, surely you've heard? It is quite possible for you to carry articles on your person now that was originally obtained from my stock of finery. . . You'd be surprised at what I have had the fortuity to procure, the barrage of demands I field, and how rapidly I often consummate choice deals — sometimes involuntarily, like the spirit bone breastplate I bravely saved off a Spirinari royal escort dead from a Druegarn ambush, a yarn I so thoroughly lamented to Alistra in her Dancing Dryad over precious dragonberry wine. . . which, by the way, I have the personal pleasure of supplying to Miss Monsbae's sublime establishment on several occasions. Never shortchanged the lady once, unlike other unscrupulous traders, I'm proud to say. At least none since our little misunderstanding last month..."

"I am a man of endless objects and venues, which accounts for my copious acquisitions, as well as interest for the pamphlets elaborating my journeys, many no doubt still circulating inside the Runespar University. . . Yes, that dwarven institute of arcane education. Despite rumors to the contrary, the mage-mentors were merely jesting about turning me into a newt for mistakenly removing certain tomes from the library, since they realized full well how confusingly alike the words 'free' and 'prohibited' are in the dwarven language.

"Although I was forced to relinquish the books, I have scribed condensed versions purely from my eidetic memory and for you, good patron, I'm willing to offer them in conjunction with sufficient purchases of my more mundane wares today! Please, step behind the curtain to review the inventory and mind not the monkey. He isn't feral or rabid — as far as I know. . ."

General Goods	RL	Cost	EV
Backpack, Large	1	2	4
Backpack, Small	0	1	2
Bell	0	1 silver	—
Blanket, Light	0	4 silver	3
Blanket, Winter	0	8 silver	8
Block and Tackle	0	4	12
Caltrops	0	1	2
Candle	0	2 copper	—
Case, Bone	1	1	2
Case, Leather	0	5 silver	1
Case, Metal	1	3	2
Chain	1	5	8
Chalk	0	1 copper	—
Chest, Large	1	5	30
Chest, Medium	1	3	20
Chest, Small	0	1	10
Crowbar	0	5 silver	8
Fish Hook	0	1 copper	—
Flask	0	2 copper	1
Grappling Hook	1	1	10
Hammer	0	3 silver	6
Ladder, Rope, 10'	0	3 copper	10
Ladder, Rope, 20'	0	1 silver	14
Ladder, Rope, 50'	1	1	20
Lantern, Bullseye	1	6	8
Lantern, Hooded	0	3	6
Lock	1	10	2
Mirror, Hand	0	2	2
Mirror, Steel (Small)	1	5	—
Mug	0	1 copper	1
Oil (1 pint)	0	1 silver	2
Parchment (10 sheets)	1	1 silver	—
Pen	1	1	—
Pitcher	0	2 copper	5
Pole, 10'	0	3 silver	7
Pot, Iron	0	3 silver	12

Pouch Belt	0	1	1
Quill	1	3 silver	—
Quiver (Empty)	1	2	14
Rations, Trail (1 Week)	1	2	4
Rope, Hemp, 50'	0	1	10
Rope, Silk, 50'	1	5	6
Sack	0	5 copper	2
Sealing Wax	0	1 copper	1
Sewing Needle	0	1 copper	—
Signal Whistle	0	2 copper	—
Sledge	0	5 silver	12
Soap	0	2 copper	—
Spade	0	3 silver	15
Spy Glass	2	50	2
Tent	1	15	25
Tinder Box	0	3 silver	2
Torch	0	1 silver	5/10

Verto Syzol's Brochures

of Amazing Journeys	1	1	—
Vial	1	1	1
Waterskin	0	1	2
Whetstone	0	2 copper	2

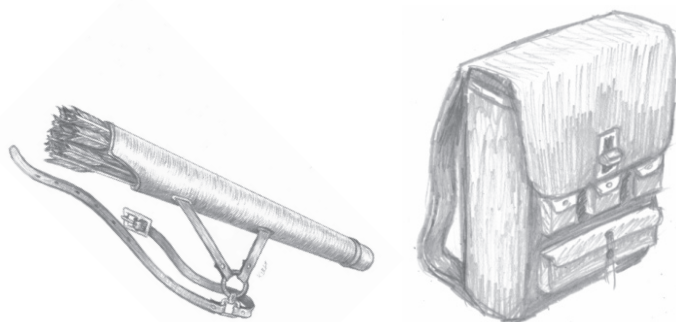
Clothing	RL	Cost	EV
Belt	0	5 copper	—
Boots, Labor	0	2 silver	1
Boots, Riding	1	3 silver	1
Boots, Walking	0	1 silver	1
Cloak	0	2 silver	—
Gloves	0	2 silver	—
Hat	0	2 silver	—
Robe, Adventurer	1	10	6
Robe, Artisan	1	5	8
Robe, Courtier and Noble	2	100	12
Robe, Merchant	1	5	10
Robe, Scholar	1	3	8
Robe, Traveling	1	1	6
Tunic	0	1	3
Vestments, Sevar	1	5	5
Winter Outfit	1	8	18

Mounts, Vehicles, Riding Accoutrements	RL	Cost
Barding, Average Creature	1	25
Barding, Large Creature	2	50
Carriage, Plain	2	50
Carriage, Ornate	3	150
Cart, Two-Wheeled	1	10
Donkey/Mule	0	7
Horse, Heavy	2	100
Horse, Light	1	70
Horse, Pony	1	40
Horse, War (Dwarven)	2	300
Horse, War (light)	2	250
Saddle, Exotic Creature	2	30
Saddle, Military	2	20
Saddle, Pack	0	5
Saddle, Riding	1	15
Saddle Bags and Blanket	0	5
Sled	1	20
Wagon, Covered	2	50
Wagon, Flat	1	35
Wagon, Railed	1	40

Tools of the Trade	RL	Cost	EV
Alchemist's Kit	2	250	40
Alchemist's Kit, Master	3	500	50
Armor Repair Kit	2	100	30
Assassin's Companion	2	125	10
Disguise Kit	1	25	10
Healer's Kit	1	40	15
Holy Symbol, Gold	2	25	5
Holy Symbol, Kasmarium	3	50	3
Holy Symbol, Silver	1	5	5
Holy Symbol, Wood	0	1	2
Musical Instruments, Flute	0	5 silver	1
Musical Instruments, Harp (lap)	1	10	10
Musical Instruments, Lute	1	20	15
Pouch, Spell Component	1	5	1
Spell Book	1	25+	5
Rogue's Tools, Common	1	25	8
Rogue's Tools, Master	2	125	15

Toxins	RL	Cost	EV
Black Fang	5	1,000	—
Black Swamp Lotus	5	1,300	—
Blue Mist	7	3,000	—
Bullet Frog	4	700	—
Carter's Hand	5	1,500	—
Corac	8	3,500	—
Hag's Vitriol	1	50	—
Harbinger	6	2,500	—
Kriegg	5	1,100	—
Leo 'Leoth (antitoxin)	12	10,000	—
Matrix Line	7	3,000	—
Morac	4	750	—
Nightshade	4	500	—
Osarian Scorpion	7	3,000	—
Red Fang	5	1,000	—
Sea Devil	6	1,500	—
Sea Snake	7	3,000	—
Tanzea	2	200	—
Wilson's Peaceful Night	1	50	—
Wizquell	8	3,500	—

Food and Lodging	RL	Cost
Ale	1	5 copper
Bread (loaf)	0	1 silver
Cheese (whole)	0	4 silver
Lodging, Basic (1 day)	1	5 silver
Lodging, Good (1 day)	2	1
Lodging, Lavish (1 day)	3	5
Meal, Basic (1 day)	1	2 silver
Meal, Good (1 day)	2	5 silver
Meal, Lavish (1 day)	3	1
Wine, Fine	2	1



General Goods

"Here we have all the supplies for everyday tasks, or everyday adventuring as the case may be. To the normal eye, they resemble what you may find in nearly any hamlet or small town, but do not compare their inferior quality to what you see before you! Truthfully, most bazaar, even in the city, take in secondhand goods for resale at half the market value, at best sixty to seventy percent off if you are an exceptional bargainer. Not me! Only the highest quality for Verto's favorite customers! And anybody buying from me is a favorite customer. . ."

Backpack: Leather bag worn about the shoulder and back, typically used to store personal goods and smaller tools.

Bell: Small copper chime, usually tied to a small string as makeshift perimeter alarm.

Blanket: Thick woolen quilt for warmth while resting or as ground covering.

Block and Tackle: A system of pulleys and ropes enabling adventurers to lift heavy objects.

Caltrops: A pyramid of metal spikes bound together so that, when dropped on the ground, one side always faces up.

Candle: Cylinder of wax with a wick in the center that burns for two hours and gives light in a 10-foot radius.

Case: Bound tube for holding rolled parchments and paper.

Chain: Interlocking metal hoops to hoist, pull or secure objects.

Chalk: Compressed piece of carbon used for marking most surfaces.

Chest: Wooden box for storing a multitude of items.

Crowbar: Small iron bar for prying things loose.

Fish Hook: Piece of iron or some other metal used to catch fish.

Flask: Metal canister for holding liquid with a tight seal. Holds one pint.

Grappling Hook: Secured with a rope and used to assist in climbing walls and windows.

Hammer: Small wooden shaft with an iron head. Tool for common labor.

Ladder, Rope: Made of rope and wooden slats. Can be rolled up to store in a backpack. The ladder comes in 10-, 15-, and 20-foot lengths.

Lantern, Bullseye: Illumination device with a single open side and a polished interior object to reflect and project light. The Bulls Eye Lantern Casts a cone of light up to 50' away and 20' wide, and will burn for 6-8 hours on one pint of oil.

Lantern, Hooded: Illumination device with small hinged doors that can cover the light portals. It gives off light for 40-foot radius and burn for 6 hours on 1 pint of oil.

Lock: Made of brass or steel, used to secure chests and doors. The highest-quality locks are often enchanted, needing not a key but an arcane word to open.

Mirror: Small square of polished steel that casts a perfect reflection. A light source must be present for the mirror to work.

Mug: Ceramic, wood, or metal drinking cup.

Oil (1 Pint): Fuel for lanterns and setting fires. One pint will burn for 6-8 hours.

Paper: Off-white in color, made from fibers of the Quinles plant.

Parchment: Goat-, sheep-, or dragon-hide specially cured for writing.

Pen: Long tube-shaped instrument for writing on most surfaces.

Pitcher: Basic liquid container made from clay, metal or wood.

Pole, 10': Long stick 10' in length, used to set off traps or reach high objects.

Pot, Iron: Round container for cooking or alchemist research.

Pouch Belt: A leather belt with small pockets to hold numerous trinkets; a mainstay of spellcasters and rogues.

Quill: A feather taken from an avian creature, with fine tip at the end, used as writing instrument.

Quiver (Empty): Open leather tube for holding arrows.

Rations, 1 Week: Preserved meal, trail mix, and hardtack for consumption on journeys. Conventional packages usually include enough provisions to sustain a person for one week.

Rope, Hemp: Sturdy, heavy-duty rope, able to support up to 200 EV without strain. Gives +10 bonus to climbing rolls.

Rope, Silk: Lighter than the hemp rope but no less durable. Give +15 bonus to climbing rolls.

Sack: Made from burlap or canvas and closes with a drawstring.

Sealing Wax: Commonly used to seal letters or seams.

Sewing Needle: Slender, sharp bronze metal piece for repairing or tailoring clothes.

Signal Whistle: Small wooden or metal instrument that emits a shrill sound, used to alert others.

Sledge: Long, heavy iron tool for carpentry and other daily chores.

Soap: Bar of disinfectant to clean the body.

Spade: Handy miniature shovel for digging.

Spy Glass: Brass tube with built-in magnifying lenses for viewing objects at a distance.

Tent: Made of canvas, or burlap. Large ones can accommodate 3-4 people.

Tinder Box: Holds materials used to start fires.

Torch: A length of wood wrapped with flax or cloth soaked in pitch; burns for 1 hour when lit with fire. A burning item has its EV doubled (increasing from 5 to 10 for a normal torch) and thus may decrease your movement as it must be handled with care, unless you're completely immune to fire damage.

Vial: Compact glass container to hold liquids, sand, or any other powdery substance.

Verto Syzol's Brochures of Amazing Journeys: "Ah, what no travelers should do without! Each a palm-sized leaflet record of my more remarkable trips and business transactions, detailed only as old Verto can, available for individual sites from Aurod to even the Hethmarkn Book! Yes, that Hethmarkn Book. . ."

Waterskin: Lined leather bag holding up to a half-gallon of water.

Whetstone: A special volcanic stone for sharpening weapons.

Mounts, Vehicles, Riding Accoutrements

"Verto has the wheels, the steeds, and the accessories for your transportation needs, if that's what you seek! Carts, wagons, mules, big horses, tiny horses, war-horses. . . you name it! Even exotics like griffon and trelmak can be arranged. Of course, that will require time and expenses, you understand. . ."

Barding: Armor designed to cover a mount; made with different material from leather to metal.

Carriage: Four-wheeled buggy to transport passengers.

Cart, Two-Wheeled: Used to haul goods.

Donkey/Mule: Beast of burden for the fields or carting supplies.

Horse: Strong, fast animal for riding or carrying loads.

Horse, War (Dwarven): Bred and trained by the dwarfs for riding into battles.

Horse, War (light): Slightly smaller horse commonly used by cavalries.

Saddle, Exotic Creature: Riding accoutrement customized to fit over the back of a specific exotic animal.

Saddle, Military: Sturdy, with additional fixtures and harness to ensure optimal control and maneuvering of the horse.

Saddle, Pack: Made for donkey or mule, can hold a large load of supplies for long-distance travel.

Saddle, Riding: Lightweight saddle for veteran equestrians or jockeys.

Saddle Bags and Blanket: The bags are attached to the rear of the saddle for storing provisions and clothes. The blanket is put under the saddle to minimize chafing for the mount.

Sled: For transportation in snowy or icy environments, usually pulled by a team of trained dogs.

Wagon: Large carts for transporting goods.

Tools of the Trade

"No matter your vocation, compact kits that travel with you are indispensable. A cleverly designed tool belt, for instance, can save a rogue many frustrations, even his sanity. . . Or so I've been told."

Alchemist's Kit: Contains all the materials necessary for creating different substances (potions, Poisons, etc.); includes beakers, burners, bottles, and measuring tools.

Alchemist's Kit, Master: Same as above, but with additional delicate instruments and components thrown in for the master alchemist.

Armor Repair Kit: Holds everything you need to make field repairs on armor. Includes a small hammer, spare lengths of chain for mail, rivets and studs, two square feet of leather, metal straps, and extra buckles. Each kit is good for 50 total Protection Value of repair.

Assassin's Companion: Features an assortment of poisons, a special spring-loaded dagger coated with venom, a garrote, a small blow gun with poisoned darts, smoke pellets to cover the assassin's escape, plus hidden compartments to conceal other tricks of the trade.

Disguise Kit: Stores dyes, makeup, wigs, and a number of small wax prosthetics.

Healers Kit: Includes bandages, salves, and medicinal herbs.

Holy Symbol: This can be made from any material and is used for the Sevar to focus energy granted by a deity.

Musical Instrument: Musical contraptions played for private and public entertainment. The most common instruments include the flute, harp, lute, and pipes.

Spell Pouch: Small leather pouch to safekeep spell components.

Spell Book: Consists of parchment or paper, used by mages to record spells. The average size is 10" wide, 14" long.

Rogue's Tools, Common: A leather roll that holds lock picks, files, and tumbler holder, small hammer, and short saw; gives +5 bonus to all relevant tasks.

Rogue's Tools, Master: Finer-quality version of the common set, with a better variety of tools to overcome virtually all security measures that a rogue may encounter; give +10 bonus to all relevant tasks.

Toxins

"Per your inquiry, these are the toxic potions formulated by Remos, one of the finest apothecaries around. . . You made no such request? Strange, surely I heard you expressing interest just moments ago. You are not with the city guard, are you? Well, regardless, these are for. . . medicinal purposes. Yes, as I would never condone poisoning for vengeance or profit. Although I am unable to hold any buyer to the same morals, who may choose to follow a seedier motive outside these premises. . . know what I mean?"

Black Fang: *"Not the beastly cat that prowls the wild, but a namesake plant that could doom just the same if you swallowed the bluish berries it bears twice a year—little nerve-crippling beauties the size of a small pebble in clumps of about eleven, sometimes thirteen. This is a favorite among guards and enforcers who like their victims fully cognizant but unable to scream during torture. . . or so I've heard. Merely know enough to not snack on any berries off midnight-black leaves with red tips. Honest."*

(TEN -30 resistance roll or be paralyzed and cannot speak for one encounter.)

Black Swamp Lotus: *"A friend of my second cousin's neighbor's tailor, who once drank with a couple of thieves, told me that they and the assassins in their guild love using the ground-up root of the Black Swamp lotus. Just sprinkle the powder into a mug or goblet thusly and you might have the poor sap riding a bed for weeks!"*

(Requires poison-related expertise roll to administer properly. END -50 resistance roll to avoid severe illness for one session.)

Blue Mist: *"This one is expensive, solely due to the extremely difficult process of collecting the pernicious gas from the gland of a deep-sea fish off the east coast. There are no failed trainees for the job, since they would die when the lethal vapor was even slightly mishandled. I'll be by the door if you have any questions."*

(Requires poison-related expertise roll to administer properly. END resistance roll to avoid instant coma and possible death in less than 10 minutes.)

Bullet Frog: *"These are small frogs found in the spurin tree forest, about an inch long and half that in width. They alternate body color each season, from red and green to yellow and blue, yellow, red, then red and blue. Oh, and their skin happens to secrete a potent toxin that will render you helpless at worst, turn you into a klutz at the least."*

(END -20 resistance roll to avoid paralysis for 1d6 rounds. A success still halves a target's Nimbleness score.)

Carter's Hand: *"Named after the alchemist who created this odorless and tasteless compound for a chef loathing a noble who was harshly critical of his cuisine. Ingesting a few drops of this will constrict the throat as if the mark were being throttled ruthlessly by invisible hands, closing the air passage in a matter of minutes and suffocating the victim."*

(END -20 resistance roll every round for the encounter to avoid 1d4 damage to the head/location 3 each round.)

Corac: *"Aptly harvested from the corac demon. It strikes and tears at the nerves, debilitating them for the less resolved."*

(TEN -20 resistance roll or be paralyzed for 1d10 rounds, though remain cognizant of immediate surroundings.)

Hag's Vitriol: *"This may have a short-term effect, but the havoc it plays on the victim's vanity is almost priceless. It relaxes the delicate facial muscle tissue sapping the strength right out, so much that the mark's face sags like that of an old hag. . ."*

(END -30 resistance roll or lose 5d10 points off Charisma for one encounter; otherwise lose just 2d10 points in CHA for one encounter.)

Harbinger: *"In the canopy of the great elven forest grows a plant with yellow and orange petals, whose buds are noxious only in the very early blossom. Therefore, these are plucked in the young spring and distilled for this poisonous liquid, often slipped into drinks or coated onto a blade."*

(Requires poison-related expertise roll to administer properly. END -20 or fall into coma; 1/2 Endurance for one encounter on a successful roll.)

Kriegg: *"Some undead creatures are particular troublesome for their venoms. This is one of them. The toxin derived from a kriegg's hideous form and enhanced afterward, naturally, can be used to paralyze a target."*

(END -20 resistance roll to avoid paralysis for 1d4 rounds.)

Leo 'Leoth: *"I must admit, how I discovered this concoction was quite serendipitous, for I am no alchemist or apothecary. Had this panacea for virtually all toxins not been the product of my inadvertent nudging over a shelf of rare ingredients into a boiling cauldron, an entire cabal of Nurinian wizards would have skinned me and let their dogs feast on my entrails. As it was, they still contemplated silencing me until I professed complete ignorance to the recipe."*

"However, my memories seem to improve the farther away I am from Nimroth, so that I can recall the, ahem, possible constituents to justify the sum I charge for this precious elixir:

"Two leaves of the windberry bush that sprouts for only two months every year in the coldest reaches of The Chill.

"An undecayed, perfectly preserved lethargy root, collected from the Mountain of Madness, at the spot where one of the bloodiest battles of Dakass Lnot was fought.

"Three fruits from the Flame Dragon Bush, a plant grown solely in the entry proximity of a dragon lair.

"A fingernail from a winshar. From what I could grasp, it halts aging and cures paralysis!"

"Lastly, one strand of hair from a titan, which is slightly harder to procure than the winshar's nail.

"So, as you can see, I am perhaps even underpricing this miraculous cure!"

(Removes all poisons and venoms instantly.)

Morac: *"Milked from the skin of a small lizard indigenous to just the Elokarn Mountains, a small dose of this will quickly place the victim in deep slumber—unless it's a Kasmarn dwarf, who's naturally immune."*

(No effect on Kasmarn dwarfs. TEN -40 resistance roll or fall asleep instantly for one session.)

Nightshade: *"The application of this poison depends on your intent. One-half drought to put a mark to sleep, and a full drought to induce coma."*

(One-half drought: TEN -30 resistance roll to avoid falling asleep in 1d6 rounds for one session. Full drought: same as one-half drought, plus an additional END -20 resistance roll following the slumber to avoid falling into a coma for one additional encounter.)

Osarian Scorpion: *"The Osarians have their peculiar customs, one of which is raising deadly scorpions for their venom. Don't bother using it against such an Osarian, either; they have built up a resistance over the years of handling the vermin."*

(END -20 resistance roll to avoid paralysis for 1d8 rounds.)

Red Fang: *"Cousin to the black fang, the red fang leaves are blood red with black tips. The essence from the clumps of yellow berries produces a poison popular among interrogators, since it numbs the prisoner but maintains their verbal coherence."*

(TEN -30 resistance roll to avoid paralysis in 1d6 rounds for one encounter.)

Sea Devil: *"Harvested from the liver of a fish exclusively off the southeast coast and ground into white powder. The victim hardly ever notices when it's mixed well with beverage or food."*

(END -10 resistance roll every round for 10 rounds to avoid 1d4 Life Point of damage to all hit locations, or 2d6 for those without hit locations.)

Sea Snake: *"The toxicity of this venom runs as rampant in a victim as the biting serpents themselves through the seas. It boils the blood and burns the internal organs, reducing the body to a husk."*

(END -30 resistance roll every round for 20 rounds to avoid 1d10 Life Point damage to all hit locations, or 3d10 for those without hit locations; 1 point of damage to all hit locations on each successful roll.)

Tanzea: *"Powdered from the root of twenty-year-old Obsidian Oaks on the outskirts of the Black Desert, Tanzea knocks someone out faster than the best mug of draft in any tavern."*

(END resistance roll to avoid instant unconsciousness for two encounters.)

Wilson's Peaceful Night: *"This fellow I know in The Chill going by the name of Wilson mixed this to murder his scolding wife. Or tried to. The ole trapper ground up some shrubs and weeds that he had been told was poisonous—not by me, of course—then sneaked it into the battle-axe's stew dish. To his amazement, she fell into a mere drowse like a hibernating bear instead for one whole night and day. Now he resorts to it whenever he desires some peace at home."*

(END -30 resistance roll each round for 4 rounds to avoid falling asleep instantly for one day.)

Wizquell: *"How do you control sorcerers powerful enough to transform you into a gnat or incinerate an army with bolts of lightning? Let me introduce you to this little secret, used by dungeons in great cities on magic-slinging prisoners. Just a quarter drought of the Black Swamp lotus, another quarter of Harbinger, and Corac venom for the rest. . . and you have one stinging cocktail to erase a wizard's ability to recall spells! Well, I might have hinted the possibility..."*

(INT -50 resistance roll to avoid losing all spells in the memory matrix for one session; just half of the spells instead on a successful roll.)

10 Bringing Ashurlyn to Life

Step 3: Choose a Path

We decide that Ashurlyn will start her adventuring career as a warrior. She can always change her core path whenever she attains a new level, should she find a new (or sometimes more suitable) calling.

Step 4: Choose Talents

As a 1st-level character, Ashurlyn is entitled to select four talents from a pair of talent pools available to her: core talents and warrior path talent (since that is her current path).

For this example, we'll split the talents equally between the two pools. We choose from the core talents "Ambidexterity" (10 less penalty for actions with her off-hand) and "Martial Weapons Familiarity" (essential for warriors wanting to avoid attack penalties due to unfamiliarity!); from the warrior path, we'll take "Warrior's Stout" (adding 5 unmodified Life Points to all her hit locations) and "Warrior's Strike" (+1 to Attack Rating; we make the appropriate change on her character sheet). Although this will be the only time she is able to use talent slots for divine boons, we forego the option because faith and religion do not figure prominently into her background or character concept.

Step 5: Choose Expertise

We now get to work on Ashurlyn's expertise. Being a Sinflar in origin and background, she receives one free rank in a chosen expertise relevant to armor/weaponsmithing, mining, or the mountains. We figure she has assisted her parents in carving out boulders and rocks during her youth, so "Stoneworking" would be appropriate. As she is a first-level character, she is eligible for one bonus rank in each expertise simply by attaching a notable achievement to it. Therefore, we obtain another rank with "sculpted a decorative statue of Veda for the Naldaress Hall of Commerce" as the exemplar deed to give her a second rank in the Stoneworking expertise.

Ashurlyn's Wisdom of 68 gives her $(68/10 = 6.8, \text{round up to})$ 7 expertise slots, and no extras since she does not have the "Experienced" talent. Because she has been practicing to become a warrior, we put three slots straight into "Warrior" for one rank in that expertise. A story of how she shined on the final test to pass her training

Even the simplest rules can seem daunting to novice players. To help you understand the character creation process and the character sheet, we're going to create a sample character, Ashurlyn Winspar, and guide you through her evolution, step-by-step.

Step 1: Choose a Race

The concept for Ashurlyn starts off simply: she's a Sinflar elf from a typical Sinflar family in the mountain city of Naldaress. Like many others, she has been bitten by the proverbial "adventure bug" and desires her own entry in the Chronicles of Ramlar.

Step 2: Primary Attributes, Secondary Attributes, and Starting Level

We decide to roll randomly for Ashurlyn's attributes. The results of our rolls, after modifications as per the random roll method, come to 82, 49, 65, 55, 68, 77, 51, and 47. We envision Ashurlyn as a courageous, aspiring warrior, so we assign the stats thusly: CHA 55, END 47, INT 51, NIM 65, PER 49, STR 77, TEN 82, WIS 68.

Because she is a Sinflar elf, she receives a +20 END, +10 TEN and -10 WIS for racial modifiers. So, she'll have a final END of $(47 + 20 =) 67$, TEN of $(82 + 10 =) 92$, and WIS of $(68 - 10 =) 58$.

For her Life Points, we add her END and STR together, then divide that sum by 10, getting $(67 + 77 = 144, 144/10 = 14.4, \text{round down to})$ 14 points. We then record this in all her hit locations on the body diagram, except the upper torso (hit location 3) which is twice the determined amount (so 28 Life Points).

We then figure out how accurately she can strike a foe, represented by her Attack Rating (AR). We'll add her NIM, STR and WIS together before dividing the sum by 20, yielding a $(65 + 77 + 58 = 200, 200/20 =) 10$ AR. Now to determine her Defense Rating (DR), we use the same formula but with NIM, PER and TEN instead, giving Ashurlyn $(65 + 49 + 92 = 206, 206/20 = 10.3, \text{round down to})$ a 10 DR.

We do not have to worry about Contact Rating for the young fighter, as she will not be casting spells for now.

She begins her adventuring career as a 1st-level character.

earns another rank, putting her Warrior expertise at two ranks as well.

We don't envision her as always a head-on fighter, but someone with some finesse, so one rank in the "Stealth" expertise is a good investment, especially when it costs only one slot per rank. Sinflar elves aren't known for their sneakiness, though, thus we decide this is an innate aptitude that she has yet to fully realize, thereby giving no anecdote and foregoing the free rank, leaving the expertise at one rank.

With two slots left, we decide to take "Athletics," which at its two-slots-per-rank cost will finish this step. We note, for the bonus rank, an account of her brave rescue in a rare cracking of the Naldaress dome, during which she deftly dodged falling debris to pull a young child to safety.

Because everybody speaks the Common language with reasonable fluency, unless the character's concept contradicts this in-game assumption, we do not have to purchase an expertise in Common. We would have to if we wanted her to be able to converse in a language other than Olati (her native tongue) or Common.

To recap, Ashurlyn has two ranks in the Stoneworking, Warrior, and Athletics expertise, coupled with the Stealth expertise at one rank. We're now ready for the next step.

Step 6: Choose Demeanor/Theme

The Chronicles of Ramlar puts tremendous emphasis on roleplaying and character motives, as all characters can select and devote Demeanor/Theme to goals they wish to accomplish. Aside from Participation, which is obligatory, Ashurlyn has four Demeanors/Themes open to represent her aims. She does not have to use all of them, or even any of them, but then she would never get anywhere, relegating her life to random fate.

After examining her concept and background, we pick "Sky Knight of Aurod" as a Demeanor/Theme. This is a lofty goal, especially considering she has not even officially embarked on an adventure yet! But we figure this is her primary aspiration, something she heard about as a child and dreamed of becoming. . . It will take a lot of hard work and roleplaying to pave the road, but we think she'll do just fine — plus the dots she gains can be used to improve her chances in all related endeavors toward that end.

Seeing that Perception is her weakest attribute, we give her a Perception D/T so she can work to better it. And because she may have a passion for stoneworking, we also devote a D/T to "Expertise: Stoneworking" so she can refine that hobby as well. We choose to stop here and leave the last Demeanor/Theme unfilled until we can see how the game campaign progresses and grasp how Ashurlyn is likely to develop in game play.

Step 7: Outfitting the Character

In this step, we gear Ashurlyn up with weapons, armor, and other adventuring necessities. All characters receive a package of basic resources. Leading off the list is a primary weapon with which the character is proficient and a common weapon, both of average quality. Hence, we place a long sword and a dagger for backup into her capable hands, noting their damage and Encumbrance Value (1d8 damage, 10 EV for long sword and 1d4 damage, 1 EV for dagger). Basic and travel outfits are next and easily decided (for Ashurlyn, it's probably in common Sinflar style).

At first level, Ashurlyn may obtain anything up to Resource Level 1. A warrior is always at the forefront of a battle, and some armored protection will definitely improve Ashurlyn's odds of outlasting her adversary. We peruse the armor list and choose a full suit of ringmail, which, at RL 1, she can certainly afford. The suit will provide

3 Protection Value for all hit locations, a number we record in the top slot of every A/B box of Ashurlyn's body diagram. It is also bulky enough to impose a -1 penalty to her Defense Rating, so we adjust her DR accordingly as well (i.e., 9 DR instead of 10 DR when in armor). Finally, the ringmail has a 23 EV, bringing her present encumbrance up to $(10 + 1 + 23 =) 34$.

Once done with the martial gear, we give her these initial pieces of equipment: a large backpack (RL 1, 4 EV), cloak (RL 0, no EV), gloves (RL 0, no EV), light blanket (RL 0, 3 EV), riding boots (RL 1, 1 EV), 50' of silk rope (5 gold, 6 EV), tinder box (RL 0, 2 EV), trail rations for a week (RL 1, 4 EV), torch (RL 0, 5 EV), and waterskin (RL 0, 2 EV). We stop there, figuring anything else she may need during an adventure can be acquired retroactively with Wisdom rolls. Our elven warrior maiden's encumbrance culminates at $(34 + 4 + 3 + 1 + 6 + 2 + 4 + 5 + 2 =) 61$ EV — still with spare room for the extra items she may pick up along the way of her adventures, since her Strength checks in at a pretty impressive 77.

Step 8: Finishing Touches

We now fill in all the remaining pertinent game statistics on the character sheet, starting with the Ratings Bar. First we check the Action Table (see the Action & Combat chapter) and cross-reference her AR of $(10 + 1 \text{ for Warrior's Strike talent} =) 11$ with DR 1. We get 80 as the result and record that in the box above "1" on the bar, then repeat the same cross-reference procedure for DR 2-20. The bottom row, labeled Contact Rating, is used for spellcasters. Had Ashurlyn been a wizard, she would do the same for her Contact Rating.

Initiative is the higher of the PER or NIM attribute. In Ashurlyn's case it's definitely NIM, so her initiative is 65.

From here on, it's just a simple process of fleshing out her background details like physical appearance, handedness, history, and so on. We have just brought Ashurlyn Winspar to life in the world of Ramlar.

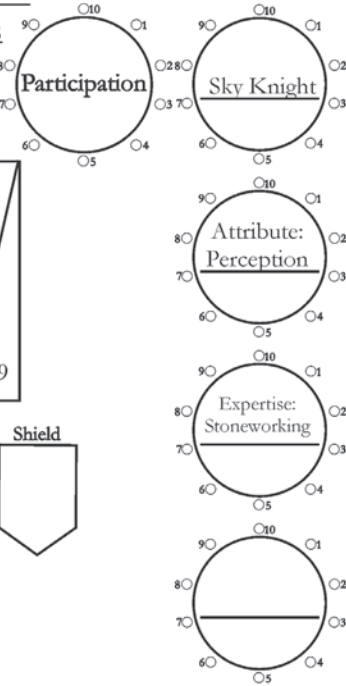
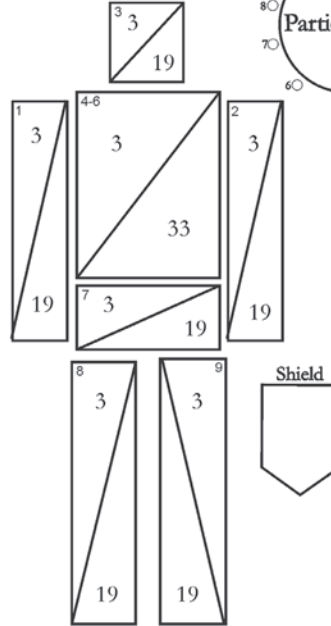




Name Ashurlyn Winspar Race Sinflar
 Distinctive Feature/Mannerism: Wears a marble necklace all the time
 Passion/Aversion: Distrusts Nurinian and Osarian traders
 Secret/Vow: Become a Sky Knight of Aurod
 Motto/Quote: Amonaki esh tuviara (Kaldaryn for "Be strong like the mountain")
 Path Warrior Level 1 Initiative 65 Attack Rating 11 Defense Rating 9
 Contact Rating 0 Resource Level 1 Mana 0 Total EV 61

CHA 55 END 67 INT 51 NIM 65 PER 49 STR 77 TEN 92 WIS 58

Talents
 Ambidexterity
 Martial Weapons Familiarity
 Warrior's Stout
 Warrior's Strike



Patron Deity

Divine Boons

ARMOR & SHIELD			
TYPE	PV	DR	EV
Ringmail	3	-1	23


WEAPONS			
Weapon	Damage	Range	EV
Long Sword	1d8	N/A	10 EV
Dagger	1d4	Near	1 EV

Attack Rating

	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	
DR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	DL

Contact Rating

EXPERTISE			Reserved Slots	
Description	Slot Cost	Rank		
Athletics (ran and saved children from falling debris)	2	2		
Expertise: Stoneworking (crafted Statue of Veda for display)	1	2		
Language: Common Speech	1	1		
Language: Kaldaryn, Olati	1	5		
Stealth	1	1		
Warrior (bested long-time training nemesis in final test)	3	1		



11 Action & Combat

ACTION RESOLUTION

The Chronicles of Ramlar uses percentile dice (d100) to resolve actions with uncertain outcomes. You do not need to roll for simple tasks like walking, and even fairly tough tasks like walking across a shaky rope bridge when the result is inconsequential to the adventure plot. You do have to roll, however, if you're crossing that same bridge in hot pursuit, while hauling a heavy load, attempting fancy maneuvers on it, or if it's rigged or trapped.

When a non-combat roll is necessary, you must roll equal to or under the appropriate attribute score, after all bonuses (usually from expertise ranks) and penalties have been figured in, for the action to succeed.

Before rolling, however, the primary consideration should be given to whether the situation even warrants a roll. Oftentimes, the GM can simply rule it an automatic success and move on, especially when the challenge presented is below the character's capability and/or success is inconsequential to the plot. Therefore, while a difficult lock may bother a relative beginner like Idor, for masters such as Arkys Util, it's usually only a question of how fast they can defeat it.

Always let the player character with the most fitting niche or expertise rank have the first shot. Do the same when awarding successes, automatic or otherwise; give successes to them in the order of how each character concept conforms to the theme of the task. Rogues will have priority in a party scouring a tomb for concealed passageways. Those specializing in knowledge (most likely wizards) get priority when conducting book research. The outdoors is the merthwarg's forte, so they receive special consideration there, and so on.

Along the same line, failing a roll does not necessarily mean the fault rests completely with the character. Whenever possible, describe it as purely circumstantial or coincidental, rather than total incompetence on the character's part. On a blown disguise check, the viewer may circumstantially know the impersonated intimately, instead of the character having applied makeup incorrectly or having forgotten props, for instance.

Bonuses & Penalties

The elements and circumstances encountered in an adventurous environment can alter your chances of success. Impersonating a king can be improbable before the loyal courtiers who have served him every day for the past decade and know his most minute mannerisms. On the other hand, fooling ignorant bumpkins may hardly break a sweat for anyone with a knack for exuding an air of royalty, dressed in a flamboyant robe.

Factors beneficial or conducive to your action give you bonuses to the roll, making it easier to achieve; for example, having quality tools, extra preparation time, a receptive audience, and so forth. Naturally, any condition impeding or unfavorable to the action will invoke a penalty on your roll — this includes poor equipment, fatigue or distraction, and a hostile crowd, just to name a few.

All bonuses and penalties adjust your chance of success prior to rolling, not to the actual die roll itself. For instance, Torrik, with 3 ranks in the Gambling expertise and 67 Intelligence, tries his luck at the Sinflar bidding game, Tehiri. The GM secretly gives him a +5 bonus because he happened to pick a table with a jittery, inexperienced dealer on her first day. Tehiri has notoriously skewed odds (-40)

though, plus Torrik is slightly inebriated, so the GM tacks on another -10. The total modifier comes to $(+5 - 40 - 10 =) -45$, giving Torrik a $(67 \text{ INT} + 15 \text{ rank bonus} - 45 =) 27\%$ chance. The percentile roll has to be 27 or lower for him to make his gold coins back.

The GM is under no obligation to disclose any exact bonus and penalty to you, especially if the modifier is hidden or imperceptible to your character. However, the GM should also convey to you the apparent difficulty (i.e., how easy or hard the feat seems), from cake-walk to sheer folly of an attempt.

Expertise Bonus: Every rank in an applicable expertise gives a +5 bonus to the roll. When an action is alluded to or expressed as an attribute roll, always consider bonus from relevant expertise as well, unless specifically excluded otherwise. When it is alluded to as an expertise roll, as denoted by the preceding expertise name (e.g., acrobatics roll, healing roll), it is likely that the action can only be attempted by someone with the specified or similar, applicable expertise.

Difficulty Modifiers

As a game intended to simulate heroic fantasy, the Chronicles of Ramlar takes a less conventional route to determine situational modifiers — bonuses and penalties are derived from the feat's inherent difficulty just as much as its dramatic value and plot ramifications, as shown on this table:

DIFFICULTY TABLE

Difficulty	Enhances Story	Neutral to Story	Deters Story
Moderate	Automatic Success	-10	-30
Hard	+10	-30	-50
Extreme	+0	-50	Automatic Failure

The “Difficulty” column represents just that, how challenging what your character is attempting may be. Anything worth rolling for falls into one of the three distinctions beneath it. You may have some struggles with a “Moderate” feat, but should eventually overcome it given time or effort; cautiously running across a wobbly rope bridge (at half speed, for instance) is Moderate. “Hard” tasks present serious, major problems, even for experts, like eavesdropping on a hushed conversation in a noisy crowd. “Extreme” actions will test the limits of any character; these are the neigh-impossible deeds that spawn legends when successful.

The other headings across the top reflect the action's influence on the storyline and its dramatic flow. Anything that “Enhances Story” will advance the plot or build toward a rousing, satisfactory conclusion. If the GM is indifferent to the outcome or if it bears negligible significance, the action is “Neutral to Story”; this is the common default for rolls, unless there are compelling reasons — a particularly exciting stunt, constructive roleplaying, disruptive intentions, spotlight hijacking and so on — to change it. Attempts that are nonsensical (“I’m bored so I turn the shopkeeper into stone with my magic”), anticlimactic (“I shoot the bandit king in midst of his soliloquy”), and will detrimentally sidetrack the scenario or even short-circuit it prematurely (“I’ll use my past-seeing gem to solve this mystery right now”) all qualify as the worst offender, “Deters Story.”

To find the modifier, first consider the difficulty, then the consequence of the action's success, whether it would “enhance” or “deter” the current plot, or is ambivalent (“neutral”). Cross-reference your decisions on the table to get the modifier for the roll. The GM is free to set a modifier within the range between the penalty (or bonus) listed and the next nearest level. A Hard-Neutral action would have a penalty from -30 to -49, for example, as opposed to Hard-Enhances, which is rolled at between +1 and +10. Any Extreme-Neutral roll would start at -50 and could go on infinitely, as does Hard-Deters. The exceptions are Moderate-Enhances actions, which always suc-

ceed, and Extreme-Deters, which always falter — no rolls even necessary. Obviously, this system is set up to reward players for making cooperative, dramatic contributions and to discourage undermining behavior.

As with other features relying on GM arbitration, flexibility and open-mindedness is the key. Use the table to accommodate the plot importance of everything in an adventure, from an entire scene down to the tiniest trinket. For example, rolls to break into the vault holding the Great Forbidden Artifact at the early stages of a quest may be on the “Deters” level, but become “Enhances” in a later, climactic scene when success will crown the story and drama well. Apply it to reign in meandering, unruly players if you must, but let events unfold and develop as long as they remain entertaining, even in spite of going on wild tangents.

Example: Because the Tehiri game is a spontaneous encounter and has no effect on the overall adventure, Torrik's roll is Hard-Neutral and retains all modifiers above. Should he do something to dramatically change the importance to “Enhances,” he would get up to +10 bonus (instead of -45 penalty) on his roll, and may even succeeding automatically if he could lower the difficulty to Moderate (rigging the game, coaxing the dealer's “assistance,” etc). On the other hand, if his action became a big hindrance to the ongoing game (“Deters”), he would be looking at minimum a -50 penalty.

Heroic: A campaign setting with its action resolution at Heroic is liberal with “Enhances” to give player characters the best chance of pull off even the craziest, over-the-top stunts. It's also quick to deal out “Deters” to curb decidedly un-heroic actions, such as betraying the party without any story or character reason.

Adventurous: The Adventurous style of resolution applies “Enhances” and “Deters” as carrots-and-sticks: reward for players helping to drive the story, punishment for those going out of their way to derail the scenario's progress. It follows plot devices' evolution from “Deters” to “Neutral” to “Enhances” level in an adventure almost religiously, so players can expect to proceed along some sort of a dramatic pattern.

Mortal: A campaign adapting Mortal resolution seldom uses “Enhances” and “Deters,” adhering almost exclusively to “Neutral” to resolve everything because the stark, realistic tone allows little room for melodrama either direction. As well, the GM takes a more detached role, taking on the role of Fate, allowing the chips fall where they may, rather than participating as a collaborator in making a story.

Law of “0”: Sensational Success & Botch

When the singles digit on a percentile roll shows “0” (e.g., 10, 20, 30, 40, 50 and so on), a sensational success or botch has occurred. It's a sensational success if the roll is successful. Otherwise, it's a botch.

Example: Idor wants to tumble past Druegarn warriors, with his chances ending at 76% after modifiers. Therefore, if he rolls 10, 20, 30, 40, 50, 60 or 70, he flips by the Druegarn so splendidly and effortlessly that the GM rules he has time to perform another action. But if he rolls an 80, 90 or 00, he has not only flopped, but flopped miserably, and the dark elves probably laughingly pluck him out mid-somersault by the neck.

Zero or Negative Chance

It's feasible for your percentage to be adjusted down to zero or even into negatives through extreme penalties, especially when you're not aware of any hidden difficulty that may be present. In such events, you'll need to roll a “01” first to have any chance to succeed. Rolling

01 gives you another roll. For this following roll, take the negative percentage and add 100 to determine what your roll must equal or be under. Hence, for -10%, you have to roll 01 then $(-10 + 100 =) 90$ or less to be successful; if it's, say, -81%, you need a 01 followed by a roll of $(-81 + 100 =) 19$ or lower on the percentile dice, and so on.

For percentage in the -200% range, you'll need to roll 01 twice consecutively before rolling the negative percentage + 100 roll; -300%, 01 three times in a row, and so forth.

Failure for 100%+

Even if your percentage for a roll is higher than 100%, there's still a chance for failure. On a roll of "00," roll the dice again and add the new result to 100. If the total is greater than your percentage for success, you have failed the attempt. For those very rare occasions when it's above 200%, continue to re-roll and add on every "00" rolled. If the singles digit shows "0" on the final roll and the result is positive, it's a sensational success. Otherwise, it's a botch.

Success Value

Quite frequently, a player will want to know how successful an action is: a minstrel may press for how well a performance is received; a diplomat will want to confirm how much the negotiation has swung in her favor, etc. The Success Value (SV) to indicate the quality of accomplishment is derived simply by reading the tens die of a successful roll. For example, a roll of 71, if successful, yields 7 SV — an incredible margin and feat superbly executed; a roll of 01-09, however, means a mere passable job and is indistinguishable from the most routine achievement. In other words, you want to roll the highest result you can while staying equal to or lower than your target number.

You can opt to "risk" a more difficult roll for greater success. This represents taking a chance to reap more rewards, like an artist dead-set on painting the best masterpiece he possibly can and nothing short will do. You can voluntarily reduce your target number, trading every -5 penalty you accept for an additional +1 SV, should the roll be successful. Let's say in his drunken state, Torrik goes for broke in the Tehiri game and voluntarily takes an additional -15 penalty. Although that increases his SV by +3, it also lowers his odds from 27 to 12. He rolls a 04, which, while normally a simple success, generates 0 SV. Because he went for a bigger payoff and hit, though, (voluntarily attempting to generate an additional 3 SV, he lands a small fortune for the wager.

You double (2x) the SV of the roll first, then figure in all additions on a sensational success. Therefore, had Torrik rolled a 10 instead, the SV would have been $(1 \times 2 = 2, 2 + 3 =) 5$, and Torrik's winnings would have been close to cleaning the table out.

You can easily go into zero or negative percentages in exchange for bonus SV if you're not careful. In that case, use the Zero/Negative Chance dice roll convention explained above. An overconfident Torrik, electing to raise the stakes to +8 SV (-40) ends up reducing his chances to -13. To be successful at such a difficult roll, Torrik will have to roll 01 first, then succeed at another roll of $(-13 + 100 =) 87$ or lower to attain the kind of bank-breaking windfall he's looking for.

For top-end comparison, the "Shadow of Dakass Luot," popularly acknowledged as the finest piece of art ever painted by the grand artisan DeGaullis and an immortalized classic, is estimated at 30 SV. (Yes, DeGaullis was extremely skilled and a bit lucky.)

Double Critical/Fumble

It is possible for rolls over 100% to achieve a double critical/sensational success or a double botch/fumble.

Just follow the rule for rolling 100%+. A 00 followed by a critical is a double critical. For example, a 00 roll then a roll of 20 when you have 125% chance of success. You will double the SV for both rolls as usual and add them together. So, in the example above, you will tally $(10 \times 2) + (2 \times 2) = 24$ SV.

Conversely, a 00 followed by a botch is a double botch — or in our example, a 00 roll then a 30, 40, 50, 60, 70, 80, 90, etc. Double botch is, of course, worse than a regular botch, and will likely cause some serious repercussions to yourself and allies.

Extending the rule, it is conceivable for rolls over 200% to have triple sensational success/botch or beyond for each +100%, by rolling 00's and then a critical or fumble.

Automatic Success

Certain talents and abilities (like divine boons) grant you the ability to succeed at a roll automatically. In cases where the result or SV of the roll matters, you will roll the percentile dice and round a failure result to the nearest non-sensational success.

Example: Murdar has 53% chance to construct a disguise, and activates his Impenetrable Façade boon. The GM asks him to roll because one of the viewers has a magical ability to detect disguises. He rolls 61, which normally is a failure, but due to the boon's automatic-success ability, he rounds it down to the nearest non-sensational success, or 53.

Extended Action

An extended action is a time-consuming feat that, for dramatic purposes, cannot (and should not) be resolved with just a single dice roll. Critically debating rival contingents to curry the Spirinari king's favor, disengaging elaborate mechanism while the spiked ceiling is mere feet from impaling your skull, scaling the tallest peak of a mountain to escape hot pursuit and such all qualify as extended actions. A wizard trying to decipher specific passages in an old tome to banish a demon before it finishes slaughtering the adventurers also surely fits the bill for creating tension and suspense: How long until the mage is able to complete the translation? Can the party hold the vile creature at bay until then?

The Success Value concept lies at the heart of extended action resolution. In fact, all rules regarding Success Value apply here. Every extended action starts with the GM secretly assigning a Target Success Value (TSV) that must be accumulated or surpassed to complete the feat. He then decides on the interval, which approximates the time that passes between each dramatic roll. A dramatic action with a two-minute interval, for instance, means two minutes of time elapses between each roll; therefore, if a character attains the TSV after three such rolls, it has taken the character six minutes of in-game time to accomplish the task.

Sensational Success: A sensational success doubles the SV of an extended action roll as well.

Botch: A botched extended action roll results in a loss of accumulated SV equal to 1/10 of the percentile roll, though you can never dip below 0 SV, regardless of the amount lost. Let's say Triana had rolled 80 for her fourth roll instead, she would have lost $(80/10 =) 8$ SV — essentially everything she had worked up to that moment, forcing her to start over.

Example: Triana is the aforementioned mage struggling frantically to comprehend the words necessary to expel the demon. The GM secretly sets the Target Success Value at 15 with an interval of one combat round. Triana has a modified 68% chance to decipher the script. Her first roll is 37 for 3 SV. One combat round goes by. Her second roll is 56 for 5 SV, putting her SV total at 8. It's now two rounds into combat, and her fellow party members are already fighting desperately. On combat round three, her roll is unfortunately an 81, and she gains no progress or additional SV since she failed the skill roll. The adventurers begin to get impatient, because some of them suffered serious wounds this round. Triana contemplates sacrificing percentages to better the SV but doesn't do it (to others' dismay). On the fourth combat round, she rolls 40, a sensational success that nets her ($4 \times 2 =$) 8 crucial Success Value! Perhaps she has stumbled upon a shortcut or has an epiphany. Regardless, the 16 ($3 + 5 + 8$) SV Triana has now accrued eclipses the 15 TSV required, so the sorceress excitedly blurts out the final verse just as the beast initiates a killing blow. . .

Scene Resolution

Scene resolution is the opposite of extended action, used as a form of shorthand to quickly decide the “big picture” of a minor encounter without bogging it down by rolling for every detail. A character stealthily scouting out the interior of a castle is a good example. Instead of rolling for every corridor to see if the character is sufficiently hidden or moving unseen, figure out an overall difficulty modifier and roll just once. Unless the situation shifts drastically (“You come to the heavily guarded throne room and can see that unauthorized entry is highly improbable. . . Sure you want to try to get in? You're destined for the dungeon if you blow it”), interpret and give information from that one roll. Other scenes that can be quick-played like this include ambushes and assassinations (especially when such actions do not deter from the plot, such as knocking out sentries using the Rogue or Stealth expertise), research, interrogations, confidence scams, etc.

Opposed Roll

When two or more characters actively and directly contest one other, an opposed roll is used to resolve the conflict. Popular opposed rolls include arm wrestling matches, perception versus stealth, footraces, and competitions involving wit, artistic performance, or courage.

In an opposed roll, all participants make the appropriate attribute or expertise roll and figure out their respective Success Values. The GM compares all scores and the highest SV is declared the winner. Ties between SV are resolved by comparing attribute + expertise, highest total is the victor. Further deadlocks are broken by another roll. Repeat the process until there is one winner. You can change your own “raises” (i.e., the amount of penalty accepted in exchange for improved SV) from roll to roll.

Extended action rolls can certainly apply in opposed situations, such as several competing adventurers all scrambling for the possession of a powerful artifact in a cavernous dungeon chamber. The GM sets the Target Success Value, keeps track of all running totals, and uses all rules for extended action. The first character to reach the TSV wins. Should two or more parties exceed the TSV simultaneously, the highest total triumphs.

For direct competitions involving just two participants, the TSV should be the opponent's (attribute + expertise)/5. For example, an acrobat competing to outshine another would have a TSV of his opponent's (NIM + applicable expertise rank bonus — such as Acrobatics)/5, while his own (NIM + applicable expertise rank bonus)/5 would be the TSV for the opponent.

Assistance Roll

Characters can help one another achieve success. The assisting character may use any attribute or expertise the GM allows to apply. Every 2 SV attained on the assistance roll becomes a +5 bonus on the primary roll. Circumstances may limit opportunities or the number of characters able to help (“too many cooks spoil the soup”).

Example: Bronk is straining to hold up a falling block from crushing the entire party, while everyone but Idor lays unconscious on the floor. The halfling knows his pathetic strength is of little help, so he tries a different tactic — and starts taunting the barbarian mercilessly! Pairing his considerably greater Charisma with Rogue expertise, he gets 6 SV on the assistance roll, thus providing a +15 bonus on Bronk's STR roll. Idor's verbal barrage has the intended effect, as a seething Bronk flies into a rage and tosses aside the block with an incredible burst of power. . .

Resistance Roll

You use attribute rolls to resist poison and diseases, spell damage and effects, and environmental hazards (like frostbite, burns, smoke inhalation). This is referred to as a resistance roll. A successful resistance roll mitigates the malignance, if not shrugging it entirely.

COMBAT RESOLUTION

Fighting is a quintessential part of adventure. While it's desirable to resolve conflicts without arms or bloodshed, sometimes the only thing that monstrous minions of the dark comprehend is force.

Combat in the Chronicles of Ramlar is quite a departure in execution from most traditional fantasy games. Game rules are used to resolve battles, yes, but they are applied with heroic storytelling in mind. To borrow hardcore jargon, the approach of this system lies midway between “gamist crunch” and “narrativism,” with a stronger nod toward the latter.

“Common Sense Rule”

In most Adventurous and all Heroic campaigns, the heroes — player characters — are granted a considerable immunity to death and major disabilities. They will not die, lose a limb, become permanently blind, and so forth, unless it is a pivotal encounter. Everything goes in a climactic showdown, but until then, any demise, disfigurement, and dismemberment of a player character will happen only by the consent of both GM and the controlling player.

There is one huge exception. A player abusing that privilege by strolling into wild flame, ingesting lethal poison, leaping off tremendous heights, openly embracing a flight of arrows and other perils because “I have enough Life Points to take it!” or “I can't die; the rules say so!” for example, provokes the “Common Sense Rule,” which supercedes all others. Simply, all special favoritisms remain in effect only as long as you exercise common sense. You may be warned when you're about to do something brazenly stupid that violates the spirit of the game, and should you nevertheless continue, the GM is free to decree your character's fate, including instant death, no rolls or mutual decisions necessary.

Heroic: As explained, heroes don't die and will regularly survive the climax, even in spite of moments of stupidity, in settings with a Heroic view regarding mortality. The GM will take nearly all measures to protect the heroes, ensuring that they will make it to the end of every adventure.

Adventurous: Identical to Heroic, except flaunting your special privileges is less tolerable, thus the GM is quicker with the Common Rules trigger. “Climactic Showdowns” may also be more loosely defined and occur more frequently, so the heroes have more opportunities for demise.

Mortal: No immunity for anybody. Not the PCs, not the NPCs... no one gets a free pass. Every action is carried to the most realistic conclusions, so anybody or anything can kill you on a good hit. If you mess up, you can die. If you happen to make bad rolls in this style of game, it's tough luck.

Time

Combat is measured in rounds. There is no exact, pre-determined duration per round; each round lasts for however long it takes for all characters to perform their allotted action and, equally important, however long the GM states it does. Therefore, it can fluctuate from as fast as a blink of an eye for one round, to as drawn out as several minutes for the next.

The intention is obviously not to model reality, but literary narrations where time lapses are compressed or elongated to accommodate the tempo of individual passages within a scene. A party may be locked in the certain doom of a cataclysmic countdown, yet what should be just ticks passing in real time often stretches into pages to allow for character perspectives, if not actions. The malleable duration permits preludes, monologues, dialogues, expositions, and dramatic maneuverings not necessarily significant to the current action. Thus, GM and players have reasonable freedom to describe and embellish actions as they like without the constraint of time.

When it is a character's turn, equate it to an imaginary author getting ready to pen that character's action, so the featured "protagonist" is given center stage and practically all the time in the world to ride the sequence through to its resolution (provided it requires no more than one round by game rules to conclude, since spells with prolonged casting time, for example, will take longer to complete). Meanwhile, all other characters may remain active in the background until their turn, still reacting, bantering, posturing impressively, preparing the next offense and even actually striking a foe, etc., as long as whatever they initiate outside of their turn is relegated to pure scenery or "flavor text."

Heroic: Time is hardly ever an exact ingredient, at least not in the sense in defining how much a character can accomplish in a given period. In most occasions, it is only "window dressing."

Adventurous: While not as freeform as Heroic, Adventurous time nevertheless has no preset frame also. The GM may announce before an encounter how long each round will last when time-sensitive issues are involved, so the players can get a reference and sense of urgency, but that's pretty much the whole extent.

Mortal: It has a clearly defined time frame of 10 seconds per round, and it's possible to have consequential actions outside of one's turn if somebody else's is taking too unrealistically long to finish; you can freely interrupt another's long-winded speech with an effective attack, for example.

Movement

The Chronicles of Ramlar can be played without grid maps and miniatures, because the same abstraction used for time is extended into movement as well. The GM arbitrates all movements in (and out of) combat by simply deciding whether a Nimbleness roll is necessary for the character to cover the distance desired. Clearly, characters with higher Nimbleness (plus applicable expertise such as Athletics) are able to cover more ground than those with lower Nimbleness; someone of normal speed (50) may have to roll whereas another of above-average quickness (70) may not. Story needs also play a factor; if it will better suit the plot and is less than strenuous (Moderate-Enhances), for instance, the character reaches the spot without having to roll.

In melee combat, you are always assumed to have enough movement to engage and attack any foe within the immediate perimeter.

You may have to roll to navigate substantial covers (such as trees, furniture, even bystanders) obscuring your path to an opponent, if the condition or movement is difficult (in darkness, across surface that is slippery, steep, unstable, etc.), while distracted (swarming insects), or to reach a distant target (archers and anyone attacking at range being a prime example).

At the GM's discretion, a requisite number of rounds may have to pass before you can start rolling, or multiple rolls may be required due to extreme distance — this can even be an extended action roll. Obviously, unless supernatural means are involved, the GM will ignore impossible attempts such as traversing the breadth of Aurod in seconds and similarly ridiculous requests.

Making movements uncertain removes the square/hex-counting element that detracts character immersion, at the same time injecting suspense into a scene. You may be fairly sure you can cross the field in time to interrupt a deathblow or grab a valuable artifact, but the only way to find out is to actually try... You'll be making decisions based on the situation rather than letting strict game mechanics dictate your choices.

Heroic: Everything moves at "the speed of plot," so it really matters not how fast or slow you are; you'll get there whenever it best serves the story (although this should frequently favor the player characters).

Adventurous: Movement speed for creatures is approximated in range increments: No, Miniature (less than 50'), Near (50'), Short (100'), Medium (500'), Long (1000'), Line of Sight, and Unlimited. Therefore, a creature with Near movement can reach any point within 50', and usually takes two rounds to cover Short distance, etc.

Player characters are the only ones able to make rolls to "push" their speed or to cover distance in dramatic fashion.

Mortal: You can move feet in distance equal to your Nimbleness, plus any additions from talents, assuming a Mortal round of 10 seconds. This also means you'll likely break out a tactical map and some miniatures to keep track of everything.

Example: Dracyn breaks for some goblin slingers sniping at his party from the woods. Despite a 58 NIM, two ranks in Merthwarg and one in Wilderness Lore (both will aid his moving and spotting in the forest), the GM rules he is too far away to reach them without rolling. Wanting to get there as quickly as possible, Dracyn tries a Nimbleness (plus expertise) roll at -30 (Hard-Neutral) and fails; he races forward with all his might but something must have impeded him en route (narrated as stones whizzing by that barely missed him and the creatures' makeshift walls of mud), so he does not get to them this round. For the following round, since he has already closed distance, the GM can either place him in melee range with the goblins, or ask for another roll but at -10 (Moderate-Neutral) this time.

Round Sequence

While time and movement are at GM's judgment, there is a certain order to follow for every combat round:

1. Surprise
2. Allocating SV for Momentum benefits (see the "Momentum" section).
3. Determine initiative.
4. Declare action.
5. Resolve action/damage.

Surprise

The first thing to check for in combat is whether anybody is surprised. This can happen in any situation in which someone is taken unaware. Missing a Perception roll to notice an ambush or some-

one sneaking up, when a person is severely distracted, disorganized, preoccupied and so forth can all lead to surprise. When some, but not all, characters are aware of their opponents, a surprise segment occurs before the regular phases initiate. If one or everyone begins combat aware of each other, there is no surprise.

Those who are aware of their opponents can act in the surprise phase, performing one action each in the order of highest to lowest initiative (see “Initiative,” below). Unaware characters do not get to act or respond during this phase and must wait until regular sequences begin.

The biggest advantage for surprise, besides a free shot at your opponents, is that you can use any Momentum (see the “Momentum” section) gained from a successful action for the round immediately following the surprise!

Anyone caught flat-footed and totally unaware cannot move or perform any action. All attacks made against a surprised target gain a +50 bonus to hit.

Initiative

Initiative is the order that determines who goes before whom, and when in a round. The Chronicles of Ramlar utilizes a simple yet unconventional initiative system: Participants act in groups from the smallest to the largest. Do you have four heroes facing fifty goblins? The heroes will enjoy the advantage of acting first to compensate for numbers. However, the same four heroes challenging two goblin chieftains to a duel yield initiative to the villainous humanoid.

Obviously, this can shift as combatants are eliminated or rejoin the fray (or occasionally, defect), and one side finding itself outnumbered rather than outnumbering. In case of a tie, the player characters’ side always has the initiative.

When it’s a group’s turn to act, the characters in that group proceed in order using Nimbleness or Perception (the individual’s choice), from the highest score to lowest. Player characters always go first if tied with NPCs. For ties between player characters, they take action from the highest combined NIM and PER score to the lowest. Further deadlocks are resolved from highest to lowest character level, followed by a random d10 roll.

When it’s your turn to act in a round, declare your action and resolve it immediately as long as it does not require more than one round to complete.

Optional: Individual initiative scores may be reduced by the total amount of damage taken (after protection) in the round before, as injuries temporarily slow down one’s reaction time. The loss does not stack from round to round, so only the damage suffered in the round immediately prior affects your initiative for the new round. If you suffer 4 points of damage from a punch and 10 points from a fire bolt in a round, for example, you will take a -14 to your initiative the following round. Any damage inflicted on you in this new round will penalize your initiative correspondingly for the round after, but the -14 does not carry over and make it worse.

Declare Action

When it’s your turn, choose and announce your action. You can perform one action per round, but may trade in Momentum SV (see the “Momentum” section later in this chapter) for additional actions.

Each attack is an action, as is any active attempt to perform a task that requires a percentile roll, and moving the maximum distance for the round as deemed by the GM. Reactions, like resistance and opposed rolls, or rolls responding to the situation like hearing someone stalking behind you, are instantaneous, but not actions. Who initiated the roll usually determines whether it’s an action. If a player did (“I am searching for traps”), it is; if the GM did (“Roll Perception to avoid being surprised by the goblin hiding in the bush as you past

by”), it is not. Stating that you’re focusing on a specific action (such as looking out for anything unusual or suspicious) can lower its difficulty, but may simultaneously raise the difficulty for you to perform other tasks (your preoccupation precludes you from pumping full information out of the person you’re speaking with), even those you might not need to roll for in normal conditions.

Delaying Action: Also known as holding (or held) action and reserving (or reserved) action. You can hold any number of actions you have available past your turn and perform them at any time later in a round. You can only carry one delayed action into the next round, regardless of how many actions you in reserve; all other actions unused when the round ends are forfeited.

A specific held action, such as waiting for a target to avail itself around the corner before shooting, collapsing a bridge when the enemy is halfway through, or dodging and parrying an attack, always pre-empts all other actions when the stated condition or contingency occurs. In case of multiple characters holding actions for the same purpose, they proceed in normal initiative order.

You may simply declare a held action sans specific intent, but you do not always get to act first and must make opposed initiative roll (using either NIM or PER) to do so, especially when using a general reserved action to attack.

Heroic: You can carry over as many unused actions as you want into the next round! No opposed roll is necessary to interfere another with your held action, as long as you are ahead of the target on the initiative order.

Adventurous: As explained in the section.

Mortal: Only one additional action may ever be reserved for later in the round or delayed until the following round. All other, use them or lose them!



ACTION TABLE

DIFFICULTY LEVEL (DL)

A
C
T
I
V
E

R
A
T
I
N
G

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1	-4	-7
2	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1	-4
3	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1
4	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2
5	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5
6	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8
7	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11
8	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14
9	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17
10	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20
11	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23
12	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26
13	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29
14	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32
15	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35
16	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38
17	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41
18	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44
19	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47
20	107	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50

11: Action

Negative Chance: For a negative chance, you have to roll a “01” first, then again at the negative percentage + 100 or less (see “Zero or Negative Chance” in “Action Resolution”).

Failure for 100%+: Even if your percentage for a roll is higher than 100%, there’s still a chance for failure. On a roll of “00,” roll the dice again and add the new result to 100. If the total is greater than your percentage for success, you have failed the attempt. For the very rare occasions when it’s above 200%, continue to re-roll and add on every “00” rolled. If the singles digit shows “0” on the final roll and the result is positive, it’s a critical. Otherwise, it’s a fumble.

Attacking

Attacking is the most common action taken during combat. To do so, announce it as your intention when it’s your turn, then chose a target and a means of attack (e.g, melee weapon, ranged weapon, unarmed strike, spells).

To make an attack, first check the Action Table. Use your Attack Rating as the Active Rating on the left, vertical column, and the target’s Defense Rating as the Difficulty Level (DL) across the top. Cross-referencing the two numbers on the table will produce the percentile chance you have to roll equal to or under to hit the target.

This is your attack roll. The attack roll may be modified by certain talents and special abilities both you and the target may possess, its dramatic importance (ala the Difficulty Table), and expertise stunts.

Attack and Defense Ratings normally range from 1 to 20. For ratings beyond 20, use this formula: (Attack Rating – Defense Rating) x 3% + 50%.

Non-Familiarity Penalty: When using a martial or special weapon for which you lack the appropriate familiarity talent, you take a -20 penalty on your attack rolls. Every character can wield all common weapons without penalty.

Example: Torrik (14 Attack Rating) goes after a rocar (13 Defense Rating), slashing the swamp-dwelling ram-bat creature with a long sword. Cross-referencing 14 AR with 13 DR on the table, we find Torrik has a 53% chance of hitting the beast. He has also taken the Weapon Mastery talent twice with the long sword, providing an additional +8 to the attack roll, modifying his chance to hit to a $(53 + 8 =) 61\%$.

(For convenience, record the percentage against each DR on the “Attack Rating” bar on the character sheet for quick reference. At 14 Attack Rating, Torrik will write down “89” in the box above DR 1 in the bar, “86” for DR 2, “83” for DR 3, and so on down the line to DR 20.)

Heroic: Heavily guided by the Difficulty Table instead of tallying every single modifier, chucking aside rule details in favor of a more freeform combat. The GM estimates the circumstantial advantages or disadvantages of each character, adjusts the task’s difficulty accordingly, then weighs it against the combatants’ respective roles. For instance, player characters will regularly roll no worse than “Hard-Enhances” versus disposable, vastly inferior foes (who of course fight back on “Detracts”). Expertise stunts are greatly encouraged to boost your odds, often at minimal cost. The GM may even use Scene Resolution for transitional combat encounters, letting players extrapolate and narrate character highlights from their own roll. Characters are penalized for anticlimactic actions, such as a party member swooping in to steal a kill after another has gained the upper hand on a long-time personal nemesis (which certainly rates an “Extreme-Detracts”). Similar disregard for others’ spotlight and good storytelling in general are severely curtailed, as well.

Adventurous: Uses Difficulty Table for important battles, but seldom going as far as tilting the balance based on combatants’ roles like in Heroic — at least not until the climactic finish. Expertise stunts are performed at normal cost. Characters may still be penalized for trying to “steal thunder,” though it’s not as rigorously enforced.

Mortal: Ditch the Difficulty Table altogether. Every modifier is by-the-book, dutifully accounted for and calculated. All expertise stunts must be grounded firmly in realism or are rejected. Characters do as they please and can impinge upon each other; the GM lets them sort out the repercussions among themselves.

Law of “0” in Combat: Critical Hit & Fumble

The “Law of 0” applies the same way in combat, except that sensational successes are called critical hits, and botches are fumbles. To refresh, when the singles digit on an attack roll reads “0” and the result is a hit, it’s a critical hit; if the result is a miss, it’s a fumble.

A critical hit indicates that you have landed a particularly devastating blow, causing 2x damage as well as doubling the Momentum SV (see “Momentum,” below). A fumble, at the minimum, ends your turn this round, even if you have actions left. Depending on how badly you missed the attack as compared to your chance to hit, the mishap can be minor (a small penalty on the next action), major (drop your weapon, lose your action for several rounds), or catastrophic (accidentally wounding yourself or the nearest ally).

Body Diagram & Hit Locations

The A/B (Armor/Body) system plays a noticeable role in resolving damage. The centerpiece is a humanoid body diagram divided into 9 numbered sections called “hit locations,” each corresponding to a part of the character’s body. On a successful hit, read the singles die of the attack roll to determine the location struck as below:

- 1: Right Arm.
- 2: Left Arm.
- 3: Head.
- 4-6: Upper Torso/Chest
- 7: Lower Torso/Abdomen.
- 8: Right Leg
- 9: Left Leg
- 0: Attacker’s Choice.

The standard diagram is for humanoids. Body diagrams for other creature types, such as the blank ones provided in the Chronicles of Ramlar World Guide, will show different hit locations and their corresponding number(s). Regardless of the target’s template, on a critical hit (“0” showing on the singles die of a successful attack), you may choose which hit location you have struck on the target, as well as the option to change it into an automatic called-shot to that location’s protection instead (see “Called Shot” in the “Combat Options” section later this chapter).

It is important to know where your strike landed because any sort of protection (such as armor, hard carapace, hide, magical enchantment) the target has covering that hit location will lessen the damage, and in some cases, absorb the impact completely.

However, only player characters, NPCs and creatures pivotal to the encounter have hit locations; the rest are simply nameless pawns or minions with lump-sum Life Points, for whom hit location is notable only when they have armor or similar protection to reduce damage to specific or all locations, otherwise it’s just flavor.

Recordkeeping Body Diagram: Enter the total Protection Value from armor and any other protective measures on the top portion (above the slash) of each box on your body diagram. Write “0” for unprotected hit locations. Though seldom, the number may change as armor is magically augmented or worn down through special attacks, and protective spells strengthen or fade.

The bottom portion (under the slash) of a box is where you’ll record your Life Points (or LP) for that hit location. Whenever you take damage to a location, mark off the Life Points for that part accordingly. Your starting LP is your (Endurance + Strength)/10 for all hit locations except the torso (hit locations 4-6 on the diagram), where LP is doubled.

GM’s Discretion: Since “Attacker’s Choice” occurs solely on critical hits, it can be a double-edged sword used to shield player characters, as well as to put a scare in them. The GM can help relatively weak or already battered characters remain in play by selecting the least-hurt location to receive the massive blow. Or, worry overconfident players by choosing a vital, like the head or groin (counts as lower torso), knowing though the characters may still survive the enormous damage, it will take some air out of their arrogant sails and remind them the adventure is not free of perils.

Example: Torrik fights two orcs, one a mere grunt, but the other a commander who the GM has deemed significant for this particular scene, so it has hit locations and Life Points for each like any player character. Torrik manages to hit with a 53 on the minion and 27 on Grumm, the leader. The damage easily exceeds the soldier’s total Life Points and the head shot (3 on singles die) is only for curiosity’s sake. On the other hand, his attack on Grumm slices across the gut (7 on singles die) and the damage is applied to that location, minus any abdominal protection Grumm may have. Unlike the grunt, chances are good that Grumm has a sufficient number Life Points in that location and will survive to fight another round or two.

Heroic: Run everything as outlined above, but creatures and NPCs can increase or lose their plot significance at the drop of a hat, thus

switching between hit locations and lump-sum LP several times over an adventure — perhaps even in the same scene! The conversions are quickly “eye-balled” instead of going by any set formula, since drama takes precedence over bookkeeping.

Adventurous: Run everything as outlined above.

Mortal: Everything has hit locations, just like player characters; no exceptions. Beware, though, doing so requires recordkeeping each opponent and can become very unwieldy given a sizeable opposition.

“Lite”: This is for those wanting to abandon hit locations altogether in favor of the traditional “hit points.” All characters have starting Life Points of (END + STR)/5, and gain additional Life Points matching the campaign option used each level after the first, plus from appropriate talents. Only full armor or protection covering the entire body will reduce damage.

Damage

After a successful hit, find out how much punishment you inflict by rolling dice according to the weapon or attack's damage entry, from 1d4 for daggers to 1d8 for battle axes and large animal claws, to 1d12 for great swords. Also figure into the damage roll result all bonuses (and penalties) from talents (like Mighty Blow), special abilities, and unique qualities (including magical enchantments and customizations). If it is a melee attack, add the Strength damage modifier as well.

Damage from attacks (e.g., melee weapons, magic spells, energy) must first subtract the Protection Value covering the hit location, unless specifically stated that it bypass protection (or similar phrasing) otherwise. Any excess is then marked off from the target's Life Points. When any hit location is at 0 Life Points or below, any subsequent damage to that body part (post-protection) is applied inward to the upper torso (hit locations 4-6 for humanoids). Because this represents internal shock, such damage ignores all Protection Value for the chest.

Example: Dracyn, wearing ringmail armor (3 PV), takes a punch from a goblin. Luckily, the puny creature rolls only 2 points of damage and the attempt bounces harmlessly off the armor ($2 - 3 = -1$, or no damage). Another goblin lobs a flask of acid at Dracyn and hits for 5 damage points to the chest. That too is subtracted from the armor's PV, but this time it gets through for ($5 - 3 = 2$) 2 points of damage, causing the elf to lose 2 Life Points from his upper torso (hit location 4-6). The goblin shaman then piles on and snipes Dracyn with an Animal Fang spell to the left arm. Because the spell specifically ignores all protection, Dracyn will mark the 1d8 damage right off of his left arm Life Points.

When you reach zero or negative Life Points for either the head (location 3), upper torso (locations 4-6) or lower torso (location 7), you must make a TEN or END roll (your choice) at Extreme difficulty immediately (-30, -50, or auto failure), otherwise you're considered defeated. Every round thereafter, you have to make the same roll with a cumulative -10 penalty (i.e., -10 more the second round, -20 more the third, etc.) to continue to act. You become inactive for the encounter's duration upon failing the roll, until you're properly restored to positive LP.

For minor or trivial creatures and characters with lump-sum Life Points, dropping them to 0 LP means instant defeat. Although, as defined by Life Points in the Attribute chapter, a defeated opponent is not necessarily unconscious or dying, but dispirited and battered to the point of total ineffectiveness, and therefore can no longer fight or act for all intents and purposes. Upon complete defeat, the attacker may describe the exact outcome of the rout however

wished. Additionally, at the GM's discretion, a defeated target may still be killed by anyone spending a whole round uninterrupted to deliver a deathblow, or expire from fatal conditions (deep wounds, a terminal disease, or hostile environment) after a prolonged period without the appropriate aid.

Impairment: Your Defense Rating will drop as damage taken mounts, lowering your effectiveness in combat. A hit location is impaired when it's completely depleted of Life Points, becoming virtually useless and cannot function. The exact consequences are up to GM's ruling, but typically you cannot swing a weapon with an impaired arm, cannot run when either of your legs is disabled, cannot turn an injured head to look behind you, and so on.

Moreover, you suffer a -2 reduction to Defense Rating for each impaired location, but you can regain the loss of a hit location by restoring it back to at least 1 Life Point and consequently removing the impairment. For instance, if Dracyn loses all Life Points in his left arm and right leg, he loses 4 points off his Defense Rating as well. He will regain 2 DR when one of the two locations is healed to 1 or more LP, and two more DR after the second location has recovered sufficiently.

Strength Damage Modifier: The stronger you are, the more force you exert on a blow; the weaker you are, the less harmful your strikes tend to be. Include this modifier for every damage roll after all successful non-ranged attacks with a weapon or unarmed strike. To find the bonus (or penalty), use $(STR/10) - 5$. It's either a positive figure (bonus), negative figure (penalty), or zero.

However, regardless of your die roll and Strength damage modifier, the minimum damage on a successful attack, before subtracting any protection, is always 1.

Stun: Some attacks can cause the target to become momentarily dazed or off-balance as an additional effect. A stunned character cannot move or perform any action beyond self-defense. All attacks against a stunned target are rolled with a +30 bonus. This condition seldom lasts beyond one round.

Unarmed Strike: If you do not have the Martial Weapons Familiarity talent, your unarmed attack damage is just your Strength Damage Modifier and no die roll. If you have the Martial Weapons Familiarity, you do $1d3 + STR$ modifier damage on a successful blow. If you take unarmed strike as a Special Weapons Familiarity (to represent specialized training), the damage is increased to $1d6 + STR$ modifier.

Death

As noted, player character deaths are usually possible only in critical encounters. At any other juncture, the worst possible outcome for a player character — and all characters and creatures of significance, for that matter — is incapacitation. They will fall unconscious or comatose, become severely traumatized, and even hover on the brink of death, but they'll never die from combat damage unless both the GM and the player agree to that fate. Their Life Points may plummet into the negatives indefinitely, but that just means they'll be licking their wounds for quite a while after making good their escape.

Heroic: Barring provocation of the Common Sense Rule, mutual consent of both the GM and controlling player is always mandatory in all situations for a character to die or suffer permanent disabilities. A player opting for an appropriate death, though, may add one Participation mark to the replacement character — and extra marks for a heroic death.

Adventurous: As explained in the section above.

Mortal: Nobody's safe from the reaper; even player characters can die from any cause at any time. When a character reaches zero or negative Life Points in the head, upper torso, or lower torso, it forces the TEN/END roll as stated in the “Damage” section, but this is



to stave off death, not just defeat (though the two are often synonymous in a Mortal-style campaign, anyway). Should the LP ever drop to the original value in the negative for any of the three hit locations, death is instantaneous.

Healing & Recovery

Healing generally falls into two types: magical and natural; each has its own advantage. Magical healing is fast, but relies on the spells of merthwags and sevars or certain magical devices. Natural healing, though slower, is always available. Obviously, no healing can ever restore Life Points above the original value.

Assuming moderate activity, roll one END roll at the end of every day and the SV attained is the number of Life Points you heal for every hit location; you do always regain a minimum of 1 LP to all hit locations per day, regardless. The SV doubles if you're able to get in 8-hours of undisturbed rest and you avoid performing any strenuous activity. Anybody can aid your recovery with a healing-related expertise roll each day, restoring additional LPs equal to its Success Value to all hit locations.

Magical healing cures wounds instantly, sometimes diseases and poisons, too. No special rest is required for the recipient of a healing spell or item. This is especially convenient in the midst of combat.

In combat or under duress, you can try to restore Life Points to one hit location with a healing expertise roll. This is considered an extended action, with a one round interval and total SV of 5 Life Points healed in that location. This demands total concentration on your part and that the wounded be completely still for the treatment; thus, you both are considered "stunned" throughout the duration.

Patching up the wounded is easier after a fight's over, requiring just a regular healing expertise roll. You will help the injured regain the Success Value of your roll in Life Points to all hit locations.

Heroic: As explained above, but instead of a whole day between END rolls for natural recovery, you roll after every encounter to regain Life Points! This evokes the grandeur of epic tales and enables the characters to continuously battle, putting them on par with the seemingly superhuman figures of legend.

Adventurous: As explained in the section above.

Mortal: You do not roll for natural recovery but restore the minimum 1 LP to all hit locations each day, plus any healing expertise roll you may receive.

Threat Rating

Threat Rating (TR) is conceived for quickly generating antagonists on the fly, while doubling as a yardstick of the actual threat they posed. It is a close approximation of their "character level."

Threat Ratings begin at 1 for minimal threats (such as goblins and zombies), rise to 5-9 for challenging menaces (corac, trolls, vampires), around 10 for serious oppositions (winshars, dragons, werewolves), 15+ for major forces of supernatural (archliches, demon lords), and up to infinite for veritably unbeatable entities (deities). Zero or negative Threat Rating is rare but possible, normally reserved for non-dangers like exceptionally feeble creatures or children. Threat Rating roughly translates to how many warriors of average (50) attributes and ability are needed to contain the threat. So, whereas just one common fighter is sufficient for a goblin, it may take at least a dozen to begin handling a dragon.

Those assigned a Threat Rating are normally considered minor or inconsequential to the scene, if not the scenario, meant mostly as fodder and trophies for the heroes' triumph. Although, even a major nemesis may have Threat Rating; reducing it to 0 Life Points before a meaningful confrontation simply means the heroes have forced it to flee.

A creature's Threat Rating has the following correlations to its game statistics:

- Lump-sum Life Points = $TR \times 10$
- Maximum Attack and Defense Rating = $TR + 7$
- Maximum Protection Value = TR
- Maximum amount of damage die = TR
- Highest primary attribute = $(TR \times 10) + 50$
- Total expertise ranks = TR
- Combined total of offensive spells, talents, powers and special abilities = TR
- -1 Defense Rating for every 10 Life Points lost

Example: A Threat Rating-2 orc will have $(2 \times 10 =)$ 20 Life Points without hit locations, Attack and Defense Rating of $(2 + 7 =)$ 9, no attribute higher than $(2 \times 10 + 50 =)$ 70, don protection of no greater than 2 effective PV, inflict up to two dice of damage maximum under any circumstance, two total ranks among any expertise it may possess, and is limited to a combination of two combat talents, powers, special abilities, or spells.

Nature of Combat

Combat in the Chronicles of Ramlar is not a tactical blow-by-blow simulation. Instead, each attack you rolled for is the "highlight" for the round.

Think of it as the dice giving you the final outcome, and you supply the "how" to get there. You are free to embellish the sequence, from the set-up (stare down, feints, quick cuts, even dramatic pauses) all the way up to the finish (the attack you just made). A swing of the sword could be as plain (and boring) as, well, a swing of the sword, or as colorful as "I jump to the side to avoid the orc's big overhead chop as it brings the axe down overhead, boots him away in the lower back, catch its ugly face with an elbow when it charges back in, then swing my blade around in a wide arc into the side of its neck!"

"But I didn't roll for the kick and the elbow! How could I not roll damage if I made those moves?"

Flavor. That's all it is, flavor. The kick and elbow could have easily been off-hand dagger jabs and a pommel strike, more fancy footwork and sword pokes, or any of the endless other combinations. It's not the minutiae that are important, but how you arrive at the conclusion and culminate the offense. You can narrate how you use different maneuvers to set up the opponent to your heart's content, but only the "big attack" — what you are rolling for — will do discernible damage.

Armor and other protection, by extension, also operate on the same foundation. It is your "defensive highlight"; it doesn't matter how miniscule in size or what the opponents do, it will always manage to stop or reduce damage of every "big attack" against you. If you have a gauntlet, you will always manage to get it in the way to soften all strikes to that arm. You could have an earring for protection and still block damage to the head... every time.

For blows to hit locations that aren't inherently "logical," see it as an opportunity to take dramatic license in your narrative. The colossal giant probably hunched over in his miss so you could hit him on the head, or you're just swift and acrobatic enough to spring up his humongous frame for a cut at his ear. The stumpy imp probably tried to kick you when you sliced his shin in response.

Describing misses can be as fun as describing hits. Just like 0 LP does not automatically result in physical death, misses aren't always whiffs. You can be somehow sidetracked, striking defensively and probing for an opening, veering off at the last moment to avoid hitting allies or others accidentally getting in the way, and so on.

Have fun with it and be creative. Rounds having no preset time and the abstract movements only leave a greater canvas for painting your own details.

And yes, the GM should award you bonus marks for Participation and any fitting D/T for consistently providing good combat narratives.

Combat Options

Combat can be tricky when you or other participants decide to deviate from straightforward tactics. . . Here are options and maneuvers you can adopt to hopefully earn you the victory.

Called Shot: You can attempt to strike a specific hit location with this maneuver. You must declare a called shot to a specific hit location before rolling. You take a penalty on your attack rolls depending on the difficulty corresponding to the approximate size of the body part.

The first level of difficulty is Center, which imposes a -10 penalty on the attack roll. This covers the center mass of the target, generally the torso (hit location 4-6).

Second is Extremity, with a -20 penalty to the attack roll. This enables you to attack an appendage (hit locations 1, 2, 8, 9), tentacle, or a body part of similar size.

The final level of difficulty is Vital, incurring a lofty -50 to the attack roll. This lets you pinpoint very specific parts like the eyes, hands, the animation medallion embedded in the invincible undead's chest, or even a small crack that bypasses protection entirely (treat the location as having 0 Protection Value if hit). This penalty stacks with other minuses for called shots. A called shot to the torso and bypassing its armor incurs a -60 penalty, for instance.

You can perform a called shot to specifically reduce the protective property of armor (or spell, carapace, hide, etc.) covering a hit location. The penalty is identical to a called shot for that location (Center, Extremity, or Vital). When hit, roll damage and apply the Protection Value as normal, but instead of subtracting the excess from Life Points, it is taken off of the Protection Value. Any damage still remaining after depleting the PV is applied to Life Points. For example, attempting to weaken a dragon's tough torso skin (5 PV) carries a -10 penalty (for Center called shot). Assuming you hit for 8 points of damage, you will lower the beast's chest PV by $(8 - 5 =) 3$, bringing it down to $(5 - 3 =) 2$ PV. Damage of 5 or less will not do the job, since it won't penetrate the defense to begin with.

You can opt to change a critical hit into a called shot to the location's protection instead. It will still do 2x damage, and all excessive damage after destroying the protection is applied to Life Points as per rule.

On the Difficulty Table, Center called shots correspond to "Moderate"; Extremity blows are "Hard"; Vital strikes are "Extreme."

Disarm: To dislodge a weapon from your opponent's grasp, first make a normal attack roll. If successful, the opponent must make an opposed roll using Strength against your disarm attack roll. If you have the higher SV, you disarm the opponent and the weapon is sent out of immediate reach, but the attack does no damage. Otherwise, the opponent retains grip.

Dodge/Parry: You can actively dodge or parry a successful attack. In order to do so, you must forego your next action or use a held action. Make either a Nimbleness roll (if dodging) or a roll using your Defense Rating versus opponent's Attack Rating (if parrying). If your SV ties or beats the attack's SV, you evade/deflect the attack and suffer no damage or effect. You can exchange as many actions as you have in a round for dodges/parries, each with the appropriate talent or expertise bonuses and penalties as if you're attacking. The opponent still retains all Momentum (see "Momentum," below) gained since the attack is considered successful, but you'll earn

Momentum, too, on a successful dodge/parry. You can only try to dodge and/or parry each attack once.

Dual-Weapon Fighting: Fighting effectively with a weapon in each hand requires a lot of practice and training. Regardless, you may make one extra attack per round (not per action) when wielding two weapons. Each attack is rolled separately, but you take penalty equal to the weapon's EV for the first attack which is made with your primary hand, and 10 + weapon's EV in penalty for the second attack which is made with your "off" hand.

Keeping at Bay: You can use a reach attack like a lance, whip, area spell, or a dragon's fiery breath to prevent opponents from engaging you in melee combat. Simply make an attack roll with +10 bonus against the average Defense Rating of all opponents you wish to affect with this maneuver. The attack does no damage, but if successful, the target(s) cannot engage you in melee combat or move past you this round (though they may go around you provided sufficient space). The effect ceases immediately if you use an action to attack afterward.

Shield Bash: Shields are generally used for defense instead of offense, but you can make attacks with them in a pinch. Each shield bash is an action, but you cannot do so and attack with another weapon in the same round as if you were dual-weapon fighting, however. You also lose the shield's Defense Rating bonus, Protective Value and all other defensive capabilities until next round, or unless you spend another action to draw it back to defensive position.

All shields count as melee weapons. Small and medium shields do 1d6 damage, large shields do 1d8 damage, and tower shields (requiring both hands to execute this maneuver) do 1d10 damage.

Precise Attack: If the target is unable to adequately defend against your attack (such as surprised, severely distracted, or stunned), you can make a more precise attack. This can be done with any weapon or unarmed strike. On a successful hit, you can adjust the singles die up to plus- or minus-3 for hit location purpose, though you can never modify the result to Attacker's Choice.

Creature Size in Combat

This optional rule is primarily used for Game Masters who feel that size, realistically, should matter. All creatures are assigned a Size Rating (SR) according to their physical dimensions:

Miniscule (1): Insects.

Tiny (2): Bats, birds, rodents.

Little (3): Imps, house cats, hawks, vipers.

Small (4): Halflings, dwarfs, goblins, dogs.

Average (5): Spirinari, humans, elves, orcs, wolves.

Big (6): Ogres, horses, crocodiles.

Large (7): Chimera, griffins, titans, monstrous spiders, treefolk.

Great (8): Giants, demon lords, monstrous worms, dragons.

Huge (9): Elder dragons, whales.

Immense (10): Leviathans, krakens.

Size Ratings beyond Immense (10) are possible, though rare. For each point differential in SR, the larger creature receives -2 to Defense Rating, +1 to Protection Value to all hit locations, +1 Strength damage modifier, +10 Strength for all opposed Strength rolls, and -5 Perception to perceive the smaller creature.

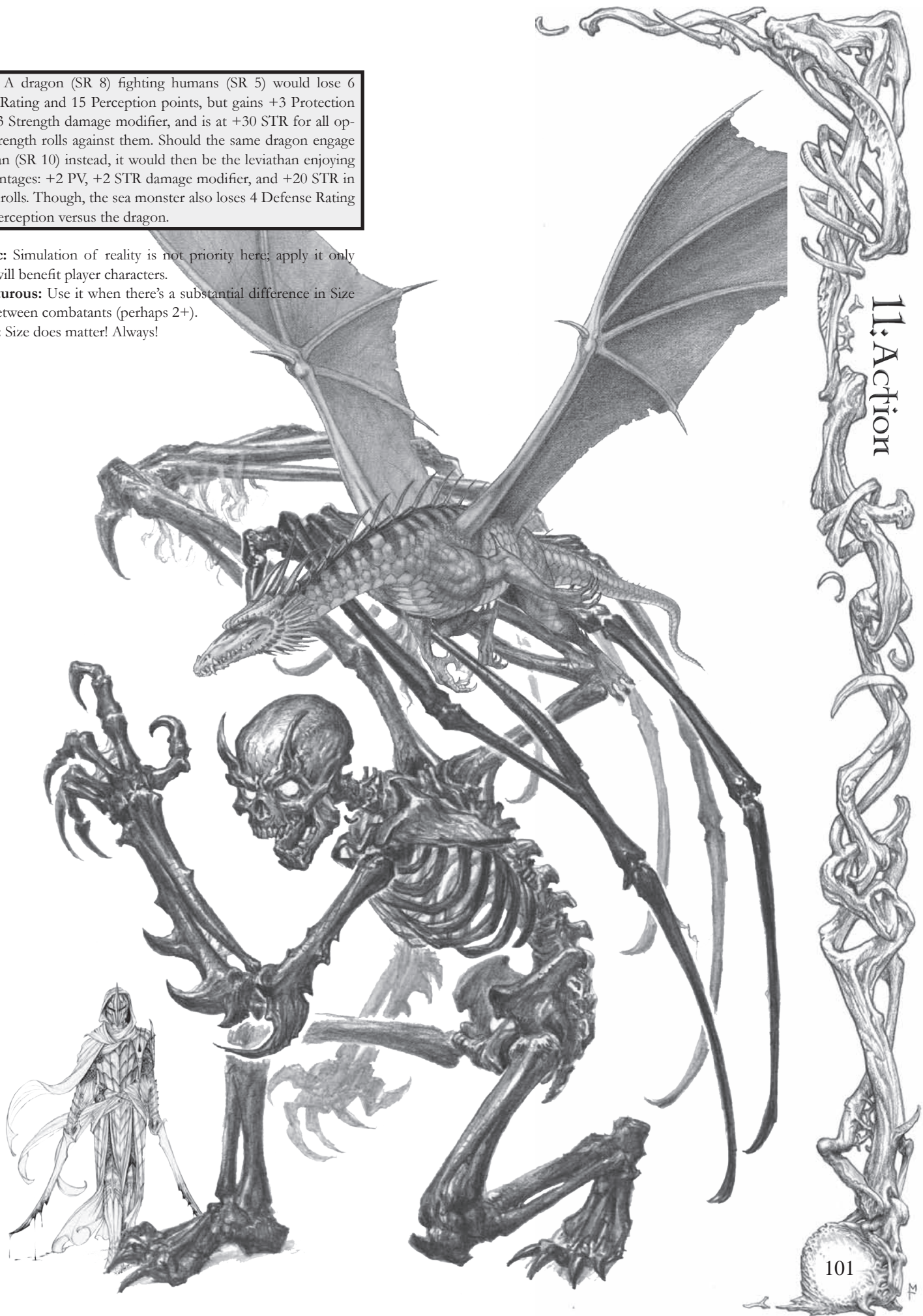
Example. A dragon (SR 8) fighting humans (SR 5) would lose 6 Defense Rating and 15 Perception points, but gains +3 Protection Value, +3 Strength damage modifier, and is at +30 STR for all opposed Strength rolls against them. Should the same dragon engage a leviathan (SR 10) instead, it would then be the leviathan enjoying size advantages: +2 PV, +2 STR damage modifier, and +20 STR in opposed rolls. Though, the sea monster also loses 4 Defense Rating and 10 Perception versus the dragon.

Heroic: Simulation of reality is not priority here; apply it only when it will benefit player characters.

Adventurous: Use it when there's a substantial difference in Size Rating between combatants (perhaps 2+).

Mortal: Size does matter! Always!

11: Action



MOMENTUM

In the heat of a battle, momentum is often the deciding factor. It's the head of steam you build up and ultimately ride to victory. Great warriors and competitors alike seek to maximize momentum when it happens, that thrilling streak during which they seem neigh-invincible and can do no wrong. They understand its intangible power that can be harnessed to destroy their opponents. . . or be destroyed by the opponents who harnessed them.

The Chronicles of Ramlar features rules for momentum to bolster the dynamics and drama of combat. It is a relatively simple system to simulate the shifting tides of battle, as well as to enhance the roleplaying aspect through, ironically, tactical decisions.

Whenever you deliver a successful hit in combat, you gain Success Value. You can then parlay the SV gained from that attack into effects listed on the Momentum Table for your action next round. This reflects that momentum is bred by success and swells as it builds upon previous successes to create the potential for even greater success.

You spend the SV in between rounds, after the round in which you earned the SV is over but before any initiative begins in the following round. Now, momentum is fickle and worthless to those unwilling to capitalize on it, so Momentum SV does not carry over from round to round; any SV you do not spend for Momentum effects when initiative begins are forfeited and lost forever.

Yes, raises are legal too, for accumulating Momentum. A good (or confident) fighter can trade penalties on attack rolls for SV if he believes he thoroughly outclasses the opposition. It's a sound tactic for him to sustain his own momentum.

In order to enact all momentum advantages for the SV spent, you must describe the action and/or roleplay the banter, posturing, and general interactions. Dramatic creativity is definitely encouraged here, and may be necessary at the GM's discretion. The narrative can range from a stinging repartee to enrage the opponent and throw off focus, to a staunch display of courage and grits, to inspirational heroics that rally the troops. The GM should take player's roleplaying skills into consideration and be lenient where warranted, but should always deny benefits to those who simply cannot be bothered with it (or deliberately put forth a bad effort to "game the system"); it's their prerogative to ignore the roleplaying part of the game, and it's the GM's to not reward them for it. In short, the GM is under no obligation to always award the complete bonus.

Sensational Success/Critical Hit: A sensational success or critical hit doubles the SV gained for Momentum, as well.

Botch/Fumble: You lose all Momentum effects instantly, even those granted by and to allies. If you have additional actions left, you end your turn immediately and don't get to use them. No SV is gained this round; those gained from prior actions are negated, and you will even lose SV for an extended action!

Additional Actions: Regardless of how you gained the extra actions (e.g., dual-weapon fighting, through Momentum), you only keep the best SV out of all successful actions.

Example: Torrik hits the rocar with an attack roll of 23. This gains him 2 SV of momentum. The rocar retaliates but misses, so it earns no momentum for itself. At the top of next round before anyone acts, Torrik declares he's using the 2 SV for a +1 bonus to his Defense Rating. To properly receive the benefit, he has to roleplay it: "Back to Gabrun and your horrific makers, muck-sucking abomination!" he shouts while leveling the sword at eye-level in a defensive stance.

In the second round, Torrik strikes the creature again, rolling a 50 for a critical hit and $(5 \times 2 =) 10$ SV! The decision for the extra Defense Rating was a good one too, since the rocar just barely misses this time around. Torrik looks around and sees Dracyn is having a tough outing against two ram-bats.

In between round two and three, Torrik opts to spend 3 of the 10 SV to raise the damage one additional die on one attack for himself and Dracyn, another 3 SV to add a +5 bonus to all their actions for the round, and 3 SV to get a second action. Because he has 1 SV left and loses it when the action starts, anyway, Torrik chooses to give himself a +1 damage bonus for a whole round. For roleplaying, he hollers to Dracyn, "You gotta chop them between the ribs like this!" as the swing strikes a vulnerable spot. Torrik then moves next to Dracyn and hacks one of the two ram-bats in demonstration. "It's all in the wrist, my elven friend. Give it a go and watch out for the claw coming from the right!" Nodding, Dracyn follows Torrik's lead and renews his aim at the other creature. . .

Heroic: This is an absolute must for Heroic campaigns.

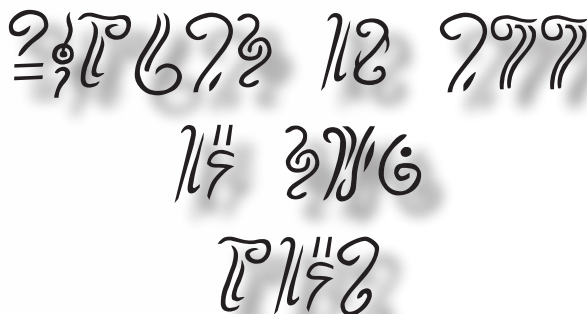
Adventurous: Certain Momentum benefits may be off-limit at times to keep an encounter from possibly becoming too unbalanced, but definitely a mechanic to highlight characters.

Mortal: Momentum is generated only on a critical hit (as well as lost on a fumble). The dour realism dictates that all dramatic impact is minimal (if not non-existent).

Gaining Momentum with Non-Combat Actions

You gain Momentum for cool actions and use of expertise in combat, too. All you need is some imagination and sensibility to parlay almost any successful performance into Momentum: Acrobatics ("I tumble and flip about deftly while waiting for the best chance to strike"); Alchemy ("I throw a batch of my specially prepared flashing powder at them"); Alertness ("I look for a break in their line"); Arcane or Religion Lore ("I warn my friends about the Lightbane's demonic powers and tell them the best way to fight it"); Disguise ("I don the enemy uniform and blend in"); Persuasion ("I try to shake their morale by convincing them their leader is sending them to certain death"); Sevar ("I pray to my deity for victory"); Singing ("I'll rally my ally with a rousing chorus of a famous war song"); Stealth ("I use the commotion to sneak around behind them"); Tactics ("Of course they don't know better than be lured into a vulnerable cluster"); and Warrior ("I ready the formations and thunder out a battlecry") are just a few examples of the clever roleplaying and application of skill that can be rewarded with Momentum. Even absolute noncombatants may contribute to a battle with creative endeavors.

Example: Idor tries to tumble past the Druegarn vanguards rushing the Altar of Ratiss, while his companions ready their weapons. He makes the roll (rolling 55 against an 85 chance), gets by the dark elves and grabs the Sacred Scepter from the giant idol of Ratiss before they could. He holds it up triumphantly with a little monologue about the unbreakable spirit of Ratiss' followers, which deflates his opponents who have come to desecrate the altar and specifically steal the artifact. This laudable effort earns the halving 5 Momentum SV from the roll as if he had made a successful attack.



NPC Adversaries and Momentum

Do NPC foes get Momentum, too?

Yes, but at GM's discretion. During a majority of the time, giving NPCs full access to Momentum will only slow down combat and clutter bookkeeping. The recommendation is to permit Momentum for NPCs when they have a significant role (such as legendary heroes or the chief mastermind of a plot), during meaningful or climatic encounters, when the GM wishes to activate a creature's Momentum-powered special attack/ability, or when the PCs are having an unexpectedly too easy a time decimating the opposition that a little rally from that side is needed.

Take, for instance, a band of goblins. If this is just a minor or chance encounter, the GM should refrain from tracking Momentum for the goblins and let the characters shine. However, if the goblins are meant to be a credible menace for this particular adventure, it would be wise to use Momentum to firmly establish them as that.

Heroic: As explained, with some Momentum "fudging" by the GM on behalf of any opposing individual for power/ability-activation purposes to make the battle interesting.

Adventurous: Like Heroic, except with little to no fudging, and only the "featured nemesis" (orc leader, dragon king, giant chieftain, etc.) gains Momentum, though it can be used to benefit minions.

Mortal: Either everybody can gather Momentum, or nobody can.

Narrating Momentum in Combat

You may have noticed an absence of tactical rules and positioning in the *Chronicles of Ramlar*. Indeed, how does one determine whether a creature is prone? Is there a bonus for hitting a prone target? What are the modifiers for charging? What about grappling? Mounted combat?

The actuality is, it's all there — in your own interpretation of Momentum.

The conventional approach is to state your action beforehand ("I'll leap off the tree and plunge my dagger into him"), followed by extrapolating modifiers ("Okay, that's penalty for jumping, plus more for the target being eight feet beyond your movement allowance..."), then you roll to resolve every last little detail.

Momentum changes that equation around: Your tactical decisions are already "resolved" and successful, which is why you have the bonuses for the action you're about to declare.

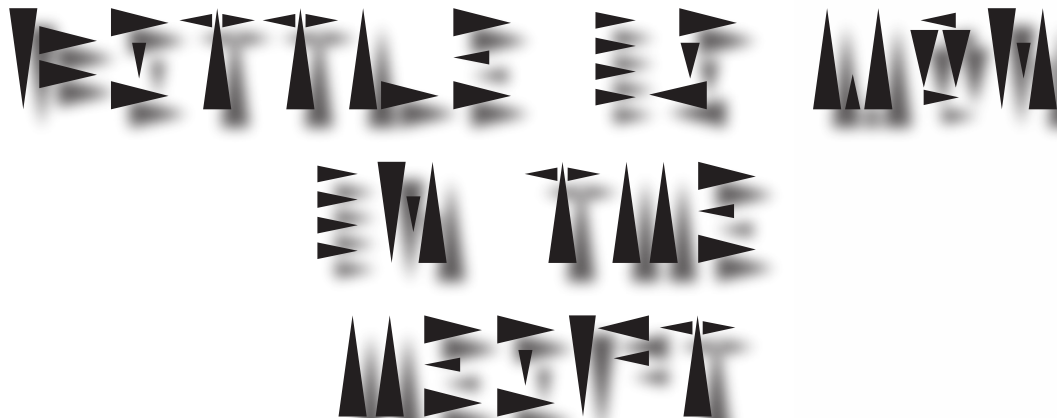
In other words, you are able to use Momentum for attack bonus, extra damage or make it a called shot because in your narrative, you did surprise (or shock) the foe by leaping atop it off that tree, not because you have to roll for the climb, check for surprise, and consult different rules to reach the same conclusion. Rather than figuring out one roll at a time how your next action will be modified, it is a part of the Momentum you've gained and only need to be justified with a story.

The principle applies across the board. You're giving yourself and all allies bonus to Defense Rating, because you expertly maneuvered your mount about to provide cover for everyone; because you rode hard into and discombobulated the enemy ranks so they can't strike back effectively; because your mount's ferocity made the foes hesitant about attacking. . . No need for heavy sections on horseback fighting. If you miss when you interpreted attack bonus as the target being prone, well, maybe the opponent managed to scramble back on its feet, or rolled away from the blow at the last second. No need for modifiers regarding exact positions.

Your imagination is much more versatile than any set of rules, no matter how elaborate or thorough, and imagination is what you'll be using here. Momentum effects can be attributed to virtually anything. They may be dirty little tricks and traps, like draping a blanket over the opponent, the popular "handful of sand in the eyes," or a quick rope snare. They can come from the immediate environment, such as wet spots left from a recently passed rainstorm, or even lingering residue from previously used powers ("Though he resisted the Blazing Sun spell, it blurred his vision enough for him to not notice me sneaking up behind"). You can describe them as astute foreplanning (perfect opportunity to display tactical knowledge here) or pure coincidence ("I knock the creature into a pantry stacked with pots and pans which, naturally, fall on it for extra damage")... Let your creativity soar, and your actions dramatic.

As well, Momentum can codify contributions from skills and roles that traditionally have little to no impact in certain combat situations. Take a sea battle, for example. In other games, until there is immediate conflict (such as boarding action), most characters are relegated to the background, unable to affect the course of battle in the meantime. Not so with Momentum. You can use Cannoneer expertise to give your ship (or the entire fleet!) damage or attack bonus; Sailing or similar expertise for additional Defense Rating or Protection Value as you steer the vessel clear of heavy barrages and minimize potential damage. Someone with Healing expertise can patch up the wounded in combat, which can in turn lead to all kinds of Momentum advantages from the morale boost alone. A sevar, especially of the Ocean Goddess Selyni, may "pray for the deity's blessing" and parlay the expertise roll into various "divine interventions" in form of Momentum benefits. Even weak scholars may convert their vast knowledge and insight into tangible effects to help the overall effort ("My study revealed that the ironclad is particular vulnerable at the hull three feet above the waterline" — instant damage bonus!).

This, of course, extends to all types of combat too, from aerial to massive ground war. With an eye for story and a bit of imagination, everybody can contribute directly in any situation and build toward victory as a team.



MOMENTUM TABLE

Effect	SV
Each +5 Bonus to All Attacks for Self or One Ally	2
Each +5 Bonus to All Attacks for Self and One Ally	3
Each +5 Bonus to All Attacks for Self and All Allies	4
Each +5 Bonus to All Non-Attack Actions for Self or One Ally	2
Each +5 Bonus to All Non-Attack Actions for Self and One Ally	3
Each +5 Bonus to All Non-Attack Actions for Self and All Allies	4
Each +1 Defense Rating for Self or One Ally	2
Each +1 Defense Rating for Self and One Ally	3
Each +1 Defense Rating for Self and All Allies	4
Each +1 Protection Value for Self or One Ally	2
Each +1 Protection Value for Self and One Ally	3
Each +1 Protection Value for Self and All Allies	4
Each +1 Damage Bonus for one round for Self or One Ally	1
Each +1 Damage Bonus for one round for Self and One Ally	2
Each +1 Damage Bonus for one round for Self and All Allies	3
Each Additional Damage Die on one attack for Self or One Ally	2
Each Additional Damage Die on one attack for Self and One Ally	3
Each Additional Damage Die on one attack for Self and All Allies	4
Seize Initiative for Self or One Ally	2
Seize Initiative for Self and One Ally	3
Seize Initiative for Self and All Allies	4
Each +10 Initiative Bonus for Self or One Ally	1
Each +10 Initiative Bonus for Self and One Ally	2
Each +10 Initiative Bonus for Self and All Allies	3
Each Additional Action	3
Each Precise Attack	3
Each Precise Called Shot	5
Each Re-Roll	5
Each Stunning Attack	2
Each -10 to Resistance Roll against a Stunning Attack	1
Neutralizing a Weapon or Object	1-10

Each +5 Bonus to All Attacks

Give yourself (and chosen allies with sufficient expenditure of SV) a +5 bonus to all attacks this round.

Narrative Examples: Flawless maneuvering; grabbing a foe to facilitate allies' offense; distract enemy to create openings.

Each +5 Bonus to All Non-Attack Actions

Gain a +5 bonus to all your non-attack actions (and chosen allies with sufficient expenditure of SV), including but not limited to resistance, expertise, movement, and Contact rolls.

Narrative Example: Clever improvisations; shouting timely advice or warning; flash of brilliance; ready to pull another out of harm's way.

Each +1 Defense Rating

Increase your Defense Rating (and chosen allies' with sufficient expenditure of SV) by one for this round.

Narrative Examples: Tricking opponent into wild swings; interposing yourself or reaching to deflect attacks intended for another; quickly passing a shield around for others to block enemy strikes; utilizing covers and concealment wisely.

Each +1 Protection Value

Gain +1 Protection Value to all hit locations for you (and chosen allies with sufficient expenditure of SV) this round.

Narrative Examples: The adrenaline surge (or a swig of liquor) dulls your pain; urge comrades to steel themselves; exhibiting complete faith in your patron deity to protect you from harm.

Each +1 Damage Bonus for One Round

Add one point to your damage (and chosen allies' with sufficient expenditure of SV) for all attacks this round.

Narrative Examples: Putting a bit more muscle into the attack; instructing another on the proper martial technique on the fly; impromptu weapon with unexpected force ("I didn't realize the skillet was still scolding hot!").

Each Additional Damage Die on One Attack

Roll another die of damage on a successful attack (and chosen allies' with sufficient expenditure of SV). All additional dice have the same die type as the attack (extra d4 for dagger, d6 for short sword, d8 for rapier, etc.) For attacks without damage die (for example, just Strength modifier for untrained unarmed strike), the benefit becomes +1 damage bonus instead. The attacker chooses which hit to apply the extra die after confirming success but before damage is rolled.

Narrative Examples: Unleashing the wrath from all the injustices done to you; galvanizing compatriots with stirring speech to smite foes; striking a particularly vulnerable spot or completely surprised target.

Seize Initiative

You can take action sooner than usual as if you were a member of the group with first initiative this round. Your NIM or PER is compared to that group's members to determine when you act. This never affects the actual size of any group and numbers remain the same regardless of how many characters have seized initiative.

Narrative Examples: Perceiving a temporary break in the enemy's organization and taking full advantage of it; coordinating allies to pounce on the right moment; confusing and discombobulating foes into hesitating; obstructing opposing side's movement.

Each +10 Initiative Bonus

The initiative is 10 points higher for you (and chosen allies with sufficient expenditure of SV) this round. Combined with Seize Initiative, it's very possible for you to act first before outnumbered, quicker enemy.

Narrative Examples: Combat rush; raising allies' awareness of the surrounding so they may react faster; sense an opening before anyone else did.

Each Additional Action

Gain one extra action this round for every 3 SV spent, keep only the best SV out of all actions.

Narrative Examples: Everything seems to slow down for you in the excitement; allies buying you extra time; a moment of clarity or pure instinct.

Each Precise Attack

Before rolling, you can declare one attack as a precise attack (see “Combat Options”), even if the target does not meet the normal conditions for you to initiate one.

Narrative Examples: The target accidentally trips or stumbles; concentrating your swing toward a general part of foe’s anatomy; bluffing opponent into looking behind.

Each Precise Called Shot

Before rolling, you may use this benefit to negate one penalty on a called shot. You can buy this more than once, each time offsetting one additional called-shot effect for the attack. (You can spend 10 SV to negate all penalties on a Vital called shot that bypasses all protections, for instance.)

Narrative Examples: Catching a break that leaves clear shot to opponent; careful aim; divine intervention.

Each Re-Roll

You may re-roll any one of your die rolls (attack, damage, attribute, expertise, resistance, etc.) this round, unless it’s a fumble or botch. You must take the new result, even if it is worse.

Narrative Examples: Blind luck; premonition; second-chance fate; regaining focus on task at hand; correcting mistake instantaneously before failure can happen.

Each Stunning Attack

Before rolling, you can declare one attack as stunning, and if successful, the target must make a Strength or Endurance resistance roll (your choice) to avoid becoming stunned for one round.

Narrative Examples: Summoning up the strength to deliver a staggering blow; knocking target off-balance with sheer brute force; a handful of sand in opponent’s face.

Each -10 to Resistance Roll against Stunning Attack

You are able to impart more force behind a stunning attack to lower the target’s chance of resisting.

Narrative Examples: Vengeance, hatred, survival instinct... something inside triggered the need for delivering a more devastating impact; imposing will on opposition.

Neutralizing a Weapon or Object

To render an ordinary weapon or item useless (typically by breaking it) normally requires just an Extremity or Vital called shot. For magical weapons or objects important to the plot, the GM assigns a Momentum cost —usually 1 to as much as 10 — that you must spend to break it. The exact amount may be disclosed or kept secret, in the latter case you might have to deduce it through trial-and-error. The Momentum SV hinges upon the object’s CURRENT storyline role, so the GM is free to adjust it throughout an adventure; something that is inappropriate to break at the beginning of an encounter may start at 10 SV, only to drop down to 1 SV near the battle’s climax when its destruction would serve the plot.

Roleplay Examples: At last executing the proper action to destroy the evil artifact; mustering the necessary resolve to defeat object’s supernatural defenses.

SPECIAL COMBAT MANEUVERS CREATION

Some games are big on combat maneuvers, listing extensively pages after pages of the weapon techniques you can learn and perform in combat (along with the sundry modifiers). Chronicles of Ramlar aims to be truly flexible: You get to make up your own.

The world of Ramlar is ever-evolving, and the martial aspect is no exception. On top of the countless military institutes and mar-

tial training grounds, some warrior somewhere is always improving old maneuvers and developing new ones. To better oneself and stay ahead of the competition is obviously a primary motive, but for a handful, leaving an indelible footprint on history with their unique — and perhaps the mythical “ultimate” — fighting technique is just as crucial an impetus: the former pirate king Tregan Hawkthorne is vaunted for his unmatched, impeccable defense with a rapier, and there are few things more lethal than his signature great sword, Caldaron, in the hands of the Sky Knight leader, Seras Thorne.

It would take all the volumes in the Book to document every school, style and variant ever conceived and practiced. Such impracticality aside, it is always more enjoyable to experiment with your own creations than conforming to the immutable rules and formulas that do not differentiate you from anybody else. The system features in this section lets you create your own unique combat maneuvers, or emulate and customize ones already in existence. With it, no two techniques, even sharing the same source, need be alike. You can utilize the flexibility to design your ideal fighting style, perhaps boast your own “killer move,” and concoct surprise counters to neutralize an adversary’s best maneuver.

Creating Special Combat Maneuvers

Your first step to possible martial immortality is to take the Special combat Maneuver (SCM) talent. This reflects the time, training, and trials necessary to develop (or master) a new technique. You can take it at any level and as many times as you want to spend talent slots for, each time enabling you to create a new maneuver.

Then, from the Special combat Maneuvers Table, pick and choose the components you want for the maneuver. Each of these components has a Momentum cost. Beneficial components — like attack/defense bonuses, extra damage die, special protection — have a positive cost. You can reduce the cost, though, with modifiers that limit the maneuver’s effectiveness — such as permitting the target a resistance roll to negate — and have a negative cost.

After you have selected all the components you wish to create the maneuver you want, tally their cost, and that is the amount of Momentum SV you’ll have to spend each time to activate that maneuver. The more powerful the maneuver is overall, the more Momentum you’ll need to gather in order to use it (though you may not get to wield it as often as you like, when you do. . . look out!). All special combat maneuvers have a minimum cost of 1 Momentum, regardless of how many negative components you took.

For components that may be taken multiple times (such as attack bonus), the cost is per selection and stacks with all previous costs (as does the effect).

Once you’re done with selecting the effects and figuring out the Momentum cost, take some time to christen this shiny new maneuver. It may indicate a school or origin (the Deathbringer Blade Dance of Doom, Frenzy Fist of the Chill), a combat style (Hur’s Relentless Hammer, Shadow Dagger), hint at a secret discipline (Hidden Talon of the Seven Dragons), or any combination thereof. Be creative. It’s your signature maneuver, after all, and “Roundhouse Slash” is far less memorable and impressive than “Mercurial Triple-Thunder Strike!” (Besides, you get a small cost break for naming it.)

All special maneuvers stand on their individual merit, even when they are given similar names. For instance, if you named two of your techniques “Tronle Crush” and “Iron Tronle Crush,” both are considered entirely different maneuvers under game rules, just as if they had totally unrelated titles. In context, while Iron Tronle Crush may be an offshoot or subset of the Tronle Crush form, it is independent and divergent enough to throw anyone familiar with Tronle Crush for a loop; that is, learning how to defeat the Tronle Crush does

not automatically let you do the same when facing the Iron Tronle Crush.

Lastly, you can remake a special maneuver before it has been used in three sessions. This lets you try it out in actual play, see how it works (or doesn't), and gives you the opportunity to adjust it to fit the campaign or more to your liking. Make all modifications you feel are necessary; maybe the Momentum cost is too high for you to use it with any regularity, or you're willing to sacrifice even more DR for additional damage. After it has seen activation in three sessions, though, the maneuver is final and etched in stone! Unless a talent or special ability allows you to change it, you have to rebuild it as a "new" maneuver with another SCM talent to include the alterations and upgrades you want.

As usual, the GM has final approval. Thus, it's wise to discuss any special maneuvers you plan to create with your GM beforehand and iron out the kinks together.

Example: Torrik takes a Special Combat Maneuver talent so he can create a maneuver he'll call the Darkwolf's Howl. He goes down the list and picks: D8 damage (+2), one additional die of damage (+2), Energy Effect: Sonic (+2), Limited to Weapon Type: Bastard Swords (-1), and of course, Naming (-1) the maneuver. The final cost is $(2 + 2 + 2 - 1 - 1 = 4)$, so Torrik will have to spend 4 Momentum every time in order to perform the Darkwolf's Howl. Upon hitting with the maneuver, he will inflict 1d10 (base die for bastard sword) + 2d8 (additional dice from the maneuver) + STR modifier in damage, as well as choosing either physical impact or sonic for effect.

Heroic: All components permitted. Players may make any wild maneuvers they wish, provided a rationale congruent with the character concept. Anything goes in defining a maneuver: physical, mental, spiritual, psionic, magical, mystical, channeling, intense training, latent power. . . and any combination thereof. The GM may even allow temporary "redesign" of the maneuvers as an expertise stunt.

Adventurous: As Heroic, though extreme, bizarre creations and those not fitting the character's concept are denied. The GM may cap the Momentum expenditure to curtail outlandishly powerful combinations. Changing maneuvers in any way after usage in three sessions is never permitted.

Mortal: All creations are carefully screened and scrutinized for realism. "Unrealistic," high-fantasy components like Weapon Immunity and Energy Effect are banned, as well as "flavor" modifiers like Naming. There is no "three sessions" trial period; you better get it right the first time.

Using Special Combat Maneuvers

Using a special combat maneuver is an action. You can activate as many different special combat maneuvers (or repeat any more than once) in a round as you have actions and Momentum to accommodate. All such maneuvers have a duration of one round. All effects cease at the end of the round and must be activated anew with Momentum gained during the round. You can spend Momentum as normal and apply the benefits to augment active special combat maneuvers in a round.

You can hold and perform a Special Combat Maneuver later in a round, but cannot carry it to the next round over because the Momentum to activate it goes away between rounds. You lose that action, even if you have earned enough Momentum to power it in the new round.

SPECIAL COMBAT MANEUVERS TABLE

Combat Modifier	Momentum Cost
Each +5 Bonus to Attack Roll	+1
Each +1 Defense Rating	+1
Each -2 Defense Rating	-1

Compatibility	Momentum Cost
Limited to a Weapon Group	+0
Limited to a Weapon Type	-1
Limited to a Specific Weapon	-2
Requires Special Weapon Familiarity	-1
Usable with All Weapons	+2

Damage	Momentum Cost
None	-2
Strength Modifier	-1
D4	+0
D6	+1
D8	+2
D10	+3
D12	+4
D20	+5
Each Additional Die	+2
Each Additional Multiplier on a Critical Hit	+1

Drain	Momentum Cost
Every 5 Permanent Attribute Points *	-4
Every 10 Temporary Attribute Points *	-2
Every 5 Permanent Life Points *	-4
Every 10 Temporary Life Points *	-2
Every 10 Permanent Mana Points *	-2
Every 20 Temporary Mana Points *	-1

Perimeter	Momentum Cost
One	+0
Close	+2
Intermediate	+4
Wide	+8

Protection	Momentum Cost
Each +1 Protection Value	+1
Each Energy Immunity	+3
Each Spell Immunity	+3
Each Weapon Immunity	+3
Immunity to All Energies *	+10
Immunity to All Spells *	+10
Immunity to All Weapons *	+10

Range	Momentum Cost
No	+0
Near	+1
Short	+2
Medium	+4
Long	+8

Resistance Roll	Momentum Cost
Every -10 to Target's Resistance Roll	+1
For Half Damage	-2
For No Damage/Effect *	-3
Uses Different Attribute	+1
Versus Permanent Damage *	+5
Versus Permanent Damage to One Attribute *	+10
Versus Temporary Damage to One Attribute *	+5

Restriction	Momentum Cost
Conspicuous	-3
Inconspicuous	-2
Obscure	-1

Side Effect	Momentum Cost
Mild	-1
Serious	-2
Severe	-3

Special	Momentum Cost
Counter	+1
Energy Effect	+2
Naming	-1
Precise Attack	+1
Precise Hit Location	+3
Stunning Attack	+1
Uses Contact Rating	+1

* GM permission required! These effects are better suited for NPCs, so the GM should consider carefully before letting player characters take them.

Combat Modifier

This component modifies your attack and/or defense for the special combat maneuver.

Each +5 Bonus to Attack Roll: For each Momentum required to activate this maneuver, add a +5 bonus to your attack roll.

Consider this for aggressive fighting styles, like the Dark Edge of the Crimson Masque assassins to the southeast, or the Frenzy Fist of the Chill, popularized by the Bear Clan berserkers feared throughout Eranon.

Each +1 Defense Rating: Increase your Defense Rating by 1 when using this maneuver per requisite Momentum.

Weigh this for defensive disciplines, such as the Merlanth Woodwalk, the Kasmarn One-Dwarf Phalanx, and the Veiled Drum developed by the Tylvare elves' storied Ahanu Tribe. Allegedly, Tregan Hawthorne has mastered the Hawkwind Spring, rendering him virtually untouchable.

Each -2 Defense Rating: This maneuver actually leaves you vulnerable to return attacks. For every -2 to your Defense Rating, though, you need one less Momentum to activate the maneuver. You do not receive more compensation for reducing your Defense Rating to below 0.

The racshian queen-beast's notoriously dubbed "Grave Rattle" attack is a fine example of sacrificing defense for sheer ferocity.

Compatibility

This component concerns armor and weapons, specifically, whether they can be used in conjunction with the maneuver. All maneuvers default to the "Limited to a Weapon Group" modifier, unless another modifier is selected.

Limited to a Weapon Group: This special combat maneuver is usable only with a chosen group of weapons, such as axes, bows, clubs, polearms, swords, unarmed strike, etc.

Limited to a Weapon Type: This maneuver is usable only with a chosen type of weapons within a group, such as battleaxe (axes), longbow (bows), quarterstaff (clubs), halberd (polearms), bastard sword (swords), hands (unarmed strike).

Limited to a Specific Weapon: You may use this maneuver with just one specific weapon and that weapon only! You cannot perform this move if you do not have that very weapon available — not

even when it's another weapon of the exact group and type. Absolutely nothing else will do!

Requires Special Weapon Familiarity: If you took the Special Weapon Familiarity talent for the special weapon you intend to use with this maneuver, you are eligible for this deduction.

Usable with All Weapons: You can apply this maneuver to any weapon, although you still take non-familiarity penalty (-20) on attack rolls with an unfamiliar weapon.

Damage

This component determines how much damage a special combat maneuver does. This is in addition to a weapon's normal damage when the maneuver is used with one, as well as all other damage such as Momentum spent independent of the maneuver, spells/magical effects, Strength damage modifier, etc.

None: You do absolutely no damage with this maneuver. Zero.

Strength Damage Modifier: You add your Strength Damage Modifier to the damage again.

D4/D6/D8/D10/D12/D20: Denotes the type of die you roll for damage, in addition to the normal damage dealt by the weapon used.

Each Additional Die: Every extra die of damage you want beyond the single damage die for the maneuver will require another 2 Momentum. For example, adding two additional dice of damage costs 4 Momentum; three more dice, 6 Momentum, and so on.

Each Additional Multiplier on a Critical Hit: Increases the damage multiplier on a critical hit by +1x, up to three additional times maximum, but stacks with talents and other abilities that heighten critical hit multipliers. So, taking this modifier once will raise the maneuver's critical hit damage from 2x to 3x, then 4x (if taken again), then the limit at 5x (taken thrice).

Drain

Any maneuver with this component is so exhausting you lose life energy — in rare cases even permanently — every activation! All temporary losses through use of a maneuver with this component must be recovered naturally at the slowest possible rate, i.e., 1 Attribute Point per day, 1 Life Point per day (or scene for Heroic) under moderate activities, 1 Mana Point per minute; they cannot be restored magically or by any other means. You suffer all effects for reduced attributes and reaching 0 Life Points or below.

Every 5 Permanent Attribute Points: Select a primary attribute. Lose 5 points from that attribute permanently every time you use this maneuver.

Every 10 Temporary Attribute Points: Ditto, except 10 points and recoverable.

Every 5 Permanent Life Points: You lose 5 Life Points culled from any combination of hit locations permanently.

Every 10 Temporary Life Points: Ditto, except 10 LP and recoverable.

Every 10 Permanent Mana Points: You lose 10 Mana Points permanently.

Every 20 Temporary Mana Points: Ditto, except 20 MP and recoverable.

Perimeter

This component indicates how many targets you can affect at once with the maneuver. You do have to make a separate attack roll for each target.

One: Only a single target is affected.

Close: All targets in a relatively confined quarter and within arm's length of each other may be affected.

Intermediate: All targets in a space equivalent to a big chamber or yard are affected by the maneuver.

Wide: Will cover the average battleground and affect all combatants within.

Protection

You've discovered the key to invulnerability — or at least partially. Those performing maneuvers with this component are often nigh impossible to bring down.

Each +1 Protection Value: Your Protection Value is increased by 1 for all hit locations. This stacks with armor and all other conditions that provide Protection Value.

Omruk Osken, the “Earthen Rampart” and sevar of Hur, is renowned for frustrating opponents with his seemingly unbreakable frame. His reverberating laughter greeting their futility is just as famous.

Each Energy Immunity: You are completely immune to a selected type of energy (acid, air, cold, electricity, fire, sonic, water, etc.), and suffer no damage or from related effects while using this maneuver. You can take this modifier repeatedly when building the maneuver, each time for a different energy type.

As the folklore goes, defenders of the Pyruspa Tower were quite astonished to find the Cyantheer dragon T'tocserp shrugging off their arcane blasts of ice that had proven oh-so-effective against its kind...

Each Spell Immunity: Pick a spell. You are completely immune to the damage and effects of that spell while this maneuver is in activation.

Each Weapon Immunity: Choose a weapon type. You take no damage from weapons of that type, whether magical or mundane when this maneuver is in effect.

Immunity to All Energies: As “Each Energy Immunity,” but for all energies instead.

Immunity to All Spells: As “Each Spell Immunity,” but for all spells instead.

Immunity to All Weapons: As “Each Weapon Immunity,” but for all weapons instead.

Range

Maneuvers with this component can be used against a distant target. Usually taken for ranged weapons like throwing axes, crossbows, slings, and spears, but applicable for melee and normally non-throwing weapons as well — especially for a Heroic campaign where the incredible is the norm. This can also simulate an unnatural burst of speed to reach and devastate a distant opponent, or unique maneuvers in which the attacker is able to focus a blast of internal or mystical energy at a target beyond arm's length.

No: This maneuver has no range and must be used in melee.

Near: The target may be up to equivalent of a large chamber away from you, or about 50'.

Short: May traverse the length of a long corridor, or approximately 100'.

Medium: Extends for the length of a keep, manor estate, or main street.

Long: Will cover all but the most epic battleground and target any combatant within.

Druegarn have traditionally produced some of the best archers in history, though perhaps no shot was more legendary than the one taken by Jiz Kuaol — a legend in her own right and originator of the Guiding Hand bow technique — that took the life of General Yelnin clear across the River Knine at its widest, in the Dakass Luot.

Resistance Roll

Targets of maneuvers with this component are entitled to a resistance roll to alleviate or negate the damage. A good thing too, because some of these maneuvers are capable of inflicting harmful effects in addition to (or in lieu of) damage. Unless changed with modifiers or otherwise specified, all resistance rolls are based on the target's Endurance. You cannot take this component for maneuvers with the “None” damage modifier.

Every -10 to Target's Resistance Roll: Impose a -10 penalty on the target's resistance roll for every requisite Momentum you tacked on to this maneuver.

For Half Damage: The target cuts the damage to half on a successful resistance roll.

For No Damage/Effect: The target suffers no damage or any adverse effects on a successful resistance roll.

Uses Different Attribute: Pick a primary attribute. It replaces Endurance as the attribute for target's resistance roll.

Versus Permanent Damage: Any damage inflicted upon a target after the resistance roll is permanent!

Versus Permanent Damage to One Attribute: Choose a primary attribute. After the resistance roll, target suffers damage in permanent loss to that attribute!

Versus Temporary Damage to One Attribute: Ditto, except the loss is temporary. The target may recover Attribute points as per Life Point recovery rules, but using the attribute affected for rolls instead of END. This simulates poisonous touch and the dreaded necromantic siphons.

The archlich Zychariss purportedly has mastered at least five different ways to rip the essence from his victims' soul. The sixth person barely survived.

Restriction

There's a weakness in your otherwise perfect maneuver. It might not function under specific circumstances, or will only do so in certain conditions, therefore it's not completely reliable.

A maneuver may have multiple restrictions, each further trimming the activation cost. You could saddle your Blazing Scourge of Ratis, for example, with “requires burning flame” (conspicuous, -3) and “must utter quick prayer” (inconspicuous, -2) for a -5 Momentum deduction. Since it is always a judgment call on what constitutes viable restrictions in each campaign, seek the GM's approval before taking this component for your maneuver. You cannot “double-dip” on a restriction, take a conflicting or redundant limitation; in the case above, you cannot take “does not work underwater” and get another deduction because, well, flames don't burn in water.

Once the restriction is detected, opponents can exploit it with pre-emptive measures, advance preparations and expertise stunts, like dousing the flame, removing all sources of fire, or covering the mouth before you can invoke the Blazing Scourge.

Conspicuous: A conspicuous restriction is like fat horses in an open field to a dragon. It is so painfully clear to see that anybody with a modicum of intelligence can figure out how to foil the maneuver. Such a limitation might mandate elaborate, visible gestures — which you cannot do when you are bound in shackles or constricted by a giant boar.

Inconspicuous: This maneuver's shortcoming is harder to spot; it is not so readily apparent that repeated encounters with the maneuver, possibly some Perception and/or Intelligence roll as well, may be necessary to realize. If you've only ever battled a foe in a pond, for instance, it may never occur to you till later that maybe his technique only works in a body of water... Or the maneuver could be a part of a complicated formation that requires a compatriot or squad, each member possessing the same maneuver, to perform.

Obscure: This maneuver appears to be flawless. It is not, of course, but the limitation is sufficiently difficult to perceive and reason out to all, save for the diligent scrutiny of a master. Obscure restrictions include rare, extraordinary circumstances (such as “cannot activate under full moon”), extreme prerequisites (perhaps needing regular time-consuming rituals or precious physical components), and anything else easily concealable. It will take several sessions if not adventures, plus dedication, to fully uncover the maneuver’s flaw.

Side Effect

Learning a new move is not always 100% safe. Some techniques and forms are lost for a reason: They are dangerous, risky to master, and carry a price.

A side effect is the persistent, irreversible harmful “string” that came attached to such a maneuver. The severity determines the cost rebate. You can have more than one side effect to further lower the Momentum cost with GM’s consent.

Mild: This maneuver’s side effect gives little actual physical or mental hindrance. Sometimes the alteration is merely cosmetic, albeit startlingly drastic. The inconveniences range from minor handicaps (gimpy leg, migraine headaches) and diminished senses (nearsightedness, hard of hearing), to very noticeable changes in physical appearance (slight deformities, facial scars, considerable discrepancy in height and weight, etc).

Efreni, a dedicated apostle to Pillith, the Dark Mother, contemplated the forbidden Bliss of Eternal Night technique in the abyssal belly of Eranon. He returned twice as powerful, twice as corrupt. He also came back a she. Apparently the evil art included gender transformation as a deterrent.

Intense: The detriment routinely threatens your physical, mental, and spiritual health — or worse, it already has! It may be some sort of permanent damage (causing you to sacrifice attribute or Life Points), a deleterious condition (gradually losing control of your body), or a fatal susceptibility to a common substance.

Being female was the least of Efreni’s problems. She found out sunlight sears her skin like a thousand hot knives all at once, and that the burns could only heal by tasting a newborn’s blood (though she had less of a qualm with that).

Severe: Major impairment, one that could have deprived your sight or other sensory functions. Any attribute or Life Points robbed is significantly higher; maybe it was a limb you lost. In any case, severe side effects tend to gravely limit your mobility and other options.

Special

This is the catch-all component for anything outside of the categories above.

Counter: A maneuver with this modifier is developed to defeat another maneuver. Name a maneuver, and while this maneuver is activated, the specified maneuver loses all benefits and effects against you, such as attack/defense bonuses, damage (both base from the weapon itself and all extra dice), Protection Value, etc. All talent bonus, special abilities, and Momentum effects applied to the maneuver are nullified as well. In short, you are immune to all and associated effects of that maneuver!

A counter only neutralizes maneuvers of the precise name chose. A counter to “Tronle Crush,” for instance, affects only maneuvers with those two exact words, not longer, not shorter, not anything else that may be similar, or include either “Tronle” or “Crush” in the name. For that reason, one must observe and study thoroughly the technique you wish to counter, and often the entire repertoire of the opponent as well. Even the slightest error will waste the effort in vain.

Maneuvers sharing the identical name are considered the same for counter purpose, even when acquired separately with disparate effects. For example, if you and another warrior both have Tronle Crush, it matters not if one does more damage, is more accurate or anything else, neither version can affect a maneuver with a Tronle Crush counter.

You can take this modifier more than once for a maneuver, each time selecting a new maneuver to counter. It is legal to create a maneuver with nothing but counters purely to circumvent rival maneuvers. However, you should clear all counters beforehand with the GM, as the process ought to involve much more than merely paying a talent slot and Momentum cost. A counter, in campaign context, does not materialize simply because you wish it. You’ll likely undergo trials-and-error and perhaps even take a few beatings in perfecting the counter — all make for good role-playing experience.

The annals of Eranon constantly retell of rivals topping one another with maneuvers of escalating power. The fierce feud between Houses Corrowr and Mulmed has been one continuous exchange of counters, littered with the bodies of fallen duelists from both sides.

A happier ending is the story of Torrik’s ancestor, Tylden, whose haphazard invention of the Darkwolf’s Fury was the right counter to rebuke the formerly invincible style of Agar, Lord-Tyrant of Ghavagon and his invading horde.

Energy Effect: Select an energy type (acid, air, cold, electricity, sonic, water, etc). A maneuver with this modifier produces the effect of that energy type and may do damage accordingly. This is particularly useful when matched against a creature susceptible to the energy.

You can include this modifier in the maneuver more than once, each time choosing a different energy type. On a strike, you choose which one energy type (or just simply physical impact) is represented in the damage.

Naming: You get a deduction just for naming your maneuver! If left blank or undetermined, this maneuver is rendered ineffective by any maneuver with a counter modifier. The GM should award the reduction only for appropriate names, not utterly absurd concoctions.

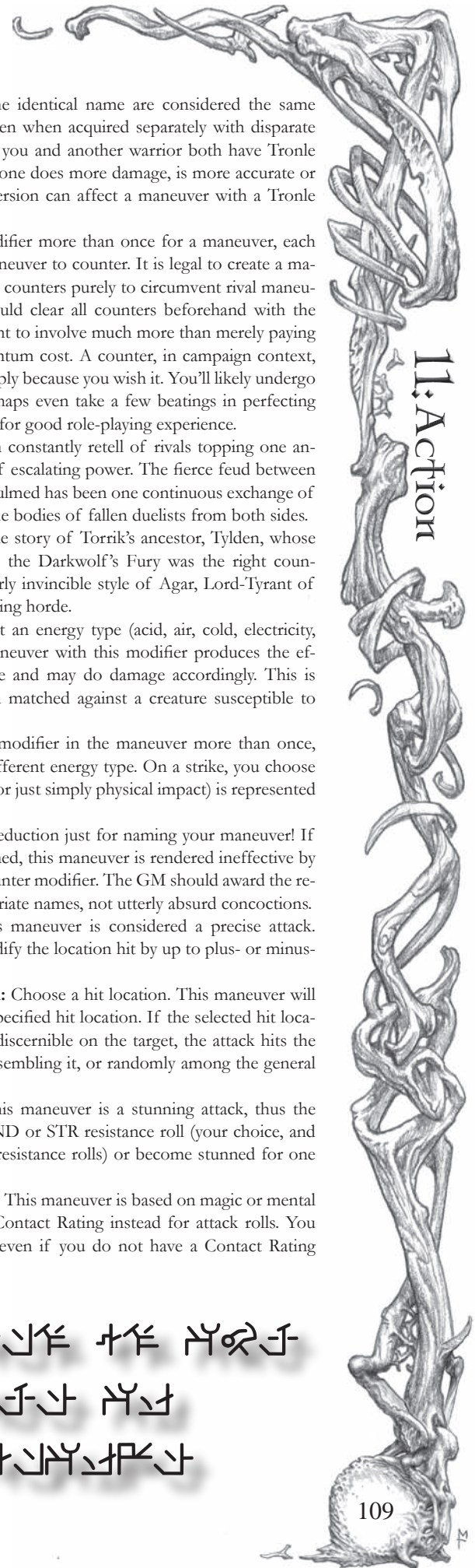
Precise Attack: This maneuver is considered a precise attack. Therefore, you may modify the location hit by up to plus- or minus-3.

Precise Hit Location: Choose a hit location. This maneuver will never fail to strike the specified hit location. If the selected hit location is not available or discernible on the target, the attack hits the location most closely resembling it, or randomly among the general region.

Stunning Attack: This maneuver is a stunning attack, thus the target must make an END or STR resistance roll (your choice, and in addition to all other resistance rolls) or become stunned for one round.

Uses Contact Rating: This maneuver is based on magic or mental powers, thus use your Contact Rating instead for attack rolls. You may take this modifier even if you do not have a Contact Rating — because now you do!

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12 Magic

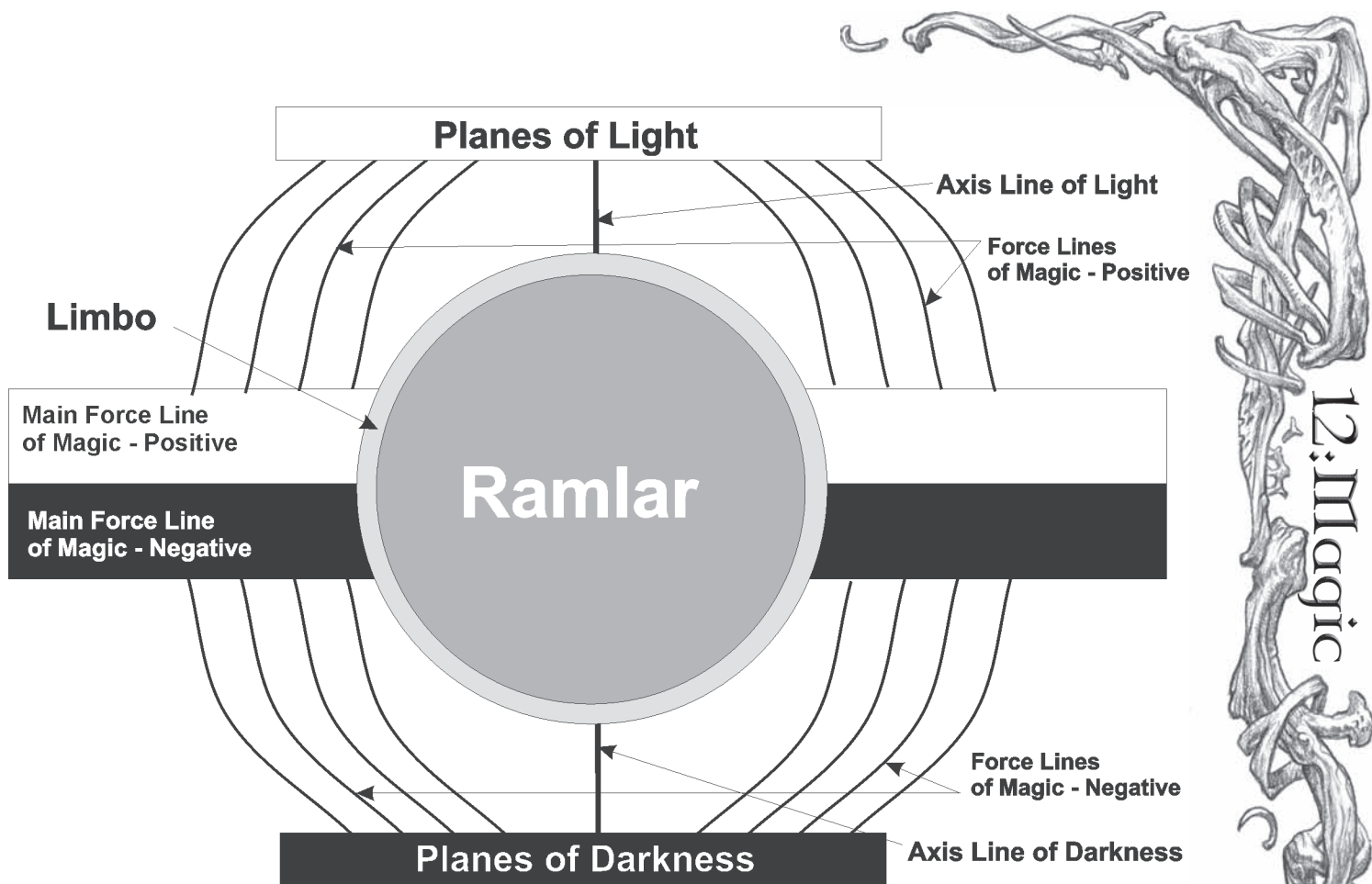
THE BASICS

In The Chronicles of Ramlar, magic is a force of nature, ubiquitous and undeniable. It is a force uninhibited by conventional physics, though it is governed by its own set of laws.

The force of magic is a direct result from the power and essence of the God and Maker of All, Ramlar. He invested into His creation. It permeates the universe, penetrates it, and embraces it. It even extends throughout the planes themselves. Magic exists within the God as a single, grey energy force, though Ramlar Himself prefers the Light. The grey is what composes His essence. Magic flows out of the God and into the universe around Him. When it leaves His being, magic diverges into two separate force lines, for the world outside the God is composed of these two: Light and Dark. The force lines are each like ropes, made up of innumerable smaller fibers twining around each other to make the whole. The force lines are Light and Dark, Good and Evil. Both are equally powerful.

Magic can be used to manipulate things in the universe. It can even bring things into existence. In order for a being to utilize magic, that being must align its life force with a magic force line. The force line must be brought to pass through the being's life force. Some creatures and races of people actually possess inherent magic. In these cases, their life forces are natural magnets for force lines.

The basic principles of magic are shown in its simplest form on the Magic Diagram. We see how the whole magic system works within all its forms and how it affects the world. Also included is the ethereal plane known as Limbo, an exact copy of the world that exists in shades of grey and is ever in perpetual twilight. The plane is in the exact same spot as the world of Ramlar, only in another dimension. Many have said this is how ghosts and lost spirits can be seen in the world.



Traditions of Magic

Three major traditions of magic dominate Eranon. The first is arcane, magic that surges forth from the fingertips of wizards. Mages draw from the force lines which surround the world, but which do not touch it. They tap into (or “contact”) the magical energy within the invisible leylines imbued by the gods themselves, and through delicate gestures and incantations, they are able to transit the mystical energy from immaterial nebulas to physical effects. Some believe that it’s the very power Ramlar used to create the world, the remnants of which have been collected by the Alari inside the leylines. This would explain the versatility of arcane magic, how it is capable of producing almost endless results. Arcane magic is the most popular tradition, taught and learned at academies throughout the land, perhaps the most prestigious being the Runespar University, in the Kasmarnk Elokar Mountains.

Divine magic, the second tradition, is employed by sevars—dedicated clerics of deities—as the name implies. Divine magic is governed by two main axis lines in the world: Good and Evil. They both penetrate the world and make it grey with their magic force lines. Functionally, sevars must align themselves to one of these two axis lines. Unlike arcane magic, in which the casters learn to channel leylines through instructions and repetition, sevars trigger leylines through faith in their deities. The operative belief is that the strength of a sevar’s conviction correlates directly to the god’s willingness to “touch” the leylines, using the sevar as a conduit, and reaching through the sevar to cast spells as if he/she is a physical representation of that deity (albeit temporary). Historical and popular observations seem to bear the theory out. In that sense, the destructive fury of potent sevar magic is virtually the wrath of a god itself. Since the deities essentially choose the end manifestation, sevar spells have a distinctly divine slant, inclining toward such spiritual and theological issues as banishment, blessing and cleansing, divination, warding, and especially the precious commodity that eludes conventional arcane magic: healing.

The third tradition belongs to the merthwargs. As expected, these druids unleash nature magic that command elements of the environments, from a refreshing breeze to tidal waves swallowing islands whole, simple supplication helping gardens bloom to enraged beasts evoking the earth’s anger. Merthwargs draw from those leylines which penetrate the planet and flow through it, though they do not so much as to “contact” the leylines as “speak” to them, in the manner one might when eliciting assistance from an ally. They understand the secrets of communicating with all things nature, and evidently these magical veins coursing through the land are not beyond their grasp, either. The leylines may even seem alive and sentient in the merthwargs’ presence; observers have stated that merthwargs often appear to be engaging some unseen entity in spirited banter when casting nature spells. With the entire world at their disposal, it’s not surprising to know many a foe has fallen to the forces of nature at the gentle prodding of a merthwarg.

Fields of Magic

Specialized fields of magic are taught in magical institutions all over Eranon. For the truly serious practitioners, these schools are invaluable sources of knowledge and training, though it’s also conceivable that a prodigy can specialize in a field all on his own.

The known and categorized fields of magic are:

Alteration: Alteration spells change their target’s properties or condition. Effects of this field include shapeshifting, transformation, enhanced or decreased movement, and teleportation.

Communication: Spells of this field are used to facilitate communication between parties, including scrying, speaking with animals, and divination (communing with the gods).

Manifestation: The manifestation field covers creation, summoning and banishment, and even necromancy (creating abominations out of the dead).

Manipulation: This subtlest field of magic mostly deals with spells that manipulate the senses and mind, featuring primarily illusions,

images, charms and compulsion-inducing spells, as well as telekinesis (to manipulate physical items).

Martial: As the name implied, spells of this field focus on combat applications of magic, featuring mainly destructive spells that cause damage.

Protection: The protection field specializes in safeguard magic, including wards, barriers physical and mental, and spells fortifying the target's defenses.

Anatomy of a Spell

Many qualities are used to measure the inherent elements of a spell, from the tradition and branch to how many targets it affects and how long it lasts. Every spell will include the following descriptions:

Tradition: Indicates whether the spell is arcane, divine, or nature in tradition.

Difficulty Level (DL): Every spell is ranked in Difficulty Level from 1 (cantrips) to 20 (arch-magic). This entry represents how hard it is to cast this spell.

Field: Tells which of the seven fields the spell belongs to. Occasionally a spell will cross into multiple fields, in which case it counts as a spell for every field listed and is affected by all talents, special abilities, and other factors modifying any of its fields.

Casting Time: The time it takes to cast this spell.

Immediate: Takes effect instantly after all necessary preparations (gestures, etc.) are completed, usually on your turn in a round.

Round: You need one or more rounds to ready this spell, which takes effect on your turn in the final round. A 1-round spell takes effect on your turn the round after initiating the casting; 2-round spell, your turn two rounds afterward, etc.

Encounter: Requires one encounter to prepare and does not take effect until the start of the following encounter.

Session: Requires the length of one game session to prepare. If preparation starts at the end of a session, it'll take the entire next session to complete, and cast when the session following starts.

Duration: Measures how long before the spell expires. The effect may prematurely end either by the caster's own will or external means (such as extinguishing a flaming sphere with water). Some spells may have a variable duration (e.g., 2d6 rounds), in which case, the GM will keep track secretly.

Instantaneous: Occurs right after it is cast, though it may have a permanent effect (like the damage of a battle spell or Life Points restoration of a healing spell).

Round: The effect continues for at least one round.

Encounter: The effect lingers for one whole encounter or scene.

Session: The effect lasts until the current game session ends.

Adventure: The effect remains until the adventure ends.

Permanent: The effect goes on forever until countered or negated by some means, such as dispel magic. The death of the spellcaster typically (but not always) ends a permanent spell.

Effect: Measures the general effectiveness or severity if this spell cannot be readily quantified in terms of damage (such as polymorph or invisibility)

Minor: Miniscule or imperceptible change to the target.

Moderate: Produces noticeable but generally harmless effect.

Major: Extensive alterations with significant implications.

Extreme: Extraordinary transformations defying all normal laws of nature.

Perimeter: Lists the dimensions of area, volume, and creatures or objects affected by the spell.

Self: Affects just you and no one else.

One: Affects only one target each casting.

Close: Affects everything in a relatively confined cluster (such as an average-size room or hut) and within arm's length of each other.

Intermediate: Affects everything within the equivalent of a barn, banquet hall, spacious corridor, common cottage, or normal human shouting distance.

Wide: Affects everything within a sizeable skirmish (i.e., 10-50 combatants), from a whole castle floor up to a manor house or standard tower.

Extensive: The effect will accommodate everything in an entire keep, several city blocks, or a large-scale battle of 100+ combatants.

Immense: The area affected now covers a populated city.

Regional: Affects an entire region, province, or nation.

Continental: Affects everything on the continent.

Range: Shows the approximate distance within which the spell's effect begins or occurs.

No: Can only be cast by touching the target.

Near: Reaches across a sizeable chasm (about 50').

Short: Reaches across a large fissure (about 100').

Medium: Reaches across a small lake (about 500').

Long: Spans the length of a common thoroughfare (about 1000'+).

Line of Sight: If you can see it, it will reach it.

Unlimited: You can affect a target anywhere on the same plane as you.

Resistance Roll: Indicates whether the target is entitled to a Resistance Roll to mitigate or negate the spell effect, and if so, which attribute to use and the modifier to the roll.

Negates: Successful resistance roll cancels all effects of this spell.

Half Damage: Successful resistance roll cuts the damage effect of this spell in half.

None: No resistance roll for the target.

Complementary Components: Spells seldom require components beyond gestures and incantations. However, in almost all cases, you can facilitate the casting with complementary materials — focus or foci specific to the spell that help you attuned to the proper ley-lines. This entry lists the complementary components and the bonus to your Contact roll from their use in conjunction with casting this spell. All complementary components are good for one casting only, regardless of success. They are exhausted or destroyed completely in the process and cannot be reused.

A sacred representation (holy symbol, scripture, etc.) of the caster's deity is mandatory to cast divine spells, although, unlike complementary components, it is not exhausted or destroyed in the process.

Heroic: No need to record-keep complementary components; heroes are assumed to have them all the time and never run out, except under extreme circumstances (stripped after capture, marooned, lost or destroyed due to disasters like fire or flood, etc).

Adventurous: Heroes are assumed to have sufficient complementary components for each session, though they must notify the GM of all acquisitions of rare components. Overuses of magic may cause a resource roll (usually CHA) to see whether the character has purchased enough supply of complementary components. On a botched Contact Roll, the player character has run out of the complementary components for the botched spell.

Mortal: Strict bookkeeping; every complementary component is meticulously bought, tracked, and properly consumed in the casting.

Spell Acquisition

Learning and knowing spells is represented by taking the appropriate Spell Proficiency talents for your path; for example, the Arcane Spell Proficiency, Superior Arcane Spell Proficiency, and Supreme Arcane Spell Proficiency talents for wizards. Each of these spellcasting talents grants you access to a number of spells of your choice from your magic tradition's spell list. It will tell you how many spells you can select based on your Intelligence (for arcane spells), Tenacity (for divine spells), or Wisdom score (for nature spells), as well

as the maximum Difficulty Level of the spells you may select. To expand your repertoire with additional spells, simply take the Spell Proficiency talent again.

While it is not necessary for you to record all your known spells in an external device such as a spellbook, reciting passages from such journals improves your focus in attuning to the leylines, since you do not have to divert your attention to recalling the entire incantation. Moreover, though rare, there are instances of curses or other adverse effects erasing spells totally from a spellcaster's memory. Rather than repeating the years of study to recover the loss, having written documentations will prove time-saving and priceless.

Heroic: You can learn spells outside the tradition of your current path by dedicating and completing a Demeanor/Theme for each spell.

Adventurous: You may pick up spells outside the tradition of your current path as in Heroic.

Mortal: You're limited to learning the tradition(s) of your path(s). No straight wizard may acquire and cast divine or nature spells, for example.

Memory Matrix

Spells are a problematic matter to commit to memory. The complexity of contacting leylines aside, each spell has its own unique labyrinthine process to marshal your inner magical energy known as Mana. Even the slightest slip a spell's delicate articulation, whether manual or verbal, can cause the caster to forfeit or abandon the casting.

Although spellcasting certainly becomes easier with practice, there's still a distinctive difference between how many spells you know and how many you're able to recall intimately. For the reason mentioned above, you can only retain a finite number of spells accurately in your mind at any given time. The mental storage into which you commit the respective, precise casting procedures is referred to by wizards as the memory matrix. Akin to a book shelf, the memory matrix holds spells, usually at one per slot. You have a number of slots in your memory matrix equal to INT divided by 10. For example, Arlass the wizard has 84 Intelligence, therefore he can memorize up to $(84/10 \Rightarrow) 8$ spells in any mix of magic tradition. You can gain additional slots in your memory matrix with the Magical Mnemonics talent.

You do not forget the spells currently in your memory matrix and can cast any of them repeatedly without the aid of a spellbook. However, a spellbook is handy and mandatory for you to swap a spell out of its matrix slot for a new one. Essentially, you are forcing yourself to memorize the new spell from the spellbook, but in the process must sacrifice an old spell to make room for the new information.

To fill a slot, whether previously empty or as replacement, you must study the spell undisturbed for 5 minutes x the spell's Difficulty Level. You don't have to necessarily use your own spellbook, but the source could be coded and must be deciphered with an appropriate (i.e. Wizard or Interpret Script) roll. After the requisite time, you store the spell in your memory matrix and are able to cast it freely until you choose to replace it.

If your spellbook is destroyed, you are stuck with the spells already in your memory matrix since you have no means to replace them. You can attempt to reconstruct and re-scribe a lost spell from memory to a new spellbook, however. This requires an extended Intelligence roll with a 1-day interval to reconstruct from memory, with a TSV equaling 5 x the spell's Difficulty Level. Good luck with any loss of arch spells...

Example: Arlass fills all 8 slots in his memory matrix. He then decides to change one of the memorized spells from Alarm to Arcane Orbs. The displaced spell, Alarm, is immediately "forgotten," so he can no longer cast it without referencing his spellbook. Because Arcane Orbs is DL 6, it will take him $(5 \times 6 \Rightarrow) 30$ interruption-free minutes to commit the spell to memory, taking the slot that Alarm formerly occupied in his mind. After that time, Arlass is able to cast Arcane Orbs at will until he replaces it in the matrix with another spell from his spellbook.

Heroic: No memorization needed; you can commit all spells in your repertoire to your head. But, if you botch a Contact roll, you cannot cast that spell again until after you've spent some time going over it and correcting the problem.

You can recover all lost spells by dedicating a D/T and completing it through roleplaying the recovery. You may even be able to suddenly and instantaneously recall a spell perfectly as an expertise stunt in dramatic situations.

Adventurous: As outlined in the section.

Mortal: Spells of high Difficulty Level will take up more matrix slots than normal; those of DL11-15 each occupies two slots, and DL16+ takes up three.

You must have ample, undisturbed time devoted to recover lost spells in order to make progress (i.e., get an extended roll). For high-level spells (above DL 10), you'll have to relearn it from fellow casters or a magic institute, and you may never regain certain arch-magic; once lost, it's gone forever.

Mana Points

Mana is the magical energy you exert when contacting the leylines in spellcasting. As you cast spells, part of the magic is powered by you and as the spell surges forth, part of your energy is sent with it. Mana Points measure this expenditure. When you exhaust all your Mana Points, you cannot cast spells until they are recovered. You start with Mana Points equal to one-half your Endurance + Tenacity.

Regaining Mana Points is fairly easy when you're able to rest relatively undisturbed, recovering one MP per minute of respite. You can also use Endurance rolls (plus an applicable expertise like Meditation) to regain Mana Points. For every 10 minutes of rest (during which you also restore MP normally), you may roll to restore a number of MP matching the SV of this roll x total levels of all your spellcasting paths.

It's much harder to gather lost MP in combat or other stressful situation. Such attempt involves a Tenacity roll (also including applicable expertise) each round, and lets you recover 1 MP per 2 SV attained, but you are considered stunned (see "Damage" in the Action & Combat chapter) until you stop.

Heroic: You may recover your Mana Points to full instead with a successful Endurance roll after every scene and in combat or similar situations as an expertise stunt.

Adventurous: As explained in the section.

Mortal: MP recovery in combat or under duress is not permitted. Additionally, botching an Endurance roll will likely affect characters adversely (such as instant unconsciousness, Life-Point drain, etc).

Casting a Spell

You can cast any spell in your repertoire (i.e., spells you acquired with Spell Proficiency talents) or able to glimpse and decipher (usually from another caster's spellbook). Initiating a spell is an action, so you may cast multiple spells if you have more than one action in a round, though spells requiring longer than immediate to cast will take effect when their listed time has elapsed. Also, non-immediate spells may be disrupted (by successful attacks, distraction, strenuous

action or movement) and consequently lost. The distracted caster must make a Tenacity roll (plus all applicable expertise) to hold on to the spell; the difficulty is either Hard or Extreme, depending on the severity of damage inflicted and deterrence.

To cast any spell from your memory matrix requires only gestures and incantations, taking no more time to cast than that listed and with no additional penalty.

You can cast a spell outside your memory matrix only with the aid of a spellbook. This doubles the casting time required, with immediate spells taking a whole round to cast, because you have to reference the proper passages and read them aloud. Your Defense Rating is also halved until the spell is complete, and anybody holding an action can target the spellbook with a disarm attack or Vital called-shot, thereby effectively interrupting the spellcasting (if not ruining the spellbook and all spells contained within!). However, you do get a +5 bonus on your Contact roll when casting a spell from a spellbook because the effort saved from memorization can be channeled into contacting leylines instead. You must use the spellbook every time to cast a spell you have not memorized, until you have an opportunity to place it in your memory matrix.

Once you have chosen a spell, you must then contact the leylines for the proper mystical energy to shape and manipulate for the spell. This is determined by a Contact roll, using your Contact Rating opposed by the spell's Difficulty Level (DL) on the Action Table in the Action & Combat chapter. If successful, you complete the spell and it takes effect as soon as the necessary casting time has passed. Otherwise, you fail to reach the correct threads in the leylines and the spell fizzles.

Regardless of success, the effort drains you of Mana Points. You lose 1 MP per Difficulty Level of the spell, e.g., 1 point for a DL 1 spell, 5 points each for DL 5 spells, all the way up to 20 MP to cast a DL 20 spell. The amount drained is halved on a sensational success, but doubled on a botch!

Because spellcasting counts as an action, you do receive Momentum SV from all successful Contact rolls in combat. This should encourage spellcasters to pace themselves in battle with simpler spells, and hopefully attain the thrust necessary to reliably launch (or improvise) powerful spells in their repertoire.

Example: Triana is casting the Magic Shield spell from memory. It has a Difficulty Level of 4, while she has Contact Rating of 12. Checking the Action Table, she has a 74% chance to cast it and rolls 58. She manages to contact the right leylines and energy to put up the spell. It costs her 4 Mana Points, but also earns her 5 Momentum, of which she spends four to add a +10 bonus on all non-attack actions — including spellcasting.

Next round, she tries Major Mind Touch, reading from her spellbook. It is a quite powerful spell to cast at 18 difficulty level. Normally her chance is 32%, but the +5 bonus for casting from a spellbook, along with +10 from Momentum, makes it 47%, though it will also take her twice the usual time (i.e., 6 rounds) to complete. She rolls 75, so the attempt fails (perhaps there were too many leyline threads beyond her grasp) and drains 18 MP from her (she has now expended 22 MP). She can keep trying until she either casts it or runs out of Mana, or switch to another spell more appropriate to her level of expertise.

Heroic: Unless you choose to modify a spell (see “Improvisational Spellcasting” later in this chapter), you do not need to make a Contact roll to cast any spell whose difficulty level is lower than your path level (not character level); it automatically takes effects and you only have to pay the Mana Points for the casting. For instance, as a 4th-level wizard and 3rd-level sevar, Arlass may cast arcane spells

of Difficulty Level 1 to 3 and divine spells of Difficulty Level 2 or below successfully without rolling, as long as he pays the appropriate Mana Points and cast them exactly as written.

Using spellbooks does not extend casting time, but spellcasting can still be interrupted.

Adventurous: You may cast any non-offensive and unmodified spell of a DL under your path level automatically (as in Heroic) outside combat and challenging situations.

Mortal: Make a roll for every casting, every time, no matter how trivial it seems. Botching even the most insignificant spells could lead to a serious backlash — the double Mana expenditure might be the least of your worries...

Countering Spells

Spells, like attacks, can be countered and dispersed. Countering a spell is an action. You are not preparing any particular spell, but rather, you are reacting to the manipulations of the leyline threads and trying to undo the opponent's effort in time. Therefore, it's a contest of skill, though it certainly may be narrated as two casters engaging in a spectacular duel of magic, with volleys of clashing energy providing the visuals.

Make a Contact roll against the target spell's DL or its caster's Contact Rating, whichever is higher. As in dodge/parry, it is the SV of this roll versus the SV of the opposing caster's original Contact roll to cast the spell. If your SV is higher, the counter is successful and the target spell has no effect. You do gain Momentum for countering a spell, but the opponent retains all Momentum earned from successfully casting the countered spell in the first place.

Regardless of outcome, you spend the same amount of Mana Points as it took to cast the target spell. You may reduce the expenditure by the SV of a TEN roll.

Countering a spell from outside your tradition applies a -10 penalty to your roll.

Heroic: The Difficulty Table may be used for the countering roll. Player characters and major NPCs can automatically counter a spell when its DL is lower than their path level and the opponent has a lesser Contact Rating.

In a pinch, anyone — even non-spellcasters — can counter a spell with expertise stunts to interrupt or unravel the spellcasting process! While this requires exceptional creativity, it will also make one very amusing narrative...

Adventurous: As explained in the section.

Mortal: You must use a spell matching the target's field in order to counter it (e.g., martial vs. martial, protection vs. protection), though you do not need a Contact roll to cast it prior for purpose of countering. You do not gain Momentum for a successful counter unless it is a sensational success.

Spellbook

All spellcasters begin with a spellbook containing all the spells you know and use. Aside from its monetary value, the spellbook is a spellcaster's most prized possession. Because you can only mentally retain so many spells at once, this book enables you to change your memorized spells to suit your needs. Experienced spellcasters often have duplicate copies when adventuring, leaving their primary books somewhere safe and well guarded.

The standard size of a spell book is 10" by 13", but this may vary. In fact, a spellbook doesn't have to be a book at all. Many spellcasters use a collection of scrolls to hold their spells, often a different spell on each. Merthwargs, given their preferences, often use specially treated hides on which to record spells.

Heroic: Spellbooks are hardly used or featured unless pivotal to the plot/scene. Copies are almost never lost or destroyed except in extreme circumstances.

Adventurous: Spellbooks play a greater role in a spellcaster's repertoire, as the logistics regarding them come into play more often. They can be destroyed under any adverse conditions (fire, acid, physical attack, etc.).

Mortal: Spellbooks are part of tracking your character. Everything that can possibly affect them may, including wear-and-tear from frequent consultation and aging. Characters are expected to maintain spellbooks and replace damaged ones.

Spells occupy a number of pages equal to half their difficulty level, retaining all fractions. A 15th-level spell requires seven and a half pages, for instance. Scrolls are measured in feet instead, each foot treated as one page.

Scribing Spells

Copying a spell from one source to another is a difficult, exact process, for which magic-scribing expertise such as Wizard or Artificer is requisite, used to correctly identify and decipher the original copy.

You must have a deciphered copy of the spell you wish to scribe. To scribe a spell is an extended Intelligence roll, with a one-hour interval and TSV equaling the spell's Difficulty Level.

Successfully scribing a spell means you can cast it from the spellbook or commit it to memory, but not modify it in any way (see "Improvisational Spellcasting," below) until it becomes a spell in your repertoire, assimilating it through the proper Spell Proficiency talent or Demeanor/Theme wheel.

Heroic: No roll is necessary to decode or scribe any spell, unless the act is crucial to the plot, though you still need the appropriate expertise to do it. You can shorten the scribing time dramatically with expertise stunts.

Adventurous: You do not need to roll for scribing if the spell's DL is lower than your path level, though you'll still spend the required time.

Mortal: Roll for everything. No retry on rolling a botch and the original is ruined beyond repair.

MAGIC IN COMBAT

This section explains how spells — martial, in most cases — is integrated into the combat system.

Heroic: Make all rolls (attack, damage, resistance, etc.) for the affected targets as general collective: rolling separately for each major target, but just once for minor targets as a whole. Minor or disposable targets do not get resistance roll to reduce spell damage.

Adventurous: Ditto, but everybody gets a resistance roll regardless of importance.

Mortal: Roll for everything individually, breaking it down to groups only when the number is overwhelming.

Attacking with Spells

Rule of thumb: Spells that entitle target to a resistance roll always hit the intended target(s) automatically, unless specifically contradicted in their descriptions.

Spells requiring an attack roll to hit (called "spell attack") use the caster's Contact Rating, not Attack Rating, versus the target's Defense Rating to determine the chance. Otherwise, all standard combat rules apply (you can aim spell attacks at a particular location as called-shot, adjust hit locations on a precise attack, add combat Momentum benefits, even keep others at bay with your magic, etc.).

Hit Location: For spells striking a random location without an attack roll, use the singles die of the Contact roll to determine the hit location.

Multiple Spell Attacks: Upon gaining multiple actions in a round, you can make more than one spell attack, each as a part of the action to cast the individual spell, but you must spend Mana Points for all of them. An attack-roll spell that has its perimeter expanded will require separate attack rolls to hit each target within.

Targeting with Automatic Spells: You can target a specific hit location with a spell that normally hits automatically (e.g., Arcane Bolt, Dragon's Tooth). You must make a spell attack roll with any applicable modifier (for called shots, etc.) to do so, but the target is not entitled to a resistance roll as it will have hit for full effect.

Example: Arlass wants to shoot a concentrated jet of fire into the open eye-slit of a helmed Nurinian. The GM declares it to be a Vital called-shot, modifying Arlass' chance to hit using his Contact Rating versus the Nurinian's Defense Rating. If Arlass hits, the Nurinian will not get a resistance roll and take a face full of flame (plus, no protection since such a Vital called-shot, at -100 to hit, will bypass Protection Value).

Damage

The location hit is indicated by the Contact roll's singles die if the spell hits automatically. Otherwise, use its attack roll to determine hit location. Protection Value will reduce damage from spells as well, and is applied after resistance roll. Damage is doubled on all critical hits and sensation successes.

All-Location Damage vs. Targets with Lump-Sum Life Points: Unless specified, spells with a set damage to all hit locations (such as Create Cuts), hitting targets with lump-sum LP will do the listed damage x spell's Difficulty Level instead.

Fixed Damage: Spells with a fixed, non-random damage (such as Acid Touch, Arcane Touch) can have their damage increased on a point basis through improvisational casting, using the Damage/Effect modifier.

Perimeter: For spells causing damage to a perimeter beyond "One," all targets in the affected area are usually entitled to a resistance roll. A successful roll either reduces or negates damage. The damage is then applied to all hit locations.

Example: Arlass drops a fireball on a band of Nurinian assassins. It affects everyone in the area, therefore no need for an attack roll. All but their leader fail the NIM resistance roll, so they take the full damage rolled. Only the leader is quick enough to turn away and let his backside armor meet most of the fiery impact. The mage rolls 2d10 and gets 16 for the spell's damage, so the assassins each take 16 points (minus Protection Value), and half of that (8, minus protection) to all hit locations for the leader.

IMPROVISATIONAL SPELLCASTING

Because the vibrant leylines charging Eranon's magic are virtually alive and spontaneous, spells in The Chronicles of Ramlar do not remain static. In the hands of a capable, resourceful caster, a spell that grants immunity from fire one moment can very well protect against cold the next. And should the initial blast of arcane energy not crumble a barrier, the caster may boost the intensity of the second for a noticeably stronger follow-up. The spells available are merely the most basic of options provided from the endless permutations which one can improvise, given the lively, malleable leylines.

It is not an easy feat to accomplish, however. For starters, you can only improvise with spells in your repertoire. You cannot detect magic when fire magic is all you've learned, or alter a spell you do not know. You can, though, amplify a Detect Magic spell you have to sense and even analyze magical auras over a greater distance or for a longer duration. Illusion spells are excellent examples for improvisa-

tion, adding more sensory details (by upgrading its Effect) to deceive the viewers. In short, nearly any spell, with GM's approval, can be adjusted spontaneously while being cast. The instance you alter anything from what is listed, a spell becomes an improvisation.

To modify a spell for casting, consult the Improvisational Spellcasting Table. You will see the different quantified elements of a spell, from Casting Time to Perimeter to Resistance Roll. For each factor you want to change, first find the spell's original entry and the accompanying Contact Rating Modifier (abbreviated CR Mod). Then locate the new or expanded effect you want and its CR Mod. If you have to move down the table to obtain your desired effect, take the original entry's CR Mod and subtract that of the new effect. Otherwise, do the reverse: new effect's CR Mod minus the original listing's CR Mod. Do this for every aspect of the spell you wish to modify. Tally up all the modifiers and the sum is the final modifier on your Contact roll to cast this improvisation.

You must also pay the amount in additional Mana Points as listed in the Mana column. These additions stack; you do not subtract for moving up or down the chart. Simply add all Mana accrued for the extra points to pay on top of the regular Mana expenditure for the spell.

Though not normally done, you can reduce a spell's effect (such as taking a longer time to cast, or affecting a smaller area), thus giving you a bonus to make it easier to cast. As with everything, GM has the final right to permit or refuse any modification.

Burnout: When you fail to cast a spell with a modified duration, you cannot cast that spell again until the intended duration has elapsed. Upping a spell's duration from Encounter to Session and failing the Contact Roll means you won't be able to cast that spell until the next session; so think twice before trying to make any spell permanent!

Example: Arlass wants to improvise the Dragon's Tooth spell. First of all, he wishes to reduce the casting time from 1 round (20 CR Mod) to Immediate (30 CR Mod). Since he has to move downward to get the new effect, he takes the 20 for the original entry and subtracts the alternation's 30 to get a -10 modifier on his Contact roll.

Seeking to cause as much devastation as possible, Arlass decides to increase the d4+1 damage by another die to 2d4+1. That is a straight extra -10 CR penalty. His eyes widen when he realizes he can change perimeter to strike all targets in a tight cluster, going from One (10) to Close (20) for another $(10 - 20) = -10$ penalty.

Barring the GM rejecting the modifications, Arlass will then attempt a Contact roll to cast the spell. His 14 Contact Rating versus the Dragon's Tooth's 5 Difficulty Level yields a 77% chance, minus the 30 total modifier for the improvisation leaves him a 47% final chance to cast this new version. Whether he succeeds or not, he must spend $(5 \text{ for spell Difficulty Level} + 1 \text{ for decreased casting time} + 2 \text{ for additional damage die} + 3 \text{ for Close perimeter}) = 11$ Mana Points for the spell.

Heroic: In crucial moments, all improvisational spellcasting modifiers are replaced by approximating on the Difficulty Table (see the Action & Combat chapter). Player characters suffer spell burnout only a botched Contact Roll.

Adventurous: Burnout only prevents you from casting that spell with the exact intended modification for that length of time.

Mortal: The GM might permit improvisational spellcasting only as expertise stunts. Even then, some high-end modifiers (Extreme effect, Continental perimeter, Unlimited range) may be banned.

Improvising Spells

The improvisational aspect of spellcasting can be exciting, but also a bit confusing for beginners. Therefore, we'll attempt to clarify how each category may function in an improvisation below.

Casting Time: "Round(s)" is used to represent all casting time measured in combat rounds, regardless of how small or large the actual number. Therefore, the CR modifier remains the same whether you decide the new casting time is one round or ten rounds; it makes absolutely no difference, since there's no in-between quickening that casting time to Immediate and lengthening it to Encounter (or beyond). Otherwise, modifying casting time is straightforward and the new casting time follows the rules given in the "Anatomy of a Spell" section. It is always a good idea to shorten the casting time whenever possible to circumvent potential interruptions.

Duration: When an instantaneous-damage spell (like Animal Fang or Thorn Vine) is given a duration, repeat the effect process on the caster's turn, resolving attack, resistance, and damage rolls as necessary, until the caster voids the spell or is incapacitated (at which point the effects end as well). The caster does not need to make another Contact roll or pay Mana Points again since the spell is already brought to form. A sensational success on the original Contact roll for non-attack spells means all subsequent damage is doubled as well, except for any that have been modified to require an attack roll.

Adding duration to spells with instantaneous effects (Heal Wound, Resurrect) means the caster may duplicate the spell (thus its full effects) automatically as an action on his turn, and without spending additional Mana Points, throughout the duration.

Effect: Effect is used to handle anything not covered by other categories. You can upgrade Effect to hit only the intended targets and exclude allies in a large perimeter; to use resistance roll instead of attack roll; to increase the Defense Rating or Protection Value granted by a spell; or highly unusual manipulations like zig-zagging the spell around corners, and other drastic alterations. With a combination of prolonged Duration and change of Effect, the "Heal Wound" spell, for example, can become an injury-triggered activation so the subject location heals completely every time it takes damage while the spell remains. (Of course, if this is regularly abused rather than as a dramatic or desperate measure, the GM will probably hit you with the Deters penalty on the Contact roll, and it will certainly make it harder for the group to earn Participation marks, especially via Adversity.)

The level of modification is the GM's call, but should be judged by how much it deviates from the spell's original description, and how does it play into the current plot. Normally, to modify a moderate-Effect martial spell to damage all hit locations rather than just a single random location would be just a one-level increase (to "Major"), but if you want it to phase through a solid barrier and hit a target behind it too, the Effect would then become Extreme — not to mention other extra penalties the GM might throw in if it is a detriment to the story.

Perimeter: If you expand the perimeter of a single-target spell (such as Arcane Bolt or Fire Bolt), you're actually "forking" that spell multiple times into the area simultaneously, therefore it's treated as hitting a single target as described in the spell, though resolved individually as necessary.

Example: Arlass improvises a Fire Bolt to hit a cluster of mummy soldiers in tight formation. He will roll 1d8 once and apply the damage to all of them, using the singles die of his Contact roll to determine the location struck for any significant opponent among them. The mummies, of course, still get a resistance roll.

Range: Increasing range to “No” will let you affect distant targets with the spell, and decreasing range to “No” makes it a touch spell requiring physical contact with the target to take effect. Everything else is self-explanatory.

Resistance Roll: Attack spells with a resistance roll essentially give the target two opportunities to reduce or avoid damage; once from the attack roll (you could miss), second chance from resistance roll. The bonus for going from normally no resistance roll (“None”) to no damage (“Negates”), though, is huge enough at +50 to be tempting.

IMPROVISATIONAL SPELLCASTING TABLE

Casting Time	CR Mod	Mana
Session	0	+0
Encounter	10	+0
Round(s)	20	+0
Immediate	30	+1

Damage/Effect

Each Additional Die or Point of Damage/Effect	-10	+2
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Duration

Instantaneous	0	+0
One Round	10	+1
Rounds, 2+	20	+3
Encounter	30	+4
Session	50	+6
Adventure	70	+8
Permanent	80	+10

Effect

Minor	0	+0
Moderate	10	+3
Major	35	+6
Extreme	50	+10

Perimeter

Self	0	+0
One	10	+1
Close	20	+3
Intermediate	30	+5
Wide	50	+8
Extensive	70	+10
Immense	90	+15
Regional	120	+20
Continental	150	+25

Range

No	0	+0
Near	10	+1
Short	20	+2
Medium	30	+3
Long	40	+4
Line of Sight	50	+6
Unlimited	80	+10

Resistance Roll

Each Additional -1 Penalty	-1	+1/2
Negates	0	+5
Half Damage	25	+5
None	50	+10

ENCHANTED ITEMS CREATION

There are magical wonders to be found on Eranon. While certain artifacts that were created long ago can never be duplicated, magical items continue to be crafted on artificers’ workbenches today. However, they are not so prevalent that you can simply walk into a magic shop and purchase whatever you please. Even in major cities, businesses specializing in magic seldom have more than a handful of such rarities to offer, if any. Occasionally, merchants or mages’ guilds make a brisk trade in sales of the less expensive items, such as potions. This is usually due to a lone spellcaster who has retired to a life of making them for a meager profit. The more expensive items will hardly ever turn up on the market. Typically, you must find and commission artificers capable of enchanting crafts. The GM has final say as to what items are available for sale and at what price. In general, when available, magic items cost 5 times the material costs to make them.

To be able to enchant items yourself, you must have the requisite Artificer talents. You may still craft items without the Enchanter talent, but you will have to seek someone who does to infuse the enchantment properly. A spellcaster without the Enchanter talent is unable to imbue items with spells permanently or reliably; an artificer sans spellcasting abilities, of course, cannot perform enchantments at all. You will need both to create magic items on your own, or you must seek collaboration.

Even with the knowledge, producing magical items requires a lot of materials, time, and luck. But when all those factors are present, you can infuse almost any spell into nearly any object, from ordinary twigs and pebbles to staves and wands. To enchant an item with a spell is an extended Contact or Artificer expertise roll (your choice), with a 1-day interval and a TSV of 5 x the spell’s Difficulty Level. Each enchantment will also carry a final expense of +1 RL (or 200 gold coins) x spell Difficulty level. You can infuse a single item with as many spells as the GM permits. Limiting an item to hold a maximum number of charges will cut down the final cost (but not the percentile roll), at a discount of 51% minus the maximum charges. Therefore, a single-charge item gets $(51 - 1 =) 50\%$ off the total expense, 11-charge item reduces the cost by 40%, up to 50 charges which is a mere 1% off the final price.

For enhanced combat abilities, costs, and other details, consult the “Weapon & Armor Customization” section in the Outfitting Your Hero chapter.

Heroic: Just dedicate a D/T to the acquisition of any one approved magic item to simulate its procurement, from finding the artificer to gathering rare materials, to making preparation and funding the purchase, to the lengthy time needed for the enchantment. When the wheel’s complete, the GM will put the item in the character’s hand.

Adventurous: Apply D/T as in Heroic for those without the necessary funding or resources, perhaps at the base pace of one mark per day x enchantments’ total DL in game time (e.g., one mark automatically every 15 days in campaign time for an item with 15 DL worth of intended enchantments), plus bonuses for exceptional roleplaying and ideas.

Mortal: As explained in the section.

SPELL CREATION

Magic is a vast and powerful force. The spells and powers listed in this book are only a fraction of what is possible with the magic that flows through Eranon. While sevars and merthwags rarely study the secrets of magic so deeply, wizards across the land secret themselves away in hidden libraries and labs, trying to find new ways to utilize the forces that surround them. Mages believe that all things are possible through knowledge and seek new magic for themselves. In truth, sevars are more likely to beseech the deities they serve for new

magical secrets than actively lusting after such power. Divine and nature spells were granted by the gods long ago and are preserved by holy orders and sects. Sometimes, the gods grant them new spells, but this is so rare that it hasn't happened in generations.

Creating a new spell is a very difficult process. To even attempt it, a spellcaster must have a deep understanding of magic and ample resources. You must have an INT of at least a 70, and 5 ranks in a related expertise for the intended spell's tradition. You must have a safe, secure place to work, with access to a library and laboratory dedicated to spell research. Such a facility costs 1,000 gold x the maximum spell Difficulty Level that can be researched there; a 12th-level spell requires a facility worth 12,000 gold, for example. This base price does not include the costs for the actual research, however.

To develop a new spell, the first step is the GM's consent. You and the GM must agree upon the new spell before bringing it into the game. The exact mechanics of the spell should be weighed and balanced against comparable spells of similar levels. Once the GM approves all the specifics, you can begin the development. The process is an extended Contact roll (versus the spell's DL) or expertise roll, with a two-week interval and a TSV of 10 x spell's DL, plus a final expense of 1,000 gold per DL. If the spell requires rare or unusual components, the cost may increase dramatically.

Heroic: Like magic item creation, simply dedicate a D/T to the endeavor of inventing a new, pre-approved spell. This will, of course, require roleplaying and ongoing narration of the process, but you'll add it to your repertoire after completing the wheel.

Adventurous: Apply D/T as in Heroic for would-be inventors without the necessary funding or resources, perhaps at the base pace of one mark per week x spell's DL in game time (e.g., one mark automatically every five weeks in campaign time when researching a DL 5 spell), plus bonuses for exceptional roleplaying and ideas.

Mortal: As explained in the section.

ACADEMIA MAGICA

Many in the world of Ramlar want to receive the proper instruction to cast spells and study them to the utmost degree. Major cities all over Eranon eventually offered schools and universities of magic to accommodate the wish. The typical colleges deal with only magic of the arcane tradition, for it is the easiest to teach formulas and phrases already written. There are other institutes of lesser fame to educate pupils in the other two traditions, if one has the desire and heart to seek them out.

MariAnnor

MariAnnor is nestled in midst of the Forest of Lanther, currently operated and protected by merthwags. This can be one of the deadliest schools if anyone could learn all the secrets it has to offer. MariAnnor was founded by a jealous wizard who wished to control animals like the merthwags. Ironically, it was a merthwarg delving into the arcane arts that uncovered the unusual discipline of summoning, and also discovered that magic couldn't control animals but could create them.

Merlanth

Merlanth is unusual among magic schools in that it provides tutelage in nature magic. It is the perennial training ground for merthwags, whose faculty and understudies comprise half of Arameth's populace in the Brightwood Forest.

Nilsari Mirageum

Originated, when the rulers permitted such, on the Dragon Head Isle and headmastered by Icantor Pulari. It appeared out of thin air, just as the isle and the school's host town did. Most say finding the

elusive Nilsari Mirageum is the admission test to study with the master illusionists, though rarely was a newcomer not trained in Seramis accepted. Some speculate that the mages hide the school in defense, not jealousy.

Pyruspa, the Tower of Evocation

A popular destination for novice mages, this school is mainly known for its specialized destructive magic. Ironically, Pyruspa was originally constructed in the Swamps of Despair as a monument commemorating a great war fought in the bogs, and as a reminder of the devastating force of martial magic used in that war.

Runespar University

Founded and operated by the dwarves in the city of Tronle, Runespar is perhaps the most distinct magic school in Eranon. It sits inside a citadel tower, arguably the most aesthetic of the world, in a very large cavern underground. The dwarves are master craftsmen of armor and weapons; their ability to enchant these items is second to none, and so are the enchantment spells they use. Thus, Runespar is unequivocally the dream choice for any prospective artificers.

However, the prevalent dwarven pride will make it a tough admission for all non-dwarves. In fact, if it wasn't for a law, the administrators would accept only their dwarven brethren in order to protect their race's "secrets." As it is, they must at least tender the applicants with a legitimate entry exam, though dwarven candidates seem to routinely pass with flying color. . .

Seramis

While a predominantly elven society, aspiring wizards of other races flock to this metropolis to take their first step on the path, and experienced mages come to improve their arcane skills. Spells of the utmost extreme power (i.e., up to Difficulty Level 20) are taught here, at the various schools specializing in different fields.

Shades, the College of Shadow

Juxtaposing the morass of stragglers, thieves, and cutthroats is this academy offering training in magic primarily dealing with shadows and deception. However, visitors and failed prospects alike tend to agree that the Shades may even be harder to survive in than the decadent Zentrulian districts surrounding it.

Soulbane

Within the foul Mountains of Madness lays one of the deadliest and ghastly keeps. None who know would reveal the possessors out of the fear of joining the corpses scattered among the Madness Rocks. If you are able to reach Soulbane, and manage to convince both the resident abominations and necromancers to accept your bid for entry, you may get more than just a glimpse into their quest for immortality that initiated the practice of necromancy and the morbid magic they now practice.

Syanna School of Manipulative Forces

The tutors and students of this school are chiefly responsible for the defense of Nelthor, a city known for its lack of such conventional fortifications as walls — which is fine, when there are mages capable of creating and moving invisible barriers of telekinetic force at a moment's notice. Syanna is a noted pioneer and experimenter of physical manipulation magic. Some may underestimate the combat prowess of this school, until a rain of hundreds of falling rocks change their mind.

Trifords Academy

Relocated to the city of Eord from Galderest after the latter was destroyed in the Dakass Luot, Trifords prides itself on protection magic and the techniques, with selective martial spells (mostly weapon conjuration), to complement the defense of a mage.

ONE LAST NOTE. . .

The following excerpt was discovered amongst a pile of ashes in the foothills of the Mountains of Madness. Kynthalus, a renowned Spirinari scholar, deduced it to be the writing from a young apprentice to a friend who aspired to learn magic but was clueless as to how and where to begin:

"Do not let the power of a wizard intimidate you, for while we seem mighty, we do have weakness. On the other hand, do not underestimate the worth of a fine tutor whose instructions may minimize a particular weakness. First, you

must introduce yourself formally to the ways of the art by enrolling into a school. Through years of lessons, you will learn the language of magic; how to incant mystical phrases, how to identify one symbol from another, how to codify the complex knowledge needed to master spells. Once you become versed in the techniques, you may then be capable of cantrips. Likely, more years will be spent perfecting the gesticulations to grasp the leylines and memorizing the components complementary to casting spells. When these processes are internalized, you can finally combine them to produce noticeable effects. After sufficient practices you are hopefully confident and competent enough to undergo a test to continue on your path of the arcane. Upon success, there should be no lack of accomplished wizards willing to grant you apprenticeship. If you wish to study with another school, you must convince the new institute and pass whatever admittance test it has to offer. Remember to persevere. When you at last net the power of a true wizard, the pain shall be long forgotten and the rewards much to your liking."



13 Spells

ARCANE SPELL LIST

Difficulty Level 1: Alarm, Detect Undead, Illumination, Minor Trick, Move Object, Shadow Trick, Sight, Summon Food and Drink.

Difficulty Level 2: Rope, Walk of the Walls, Warmth.

Difficulty Level 3: Energy Touch, Rogue's Dagger, Shelter of the Traveler.

Difficulty Level 4: Deepen Shadows, Infestation, Knight's Sword, Magic Shield, See into the Night, Smithy's Crushing Hammer.

Difficulty Level 5: Amazon's Spear, Cat's Speed, Discern Magic, Dragon's Tooth, Figments of the Imagination, Giant's Strength, Wizard's Armor.

Difficulty Level 6: Blazing Sun, Control Shadow, Energy Orbs, Freedom of Movement, Hands of the Dead, Minor Mind Touch, Orc's Giant Axe, Speak Languages.

Difficulty Level 7: Change Voice, Enchantment of Despair, Victory Lance.

Difficulty Level 8: Alter Smell, Alter Taste, Burrow the Ground, Create Cuts, Deep Breath, Energy Bolt, Locate Object, Secrets of the Dead, See into the Shadow, Sheath Weapon, Sleep, Stop Movement, Wood Barrier.

Difficulty Level 9: Accelerated Decomposing, Appearance of Another, Blindness, Conjure Shadow Beast, Deaf, Illusion, Move Multiple Objects, Pause Decomposition, Protection of Thought.

Difficulty Level 10: Adventurer's Torch, Conjure Shadow Image, Control Martial Magic, Deflect Projectiles, Enchant Beast, Enchant Equipment, Minor Absorption, Mute, Replica, Shockwave.

Difficulty Level 11: Cloak, Freezing Air, Rusting Hands, Sticky Floor.

Difficulty Level 12: Darkness, Energy Engulfment, Enlarge Flame, Fool's Enlightenment, Homing Attack, Levitate, Mind Touch, Minor Invisibility, Read Thoughts.

Difficulty Level 13: Creation of the Dead, Dragon's Armor, Manipulate Lock, Shadow Bolt, Tendrils of Shadow.

Difficulty Level 14: Bone Shards, Cage of Entrapment, Energy Shell, Carve Stone, Illusionary Enemy, Paralyze, Rotting Flesh, Ward of Concealment.

Difficulty Level 15: Bleed, Conjure Shadow Weapon, Create Structure, Remove Magic, Skin of Armor, Summon Creature VI.

Difficulty Level 16: Aging Disease, Conjure Hole, Enchant Mind, Energy Ball, Illusion of Touch, Nightmare, Substance of Stone, Suffocation, Travel Through Shadow, Unholy Grasp, Wall of Stone, Ward of Safe Conduct.

Difficulty Level 17: Change Form, Shell of Shadow, Teleportation, Transfer Wounds.

Difficulty Level 18: Bone Snap, Energy Storm, Knowledge of Object, Major Invisibility, Major Mind Touch, Shadow Storm, Shell of Death, Wall of Ice.



Difficulty Level 19: Become Shadow, Melt Armor, Permanency, Wall of Fire, Ward of Defense.

Difficulty Level 20: Absorb Memory, Absorption, Change Environment, Contact Other Plane, Crushing Meteor, Dominance of the Mind, Horns of Horror, Self Destruct, Steal Soul, Siphon Dead, Total Darkness.

Variable Difficulty Level: Summon Creature #, Summon Elemental #.

DIVINE SPELL LIST

Difficulty Level 1: Alert, Divine Protection, Sight.

Difficulty Level 2: Divine Gift, Inner Light, Restore Allies.

Difficulty Level 3: Courage, Divine Sight, Gift of Selani, Guidance, Power of Selisee.

Difficulty Level 4: Inspire, Divine Retribution, Energy Touch, Spider Walk.

Difficulty Level 5: Discern Demeanor, Discern Faith, Foresight, Heal Wound, Life Drain, Protect, Shadow Bite.

Difficulty Level 6: Discern True Form, Speak Language, Touch of Light.

Difficulty Level 7: Bestow Luck, Chain of Energy, Discern Magic, Holy Armor, Inflict Wound, Vytha's Whip.

Difficulty Level 8: Anate's Might, Blinding Light, Cure Fear, Cure Poison, Freedom of Movement, Searing Light.

Difficulty Level 9: Energy Bolt, Holy Weapon, Purify, Purify Air, Remove Curse, Speak with the Dead.

Difficulty Level 10: Banish the Dead, Contaminate, Create Food & Drink, Discern Lie, Divine Fury, Heal the Faithful, Homing Attack, Prayer, Siphon Mana, Truth.

Difficulty Level 11: Bind Entity, Cure Madness, Destroy Light, Restfulness, Restlessness.

Difficulty Level 12: Disable, Divine Bind, Enthral, Holy Rune, Impede Spells, Limbo Sight, Mute.

Difficulty Level 13: Consecrate Ground, Cure Disease, Divine Stagger, Energy Engulfment, Holy Fire, True Sight.

Difficulty Level 14: Bury, Divine Avenger, Energy Shell, Holy Light.

Difficulty Level 15: Banish, Command Dead, Condemn, Curse of Disease, Full Rejuvenation, Holy Strike, Mind Stab.

Difficulty Level 16: Breath of Darkness, Command, Curse, Divine Smite, Lend Life, Protection from Elements, Sepulcher.

Difficulty Level 17: Command Planar Entity, Fly, Heaven's Gate.

Difficulty Level 18: Bone Snap, Energy Vortex, Instill Madness.

Difficulty Level 19: Sustain, Word of Command.

Difficulty Level 20: Death Touch, Resurrect, Roar of the Gods.

Variable Difficulty Level: Summon Elemental #.

NATURE SPELL LIST

Difficulty Level 1: Calm Animal, Fire, Serpencia's Tears.

Difficulty Level 2: Gift of Selani, Nature's Respite, Shelter of the Traveler, Spider Walk.

Difficulty Level 3: Growth, Nature's Warning, Shade, Speak with Animals, Vilan's Blessing, Wall of Earth, Wall of Water, Wall of Wind.

Difficulty Level 4: Animal Voice, Control Mist, Fey Dancer, Infestation, Merthwarg Mark, Thorn Protector.

Difficulty Level 5: Altar's Berry, Blinding Light, Thorn Whip, Vanish, Wind Gust, Wind Walk, Wood Barrier.

Difficulty Level 6: Blend.

Difficulty Level 7: Cheetah Speed, Cleanse Wound, Energy Orbs, Maim, Nocturnal Eyes, Speak with Plants.

Difficulty Level 8: Animal Friend, Control Vine, Heal Animal, Nature of the Fish, Vilan's Fury.

Difficulty Level 9: Animal Fang, Discern Magic, Forest Armor, Pounce.

Difficulty Level 10: Call Animal IV, Call Rain, Cleanse Water, Enchant Beast, Nature's Shape, Shape Earth, Thunder Clap, Wall of Thorns, Wall of Vines.

Difficulty Level 11: Cure Disease, Cure Poison, Protection from Elements.

Difficulty Level 12: Animal Form, Darkness, Energy Shell, Nature Walk, Thorn Blast, Vine Spear.

Difficulty Level 13: Animate Plants, Energy Engulfment, Gale, Quagmire, Quicksand, Shape Wood, Summon Sleet.

Difficulty Level 14: Call Lightning, Meld, Sand Storm, Sepulcher, Summon Swarm, Thorn Vine.

Difficulty Level 15: Earthquake, Energy Ball, Plant Form, Vrang's Vengeance, Wings of the Hawk.

Difficulty Level 16: Animate Trees, Possess Animal.

Difficulty Level 17: Energy Storm, Freezing Rain, Soul Blend.

Difficulty Level 18: Curse of Nature, Decay Structure.

Difficulty Level 19: Energy Vortex.

Difficulty Level 20: Control Weather.

Variable Difficulty Level: Summon Creature #, Summon Elemental #.

SPELL DESCRIPTIONS

Absorb Memory

Tradition: Arcane

Difficulty Level: 20

Field: Alteration

Casting Time: 5 rounds

Duration: Permanent

Effect: Extreme

Perimeter: One

Range: No

Resistance Roll: TEN-20 negates

Complementary Components: Silver crown (+15)

Upon completion of this spell, you gain the target's memories regarding a single subject. The subject must be chosen before the spell is cast. You will know everything that the target knows about the chosen subject, both conscious and subconscious memories. You remain aware that these impressions are not yours, but are otherwise treated as your own memories. You cannot gain talents, or abilities with this spell, but any Lore-related expertise can be absorbed this way equal to the target's level. The target does not lose memories, but instinctively resists the spell. A successful resistance roll prevents the transfer from occurring.

Absorption

Tradition: Arcane

Difficulty Level: 20

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Extreme

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Blue diamond worth 500 gold (+15)

An invisible shield encircles and protects the subject from any spell. It will absorb one spell for every wizard path level possessed by the caster. The shield will last until the maximum number of spells have been absorbed or the duration runs out. The shield cancels any spell, including beneficial ones. The shield cannot be 'turned off' to permit spells to be cast on the target. Against area-affecting spells, only the target of this spell is protected.

Accelerated Decomposing

Tradition: Arcane

Difficulty Level: 9

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Moderate

Perimeter: One

Range: Near

Resistance Roll: None

Complementary Components: A drop of acid (+5)

This is the magical "clean-up" spell for necromancers, and also ensures that enemies remain dead. It causes a corpse to dissolve rapidly, leaving nothing to use for resurrection (unless a portion was removed before this spell is cast). The corpse's possessions are not affected by this spell.

Adventurer's Torch

Tradition: Arcane

Difficulty: 10

Field: Manifestation

Casting Time: Immediate

Duration: 1 session

Effect: Moderate

Perimeter: One

Range: None

Resistance Roll: None

Complementary Components: A twig (+5)

This spell creates a lit magical torch in your hand. The torch cannot be extinguished for the duration of the spell and will even burn under water. It gives off light and heat as a regular torch would, and may be used to light other fires. While it can be used as a weapon (1d4 fire damage), it is primarily utilitarian in nature.

Aging Disease

Tradition: Arcane
 Difficulty Level: 16
 Field: Alteration
 Casting Time: 6 rounds
 Duration: Permanent
 Effect: Extreme
 Perimeter: One
 Range: Near
 Resistance Roll: Target's choice of END -20 or TEN -20 negates
 Complementary Components: Dust of a corpse (+10)
 This spell ages the target 1d10 years.

Alarm

Tradition: Arcane
 Difficulty Level: 1
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Minor
 Perimeter: Intermediate
 Range: No
 Resistance Roll: None
 Complementary Components: Bell (+5)
 This spell erects an invisible field surrounding the target area. Any living creature within the area when Alarm is cast may leave or enter freely, but any other creature larger than an insect will trigger a ringing tone upon entering the area.

Alert

Tradition: Divine
 Difficulty Level: 1
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Minor
 Perimeter: Close
 Range: No
 Resistance Roll: None
 Complementary Components: None
 This spell erects an invisible field surrounding the target area. Any living creature within the area when Alert is cast may leave or enter freely, but any other creature larger than an insect will trigger a ringing tone upon entering the area.

Altar's Berry

Tradition: Nature
 Difficulty Level: 5
 Field: Manifestation
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One (bush)
 Range: No
 Resistance Roll: None
 Complementary Components: Dried berry (required!)
 This spell can produce sustenance for many people. A single berry is dropped to the ground, immediately sprouts and grows into a bush full of ripe berries. These berries provide a full day's food for 1 average sized creature per caster's merthwarg path level, but may be used to sustain large or even carnivorous animals.

Alter Smell

Tradition: Arcane
 Difficulty Level: 8
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 session
 Effect: Moderate
 Perimeter: Close
 Range: Near
 Resistance Roll: None
 Complementary Components: A pinch of sulfur (+5)
 You may change the scent of a particular object or location.

Alter Taste

Tradition: Arcane
 Difficulty Level: 8
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 session
 Effect: Moderate
 Perimeter: One
 Range: Near
 Resistance Roll: None
 Complementary Components: Lizard's tongue (+10)
 You can change the flavor of a particular object.

Amazon's Spear

Tradition: Arcane
 Difficulty Level: 5
 Field: Manifestation
 Casting Time: Immediate
 Duration: Encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: A wood splinter at least 3 inches in length (+10)
 This spell physically produces a durable spear not unlike a mundane counterpart, but inflicts 1d10 damage per successful strike.

Anate's Might

Tradition: Divine
 Difficulty Level: 8
 Field: Alteration, Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Near
 Resistance Roll: None
 Complementary Components: Holy Symbol of Anate (+10)
 This spells give a +20 attack bonus on the target's next attack. Only one Anate's Might spell may be in effect on a subject at a time.

Animal Fang

Tradition: Nature

Difficulty Level: 9

Field: Martial

Casting Time: 1 round

Duration: Instantaneous

Effect: Moderate

Perimeter: One

Range: Short

Resistance Roll: NIM for half damage

Complementary Components: Animal tooth (+10)

A misty figure appears and bites the target. This attack causes an animal-like bite wound of 1d8 damage to a random hit location, but ignores protection.

Animal Form

Tradition: Nature

Difficulty Level: 12

Field: Alteration

Casting Time: 4 rounds

Duration: 1 encounter

Effect: Major

Perimeter: Self

Range: No

Complementary Components: A part of intended animal (required!)

This spell changes you into an animal. The transformation requires an actual piece of the beast you are turning into (fur, skin, claw, etc.), and is limited to natural, nonmagical creatures: dogs, horses, eagles, and so on, but not hellhounds, nightmares, dragons, etc. Your possessions also change with the transformation, disappearing during the spell's effect and returning when the spell ends. You gain the new form's Attack Rating, Defense Rating, natural attacks and natural armor (if any). For simplicity, continue to use your original body diagram so any damage taken will correlate when the effect expires. The GM may give temporary life points for large forms, or increase the damage done to a small form.

Animal Friend

Tradition: Nature

Difficulty Level: 8

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One (animal)

Range: Short

Resistance Roll: TEN -20 negates

Complementary Components: Glecan berry, water (+10)

An animal failing its resistance roll against this spell becomes your ally for the rest of the encounter. It will follow, defend, and aid you as best it can. It will not attack your companions, but neither is it inclined to help them.

Animal Voice

Tradition: Nature

Difficulty Level: 4

Field: Alteration

Casting Time: 2 rounds

Duration: 1 encounter

Effect: Moderate

Perimeter: Self

Range: No

Resistance Roll: None

Complementary Components: A part of the animal (+10)

You gain the ability to perfectly mimic the sounds of the desired creature. Sonic powers or magical effects cannot be duplicated, however.

Animate Plants

Tradition: Nature

Difficulty Level: 13

Field: Alteration, Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Intermediate

Range: Short

Resistance: STR -20 negates

Complementary Components: Leaf of chosen plant (+5)

This spell may only be used in environments with plant life. Grasses, vines and other lightweight plants come alive, grasping your enemies. Anyone targeted within the affected area must make a STR -20 to move. Failure means the target is unable to move any farther that round, but may attempt again next round.

Animate Trees

Tradition: Nature

Difficulty Level: 16

Field: Alteration, Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Intermediate

Range: Short

Resistance Roll: None

Complementary Components: Bark from chosen tree (+5)

This spell animates a number of trees to fight on your behalf. A typical animated tree has these statistics: AR 12, DR 12, LP 100 per hit location, deals 1d10 damage in melee combat, STR 80, NIM 40, END 80, TEN 70. The GM may adjust these scores for larger or smaller trees. Animated trees are immune to all mind-altering magic and illusions. The trees are able to uproot themselves and move, but they do so slowly at 10 feet each round.

Appearance of Another

Tradition: Arcane
 Difficulty Level: 9
 Field: Alteration, Manipulation
 Casting Time: Immediate
 Duration: Encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: PER -30 negates
 Complementary Components: Bodily detritus from the mimicked (+15, required!)

You change a touched target's appearance to match someone else's. The required component must be a piece of detritus (hair, nail, etc.) belonging to the person or creature being mimicked. This spell will duplicate the look, voice, and even scent exactly. Those interacting with the altered target are permitted a resistance roll only if they have reason to doubt the deception.

Armor of Retribution

Tradition: Divine
 Difficulty Level: 10
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One (armor or shield)
 Range: No
 Resistance Roll: None
 Complementary Components: None

The armor worn (or shield carried) by the subject glows brightly and inflicts 1d6 damage to the attacker when struck by physical weapons, back at the same location(s) hit.

Banish

Tradition: Divine
 Difficulty Level: 15
 Field: Manifestation
 Casting Time: 1 round
 Duration: Instantaneous
 Effect: Major
 Perimeter: One
 Range: Near
 Resistance Roll: TEN -25 negates
 Complementary Components: None

This powerful spell forces a creature from an alternate plane of existence to return to its home plane. Banish functions on any plane and has even been used by resourceful sevars to return from a different plane.

Banish the Dead

Tradition: Divine
 Difficulty Level: 10
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Major
 Perimeter: One
 Range: Near
 Resistance Roll: NIM -10 for half damage
 Complementary Components: Holy water (required!)

This spell blasts a target undead creature with divine energy, causing 1d8 damage to all hit locations and bypasses all protection.

Become Shadow

Tradition: Arcane
 Difficulty Level: 19
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Extreme
 Perimeter: One
 Range: No
 Resistance Roll: TEN -30 negates
 Complementary Components: A gold vial of black oil (+15)

This spell transforms the target and his possessions into a living shadow. In this form, the subject is insubstantial and cannot be harmed or affect the physical world in any way -- including spell-casting. The subject may move normally, speak in a whisper, but otherwise makes no noise and gains a +30 bonus to stealth-related expertise rolls.

Bestow Luck

Tradition: Divine
 Difficulty Level: 7
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: Near
 Resistance Roll: None
 Complementary Components: None

Subject gains a 10 bonus to a future Attack, Contact, Subterfuge, resistance, or expertise roll. The subject chooses when to use the bonus, but the bonus must be used in the same encounter this spell is cast, or it is lost.

Bind Entity

Tradition: Divine
 Difficulty Level: 11
 Field: Manifestation
 Casting Time: 6 rounds
 Duration: 1 encounter
 Effect: binds entity to one spot
 Perimeter: One
 Range: Short
 Resistance Roll: TEN -20 negates
 Complementary Components: Black iron, demon blood (+10)

With the power of this spell, the sevar binds an entity from a different plane of existence in place. The target will be unable to move or take any action for the duration of the spell, unless its resistance roll is successful. Bind Entity terminates the instant that the creature is harmed.

Blazing Sun

Tradition: Arcane
 Difficulty Level: 6
 Field: Martial
 Casting Time: Immediate
 Duration: 1d4 rounds
 Effect: Major
 Perimeter: Close
 Range: Near
 Resistance Roll: NIM negates
 Complementary Components: A handful of sulfur (+10)

This spell emits a brilliant flash of light that blinds all affected targets for 1d4 rounds. Blinded creatures are considered stunned for the spell's duration.

Bleed

Tradition: Arcane
Difficulty Level: 15
Field: Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Near
Resistance Roll: END -10 negates
Complementary Components: Bat teeth (+10%)

The victim of this spell bleeds profusely from any wounds. Any hit location already wounded or becomes wounded during the duration of this spell bleeds for an additional point of damage at the end of each round for the duration of this spell.

Blend

Tradition: Nature
Difficulty Level: 6
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Tree bark (+10)

This spell, cast only in a natural environment, grants limited invisibility by letting you blend into the surroundings perfectly. You are undetectable by sight as long as you remain stationary. The spell ends when you move, attack, or take an action such as spellcasting.

Blinding Light

Tradition: Divine, Nature
Difficulty Level: Divine 8, Nature 5
Field: Martial
Casting Time: Immediate
Duration: 1d4 rounds
Effect: Major
Perimeter: Intermediate
Range: Short
Resistance Roll: NIM -10 negates
Complementary Components: Mirror shard (+5)

This spell creates a sudden, intense flash that blinds and stuns all affected targets for 1d4 rounds.

Blindness

Tradition: Arcane
Difficulty Level: 9
Field: Enchantment
Casting Time: Immediate
Duration: 1 encounter
Effect: target becomes blind
Perimeter: One
Range: Short
Resistance Roll: TEN negates
Complementary Components: Powdered citrine (+10)

The target's eyes burn with pain and suffer near-blindness, able to only see bright sources of light.

Bone Shards

Tradition: Arcane
Difficulty Level: 14
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: Intermediate
Range: Short
Resistance Roll: NIM -10 negates for each shard
Complementary Components: Silk pouch of bones (+5)

You cause a small explosion of 2d6 shards of bone, each shard causing 1d4 damage. You can direct these bone shards at any combination of targets up to the total shards produced, each with a separate resistance roll.

Bone Snap

Tradition: Arcane, Divine
Difficulty Level: 18
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: One
Range: Near
Resistance Roll: None
Complementary Components: A virgin's bone (required!)

This spell breaks a bone in a random location of the target's body. The affected location is automatically reduced to 0 Life Points and disabled. It does not heal until treated with a successful healing expertise roll; even then, it heals at half the normal rate. The location remains disabled until all Life Points are restored.

Breath of Darkness

Tradition: Divine
Difficulty Level: 16
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Close
Range: Near
Resistance Roll: None (see text)
Complementary Components: Unholy symbol of Pillith (required!)

You conjure a dark, shadowy cloud that reduces the movement range in (or through) the affected area by one increment (i.e., Short to Near, Near to Miniature, Miniature to None), and halves all movement rolls. Plus, all subjects in the affected area must make a TEN -30 resistance roll each round, or take 1d6 damage to all hit locations (same to those without hit locations) that bypasses all protection.

Burrow the Ground

Tradition: Arcane
Difficulty Level: 8
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Badger claws (+10)



This spell grants the subject the ability to move large amounts of earth very rapidly, at two hundred cubic feet per minute with their bare hands. This spell only affects dirt and earth; the subject cannot dig through stone.

Bury

Tradition: Divine

Difficulty Level: 14

Field: Manifestation

Casting Time: 3 rounds

Duration: Instant

Effect: Moderate

Perimeter: One (corpse)

Range: No

Resistance Roll: None

Complementary Components: Holy water (required!)

This spell is known in many religions as “the Last Rite,” for burying those who have passed. Upon completion of the spell, the target corpse sinks into the ground, to a depth of about six feet. A small stone appears to mark the spot, inscribed with the name of the target corpse. The corpse’s name need not be known beforehand, making this spell useful for identifying unknown bodies.

Cage of Entrapment

Tradition: Arcane

Difficulty Level: 14

Field: Manifestation

Casting Time: Immediate

Duration: 1 encounter

Effect: Creates a metal cage

Perimeter: One

Range: Short

Resistance Roll: NIM -10 negates

Complementary Components: Silver wire (+5)

You conjure up a wired cage of unbreakable metal to entrap the target. The cage is always large enough to hold the target.

Call Lightning

Tradition: Nature

Difficulty Level: 14

Field: Martial

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: Medium

Resistance Roll: NIM -20 for half damage

Complementary Components: Wood from lightning-struck tree (+10)

You’re able to call down lightning strikes from the sky on a single target, causing 2d8 electricity damage to all of the target’s hit locations. This spell may only be cast at outdoor targets.

Call Rain

Tradition: Nature
Difficulty Level: 10
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Extensive
Range: No
Resistance Roll: None
Complementary Components: Spring water (+10)

This spell creates a light shower of rain. The rain can be stationary or follow you around (your choice when cast). The rainwater doesn't vanish when the spell ends and can benefit dry climates; it will extinguish most non-magical fires; it can wash away tracks and scents, making tracking difficult. You may end the spell at will any time during its duration.

Calm Animal

Tradition: Nature
Difficulty Level: 1
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One (animal)
Range: Short
Resistance Roll: None
Complementary Components: A pinch of food (+10%)

This spell instantly calms any animal. Once calmed, the animal will not attack for the spell's duration unless provoked. Most affected wild creatures will just wander away. This spell will stop trained animals from following attack orders as well. Hungry predators are only calmed for the interim and will probably attack again once the spell expires.

Carve Stone

Tradition: Arcane
Difficulty Level: 14
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: A vial of acid (+5)

You can shape stone as if it were soft clay, though it retains the normal hardness and durability.

Cat's Speed

Tradition: Arcane
Difficulty Level: 5
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: A handful of cat's fur (+5)

The target becomes very agile and gains +20 bonus points to Nimbleness. Subsequent castings of this spell do not increase the attribute while a similar spell is in effect.

Chain of Energy

Tradition: Divine
Difficulty Level: 7
Field: Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Near
Resistance Roll: STR for half damage or negates (see text)
Complementary Components:

Every time you select this spell, pick and note a new energy type (such as electricity, fire, ice, light, shadow, sonic, etc). You summon a chain of energy that constricts itself around the target, doing 1d6 damage the initial round (STR resistance roll for half damage). Each round thereafter, the target is entitled to another STR resistance roll to break the chain and end the effect, or take another 1d6 damage.

Change Environment

Tradition: Arcane
Difficulty Level: 20
Field: Alteration
Casting Time: 20 rounds
Duration: 1 encounter
Effect: Extreme
Perimeter: Immense
Range: No
Resistance Roll: None
Complementary Components: Soil sample from desired environment (required!)

You use this spell to create a temporary environment, changing the surrounding area into an exact duplicate of the site from which the soil sample was extracted, at the time it was taken, for the duration of this spell. Everything is recreated for the duration of the spell, including landscape, temperature, weather conditions, indigenous flora and fauna (nothing supernatural or dangerous), and even day/night time. Artificial structures are not recreated, but existing ones disappear to make room for the new environment. Once created, you may leave the area if you wish.

Change Form

Tradition: Arcane
Difficulty Level: 17
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Extreme
Perimeter: One
Range: No
Resistance Roll: TEN -30 negates (if unwilling)
Complementary Components: A piece of intended shape (required!)

This spell changes the target into another creature or person. It requires a piece of what you wish to turn the target into. An unwilling target can negate the effect with a TEN -30 resistance roll. The target's possessions do not change with the transformation, and may be damaged if the new shape is larger. The target gains the new form's Attack Rating, Defense Rating, natural attacks and natural armor (if any). Special attacks and abilities may or may not be granted at the GM's discretion (a person changed into a dragon may not be

able to figure out how to breathe fire or use their new wings to fly). For simplicity, continue to use the target's original body diagram so any damage taken will correlate when the effect expires. The GM may give temporary Life Points for large forms or increase the damage done to a small form.

Change Voice

Tradition: Arcane
Difficulty Level: 7
Field: Alteration, Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: TEN -20 negates (if unwilling)
Complementary Components: Steel wire (+5)

This spell alters the target's voice according to your wish, and may be used to replicate the known voice of another person.

Cheetah Speed

Tradition: Nature
Difficulty Level: 7
Field: Alteration
Casting Time: 1 round
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Cat claws (+10)

Calling upon the speed of a great cat, this spell increases the target's movement speed by one increment per casting.

Cleanse Water

Tradition: Nature
Difficulty Level: 10
Field: Alteration
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Range: No
Perimeter: One (water source)
Resistance Roll: None
Complementary Components: water from a spring (+10)

This spell cleanses one water source of any poisons or pollutants and makes stagnant water fresh. You can clean as much water as you're able to see. For moving water, such as rivers, you must touch the origin of either the water or the pollution to cleanse it.

Cleanse Wound

Tradition: Nature
Difficulty Level: 7
Field: Alteration
Casting Time: Immediate
Duration: Instantaneous
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Boiled water (+5)

This spell grants you the ability to restore 1d8 Life Points to any one hit location touched.

Cloak

Tradition: Arcane
Difficulty Level: 11
Field: Manifestation, Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: A nightshade flower petal (+5)

Inky shadows surround the target, making detection difficult for others, even in bright light, and adding a +2 bonus to the target's Defense Rating.

Command

Tradition: Divine
Difficulty Level: 16
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: TEN -20 negates
Complementary Components: None

A target failing the resistance roll must obey a single command that you issue when you cast this spell. The spell transcends all language barriers, so the target automatically understands the command, fulfilling it to the best of its ability. Command does not work against undead or extraplanar creatures.

Command Dead

Tradition: Divine
Difficulty Level: 15
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One (undead creature)
Range: Short
Resistance Roll: TEN -25 negates
Complementary Components: None

This is identical to the Command spell, except it only affects undead creatures. Only intelligent targets (such as vampires) are entitled to a resistance roll.

Command Planar Entity

Tradition: Divine
Difficulty Level: 17
Field: Manipulation
Casting Time: 1 round
Duration: 1 encounter
Effect: Major
Perimeter: One (extraplanar creature)
Range: Short
Resistance Roll: TEN -30 negates
Complementary Components: None

This is identical to the Command spell, except it affects only extraplanar creatures.

Condemn

Tradition: Divine

Difficulty Level: 15

Casting Time: Immediate

Duration: 1 adventure

Effect: Major

Perimeter: One

Range: Short

Resistance Roll: None

Complementary Components: Blessed prayer parchment (+10)

This spell curses the target, who suffers a -10 penalty to all Attack, Contact, resistance, and expertise rolls. You must specify a curse-lifting condition that the target is capable of fulfilling; common examples include atonement, religious conversion, or renouncing a sinful activity. The Remove Curse spell also ends this spell.

Conjure Hole

Tradition: Arcane

Difficulty Level: 16

Field: Manifestation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Close

Range: Near

Resistance Roll: None

Complementary Components: Metal tube (+5)

You create a hole in a structure or the ground. This can be used to make peepholes, passages through walls, or opening pits under enemies. The original structure remains solid and does not collapse. When the effect ends, anything in the hole is gently pushed forward or out.

Conjure Shadow Beast

Tradition: Arcane

Difficulty Level: 9

Field: Manifestation

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: Near

Resistance Roll: TEN -20 negates

Complementary Components: Dust of nightshade flower (+5)

This spell causes shadows to coalesce into a nightmarish image that slams into the target. The frightening sight and the sudden impact of the slightly solidified shadows leaves the target stunned with fear and unable to act for 1d4 rounds on a failed resistance roll.

Conjure Shadow Image

Tradition: Arcane

Difficulty Level: 10

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: Short

Resistance Roll: None

Complementary Components: Dust of nightshade flower (+5)

This spell shapes shadows into any translucent image desired. For the duration, you can control or move the image and change its shape. While slightly unnerving, the image cannot harm anyone, nor

will it fool anyone into thinking it is real, although it may be mistaken for such at distance, in darkness.

Conjure Shadow Weapon

Tradition: Arcane

Difficulty Level: 15

Field: Martial

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Self

Range: No

Resistance Roll: None

Complementary Components: Carved obsidian (+10)

This spell creates a weapon of shadow for the caster. It appears as a long whip-like tendril of shadow, with which the caster may strike up to 15' feet away (requiring normal attack roll). The weapon does 2d8 damage.

Consecrate Ground

Tradition: Divine

Difficulty Level: 13

Field: Alteration, Protection

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Intermediate

Range: No

Resistance Roll: None

Complementary Components: Holy symbol and holy water (required!)

This spell generates a powerful ward against the undead, preventing them from entering the protected area. All undead creatures already in the area when the spell is cast are forced to flee.

Contact Other Plane

Tradition: Arcane

Difficulty Level: 20

Field: Communication

Casting Time: 10 rounds

Duration: Instantaneous

Effect: Extreme

Perimeter: One

Range: No

Resistance Roll: TEN -30 (if unwilling)

Complementary Components: Natural material from intended plane (+10, required!)

One of the most powerful spells in existence, it transports the target(s) to an alternate plane of existence. The necessary component for this spell is a segment of naturally occurring material (such as stones) from the plane you desire to contact. Care must be taken when choosing a component, because it determines where on the plane the subjects arrive. Upon the spell's completion, the component is returned to the exact point on its plane of origin, along with the subjects transported. This spell cannot be used to change locations on the same plane, only to travel from one plane to another. You would also be well advised to pick up a component for the return trip home before casting this spell.

Contaminate

Tradition: Divine

Difficulty Level: 10

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: Intermediate

Range: Short

Resistance Roll: None

Complementary Components: A vial of urine (+10)

This spell contaminates all food and water within the affected area, making them unsuitable for consumption.

Control Martial Magic

Tradition: Arcane

Difficulty Level: 10

Field: Protection

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One (spell)

Range: Short

Resistance Roll: None

Complementary Components: A small mirror (+5)

With this spell, you can redirect an attack spell. For the duration of the spell, you can change the destination of one ranged martial spell that is perceptible to you.

Control Mist

Tradition: Nature

Difficulty Level: 4

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: Extensive

Range: Short

Resistance Roll: None

Complementary Components: Water from a spring (+5)

This spell enables you to control any bank of fog or mist present. You can thicken, thin, mold, and move it in any way desired. The effect is merely cosmetic, however, and the mist or fog is harmless.

Control Shadow

Tradition: Arcane

Difficulty Level: 6

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One (shadow)

Range: Near

Resistance Roll: None

Complementary Components: A nightshade leaf (+5)

You take control of an existing shadow with this spell. You may shape it and move it in any way you desire.



Control Vine

Tradition: Nature
Difficulty Level: 8
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: STR -20 negates
Complementary Components: Vine leaf (+5)

This spell creates a vine at the target's feet. It sprouts forth and ensnares the target, binding it to the spot for the spell's duration. The target is entitled to a resistance roll at the end of each round to break free of the grasp.

Control Weather

Tradition: Nature
Difficulty Level: 20
Field: Manifestation
Casting Time: 2 rounds
Duration: 1 encounter
Effect: Extreme
Perimeter: Immense
Range: Long
Resistance Roll: None
Complementary Components: Sand, water, earth (required!)

This, one of the rarest merthwarg spells, enables you to summon and control any weather desired. From something as simple as changing the temperature a few degrees to conjuring fierce winds and lightning storms, you have the weather in your control—albeit not precisely. While you could create tornados, you cannot guide their path. While you could create raging thunderstorms, you cannot direct the lightning strikes. You will not be able to target individual enemies or protect your allies caught in the weather you created.

Courage

Tradition: Divine
Difficulty Level: 3
Field: Protection
Casting Time: Immediate
Duration: Instantaneous
Effect: Moderate
Perimeter: One
Range: Short
Resistance Roll: None
Complementary Components: None

Instantly removes a subject's fear, provided it was not magically induced. A subject believing the casting sevar is nearby (whether this is true) will not succumb to fear again.

Create Cuts

Tradition: Arcane
Difficulty Level: 8
Field: Martial
Casting Time: Immediate
Duration: 1 round per wizard path level
Effect: Moderate
Perimeter: One
Range: Short
Resistance Roll: None
Complementary Components: A glass shard (+5)

Tiny painful cuts appear across the target's body, causing one Life Point of damage to all hit locations. This spell will continue to do damage at the end of each round for the spell's duration, as long as you do nothing else but concentrate. If you take any damage or perform any other action, the spell terminates immediately.

Create Food & Drink

Tradition: Divine
Difficulty Level: 10
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Close
Range: Near
Resistance Roll: None
Complementary Components: None

This spell creates food and drink, chosen by the caster. Anything is possible, from the basest gruel to the most extravagant banquets (with expanded area). The spell can produce simple water or wines beyond imagining. Any food or drink not consumed simply vanishes after the encounter.

Create Structure

Tradition: Arcane
Difficulty Level: 15
Field: Manifestation
Casting Time: 15 rounds
Duration: 1 encounter
Effect: Extreme
Perimeter: One (structure)
Range: Short
Resistance Roll: None
Complementary Components: A miniature model of desired structure (required!)

This versatile spell lets you temporarily create any type of building or structure, but you must have a miniature representation of the desired structure. The only real limit is that the larger or more impressive the desired structure, the more detailed the miniature must be. A simple bridge or cottage may require just a rough hand-carved model. For a fortress or palace, the degree of detail would mandate a master artisan.

Creation of the Dead

Tradition: Arcane
Difficulty Level: 13
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One (corpse)
Range: Near
Resistance Roll: None
Complementary Components: A pint of virgin's blood (+10)

This spell reanimates a single corpse as a zombie or skeleton (depending upon the body's condition). The undead creature has enough sentience to follow its creator's orders and fulfill assigned duties independently.

Crushing Meteor

Tradition: Arcane

Difficulty Level: 20

Field: Martial

Casting Time: Immediate

Duration: Instantaneous

Effect: Extreme

Perimeter: One

Range: Medium

Resistance Roll: None

Complementary Components: True meteor fragment (required!)

This is easily the most destructive spell known to exist. Once cast, nothing short of a miracle will save the target. The only question is how many will die alongside him. This spell summons a meteor from the sky to strike down the target, instantly incapacitating it. Once the spell is completed, it takes 10 rounds for the meteor to hit. It is guided magically, so it will hit the target regardless: If the target hides in a fortress, the meteor will reduce it to rubble; if in a cave, it will bring the mountain down on top of him. The GM may have to rule the exact effect on nearby creatures. Usually, anything within Near range of the target is instantly incapacitated as well. Anything within Short range of the target takes 2d10 to all hit locations (8d10 for those without hit locations). Anything within Medium range takes 1d10 to all hit locations (4d10 for those without hit locations). The caster is not immune to being caught in the blast, either. The fragments from the meteor called may not be used to cast this spell.

Cure Disease

Tradition: Divine, Nature

Difficulty Level: Divine 13, Nature 11

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: None

Instantly cures the recipient of any and all diseases.

Cure Fear

Tradition: Divine

Difficulty Level: 8

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: Short

Resistance Roll: None

Complementary Components: None

Removes any fear from the target, including those induced magically.

Cure Madness

Tradition: Divine

Difficulty Level: 11

Field: Alteration

Casting Time: 2 rounds

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Holy water (+10)

This spell restores the subject's sanity instantly.

Cure Poison

Tradition: Divine, Nature

Difficulty Level: Divine 8, Nature 11

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: None

This spell cleanses the subject of all poison harming the body. Cure Poison does not prevent future poisonings, nor does it heal any LP loss caused by the poison, but all immediate deleterious effects are removed completely.

Curse

Tradition: Divine

Difficulty Level: 16

Field: Alteration

Casting Time: Immediate

Duration: 1 adventure

Effect: Extreme

Perimeter: One

Range: Near

Resistance Roll: TEN -30 negates

Complementary Components: Possession belonging to the target (required!)

A curse is successfully bestowed upon a target failing the resistance roll. You and the GM must decide the exact extent of the curse. It should not be immediately life threatening, but may cause almost any hardship imaginable.

Curse of Disease

Tradition: Divine

Difficulty Level: 15

Field: Alteration

Casting Time: Immediate

Duration: Instant

Effect: Major

Perimeter: One

Range: Near

Resistance Roll: END -40 negates

Complementary Components: Bottle of polluted water (+10)

This spell inflicts a disease of your choosing upon a target failing the resistance roll. The GM determines the exact effects, although even fatal diseases rarely incapacitate the victim upon initial exposure.

Curse of Nature

Tradition: Nature
Difficulty Level: 18
Field: Alteration
Casting Time: Immediate
Duration: 1 session
Effect: Extreme
Perimeter: One
Range: Near
Resistance Roll: TEN -30 negates
Complementary Components: A piece of the animal and the target (required!)

This frightening spell is often reserved for those who are a threat to nature, transforming the target into an animal of your choosing. Frequently the offender is changed into something small and helpless as a lesson. Crueler merthwargers have used this to turn victims into savage beasts that prey upon their own family and friends.

While in the new shape, the target will behave exactly like the animal, and gains the new form's Attack Rating, Defense Rating, natural attacks and natural armor (if any). For simplicity, continue to use the target's original body diagram so any damage taken will correlate when the effect expires. You have no control over the victim, but may cast other spells that assert effects over animals on it (including a controlling one). The target will have a vivid recollection of the experience once the spell expires, and should it be killed during the transformation, the corpse returns to its original form.

Darkness

Tradition: Arcane, Nature
Difficulty Level: 12
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Close
Range: Short
Resistance Roll: None
Complementary Components: A chunk of obsidian (+5)

You cover an area in complete darkness in which no source of light (save for magical means and innate abilities) will work. This spell is often used with the Nocturnal Eyes spell.

Deaf

Tradition: Arcane
Difficulty Level: 9
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: END negates
Complementary Components: Powdered amethyst

The target becomes deaf for the duration of this spell.

Death Touch

Tradition: Divine
Difficulty Level: 20
Field: Martial
Casting Time: Immediate
Duration: 5 rounds
Effect: Extreme
Perimeter: One
Range: No
Resistance Roll: TEN -30 negates
Complementary Components: A handful of cemetery soil (required!)

This spell sheathes your hand in dark energy capable of incapacitating anyone or anything you touch. A normal attack roll is required to deliver the energy, and a target failing the resistance roll becomes unconscious immediately, all previous positive Life Points dropping to zero. The charge of energy must be used within 5 rounds or fades completely.

Decay Structure

Tradition: Nature
Difficulty Level: 18
Field: Alteration
Casting Time: 2 rounds
Duration: 1 year
Effect: Extreme
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Wood from a tree at least 1000 years old (+20)

This formidable spell is used by militant merthwargers to "reclaim the nature" from man-made civilizations. With a touch, a single artificial structure begins to degenerate rapidly. For every day that passes, the structure will deteriorate as if one year has passed. Also, vegetation around the structure will grow at three times the normal rate; vines will cover walls, grass will sprout between stones, etc. The GM decides the building's final fate, but virtually nothing can withstand the full duration of this spell. A simple log hut will be uninhabitable in a short week, while a stone fortress may stand a couple months. The damage can be repaired, but this only delays the inevitable. You can terminate this spell at will, and it ends instantly upon your death.

Deep Breath

Tradition: Arcane
Difficulty Level: 8
Field: Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: A glass globe of air (+10)

This spell fills the target's lungs with an endless supply of fresh air, meaning the target does not need to breathe in for the spell's duration. Aside from the obvious use for underwater activities, this also protects the subject from inhaling poisonous fumes.

Deepen Shadows

Tradition: Arcane
 Difficulty Level: 4
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Small
 Range: Short
 Resistance Roll: None
 Complementary Components: Ash (+5)

This spell causes existing shadows to lengthen and deepen. If none exist, the perimeter becomes engulfed in shadow and may obscure anything within.

Deflect Projectiles

Tradition: Arcane
 Difficulty Level: 10
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Steel shard (+5)

This spell creates an invisible shield around the subject and will automatically deflect any non-magical projectile attack (arrows, slings, thrown axes and daggers, etc.) aimed at the subject. It will protect against a number of such attacks equal to caster's wizard path level.

Destroy Light

Tradition: Divine
 Difficulty Level: 11
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: Intermediate
 Range: Medium
 Resistance Roll: None
 Complementary Components: Black desert sand (+10)

You bring darkness upon an area, though all light sources remain functional inside this darkness.

Detect Undead

Tradition: Arcane
 Difficulty Level: 1
 Field: Communication
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Intermediate
 Range: self
 Resistance Roll: None
 Complementary Components: A dab of harcoal ointment (+5)

This spell enables you to sense any undead creatures within your proximity, even through walls or sight unseen, discerning their general location, but not their type.

Disable

Tradition: Divine
 Difficulty Level: 12
 Field: Martial
 Casting Time: Immediate
 Duration: 5 rounds
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: END negates (see text)
 Complementary Components: None

This spell requires an attack roll. Upon touch, it discharges devastating divine energy into a target and disables the body part hit, reducing the Life Points for the struck location to 1, and the target failing the resistance roll is stunned (but still able to escape) for the encounter's duration. Those without hit locations have their current Life Points halved, and suffer the same consequence on a failed resistance roll. The charge of energy must be used within 5 rounds or fades completely.

Discern Demeanor

Tradition: Divine
 Difficulty Level: 5
 Field: Communication
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Intermediate
 Range: No
 Resistance Roll: None
 Complementary Components: None

You are able to determine the general moral inclination (benevolent, malevolent, indifferent, etc.) of all targets in sight within the perimeter.

Discern Faith

Tradition: Divine
 Difficulty Level: 5
 Field: Communication
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Short
 Resistance Roll: None
 Complementary Components: Holy water (+5)

You are able to divine the target's deity of worship, as well as how pious and devoted it is to the faith. You will still sense the target's overall belief in the gods if no particular deity is favored. This spell also reveals and identifies the target's status as a sevar, priest, or anything else within a religious order.

Discern Lie

Tradition: Divine
 Difficulty Level: 10
 Field: Communication
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: Holy oil (+5)

This spell alerts you mentally to anything spoken in your presence that is a deliberate lie. Therefore, if a person believes the world will end tomorrow, this spell will not peg that as a lie. It does not determine how much truth is actually present or withheld, only that the speaker is lying.

Discern Magic

Tradition: Arcane, Divine, Nature
Difficulty Level: Arcane 5, Divine 7, Nature 9
Field: Communication
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Intermediate
Range: No
Resistance Roll: None
Complementary Components: Blessed sand (+10)

You can sense any magical objects or effects within the affected area. Although this spell does not reveal the nature of the magic detected, you're able to sense and gauge its relative strength. It cannot estimate the strength of a spell being cast, only any of its lingering effects.

Discern True Form

Tradition: Divine
Difficulty Level: 6
Field: Communication
Casting Time: Immediate
Duration: Instantaneous
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: None

You can discern a target's true form, seeing through any disguise and physical alterations, mundane or magical.

Divine Avenger

Tradition: Divine
Difficulty Level: 14
Field: Manifestation
Casting Time: 1 round
Duration: 1 encounter
Effect: Major
Perimeter: Self
Range: Self
Resistance Roll: None
Complementary Components: Holy symbol (required!)

You summon a divine spirit to fight for you. It has a Threat Rating equal to one-half your sevar path level, maximum 10 TR. It will inflict 1d6 damage per TR on each hit.

Divine Bind

Tradition: Divine
Difficulty Level: 12
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: Near
Resistance Roll: TEN -20 negates
Complementary Components: Holy symbol of Veda (+10)

You can hold and immobilize one target with your gaze (although the target does not have to meet it for the spell to function). You cannot perform any other action while this spell is in effect. Any damage you take will end the spell.

Divine Fury

Tradition: Divine
Difficulty Level: 10
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Holy symbol of Pelatos (+10)

This spell grants the recipient a +10 attack bonus and +10 damage bonus for their next attack. Only one Divine Fury spell may be in effect on a subject at any one time.

Divine Gift

Tradition: Divine
Difficulty Level: 2
Field: Alteration
Casting Time: 1 round
Effect: Moderate
Duration: 1 encounter
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Holy symbol (required!)

The subject gains +1 DR and +1 damage bonus.

Divine Grasp

Tradition: Divine
Difficulty Level: 3
Field: Manifestation
Casting Time: Immediate
Effect: Moderate
Duration: 1 encounter
Range: Near
Perimeter: One
Resistance Roll: NIM negates
Complementary Components: None

A hand of divine energy solidifies from the ground and grabs the target, slowing its movement range by one increment (i.e., Short to Near, Near to Miniature, Miniature to None) and halving all movement rolls.

Divine Protection

Tradition: Divine
Difficulty Level: 1
Field: Manifestation, Protection
Casting Time: 1 round
Duration: Instantaneous
Effect: Moderate
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: Holy symbol (+5)

You conjure an invisible shield of divine energy that absorbs 5 x your sevar path level in points of damage (maximum 50) before it's destroyed. This protection reduces damage from all attacks, before

resistance rolls and other protections are applied, but may still be bypassed. Only one Divine Protection spell may be in effect on a subject at any one time.

Divine Retribution

Tradition: Divine
 Difficulty Level: 4
 Field: Protection
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Major
 Perimeter: Self
 Range: No
 Resistance Roll: TEN negates
 Complementary Components: Holy symbol (+5)

After casting this spell, the very next attacker whose physical strike damages you must make a TEN resistance roll or take the same amount of damage to the exact same hit location(s) it struck, without any protection.

Divine Sight

Tradition:
 Difficulty Level: 3
 Field: Alteration
 Casting Time: 1 round
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: None

This spell enables you to see all invisible creatures and objects within Short range.

Divine Smite

Tradition: Divine
 Difficulty Level: 15
 Field: Alteration, Martial
 Casting Time: Immediate
 Effect: Minor
 Duration: Instantaneous
 Perimeter: One
 Range: Near
 Resistance Roll: None
 Complementary Components: Holy symbol (required!)

The subject's next successful attack does triple (3x) damage. Only one Divine Smite spell may be in effect on a subject at any one time.

Divine Stagger

Tradition: Divine
 Difficulty Level: 13
 Field: Martial
 Casting Time:
 Duration: instantaneous
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: NIM -20 negates
 Complementary Components: Holy symbol (+5)

You call forth a hand enveloped in divine energy that hits and stuns the target who fails a NIM -20 resistance roll for 1d4 rounds.

Dominance of the Mind

Tradition: Arcane
 Difficulty Level: 20
 Field: Manipulation
 Casting Time: Immediate
 Duration: 1 session
 Effect: Major
 Perimeter: One
 Range: Short
 Resistance Roll: TEN -30 negates
 Complementary Components: Vampire eye (required!)

A target failing its resistance roll against this spell becomes bound to the caster's will for the duration. The caster is able to telepathically direct the target's thoughts, emotions and actions. While this link works across any distance, it does not grant shared sensory impressions.

Dragon's Armor

Tradition: Arcane
 Difficulty Level: 13
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Dragon scale powder (+20)

An invisible field surrounds and immunizes the subject from all forms of fire and heat damage.

Dragon's Tooth

Tradition: Arcane
 Difficulty Level: 5
 Field: Martial
 Casting Time: 1 round
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Short
 Resistance Roll: None
 Complementary Components: A dagger (required!)

This spell hurls a dagger from your hand and strikes the target unerringly, doing 1d4 damage and bypasses any protection on the hit location struck. The dagger then disintegrates completely.

Earthquake

Tradition: Nature
 Difficulty Level: 15
 Field: Manipulation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: Intermediate
 Range: Medium
 Resistance Roll: NIM -30 (see text)
 Complementary Components: Sand, water, earth (+10)

This spell causes the affected surface to shake violently. At the beginning of each round, all in the area must make a resistance roll or fall prone and become stunned for the round. Those making the roll still suffer a -20 penalty on all their actions. The earthquake will automatically panic all normal animals, and may cause considerable structural damage at the GM's discretion.

Enchant Beast

Tradition: Arcane, Nature

Difficulty Level: 10

Field: Manipulation

Casting Time: 2 rounds

Duration: 1 encounter

Effect: Moderate

Perimeter: One (creature)

Range: Short

Resistance Roll: TEN -20 negates

Complementary Components: Eagle claws (+10)

This spell enables you to befriend one creature of at least animal-level intelligence, though you do not necessarily command the creature. The creature will not attack you and will try to be helpful, but unless it is trained or you are able to communicate with it, it cannot follow your orders. Aggressive creatures will defend you in combat. This spell doesn't change the creature's attitudes towards your companions, but most creatures will refrain from attacking them.

Enchant Equipment

Tradition: Arcane

Difficulty Level: 10

Field: Alteration

Casting Time: 6 rounds

Duration: 1 encounter

Effect: Moderate

Perimeter: One (object)

Range: No

Resistance Roll: None

Complementary Components: A pinch of gold dust (+10)

You can place a minor enchantment upon a single object, such as a weapon, piece or suite of armor, tool or instrument. Although the object will respond to a Detect Magic spell for the duration, the effect is generally cosmetic. You can make the item glow in any color (but not sufficient to be a light source) and feel "special" to the user, but it carries no actual magical properties or measurable powers of any kind. However, when this spell is placed on a weapon it will harm those rare creatures vulnerable only to magic. Otherwise, this spell is primarily employed by charlatans to fool the unwary.

Enchant Mind

Tradition: Arcane

Difficulty Level: 16

Field: Enchantment

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: Short

Resistance Roll: TEN -20 negates

Complementary Components: 2 RL worth of powdered pearl (+10)

This spell makes one person or one creature of at least human-level intelligence friendly to you. The target, while retaining free will, will aid you in any reasonable fashion and consider your safety above all else. It is possible to convince a charmed target to take great risks, but only through skillful persuasion.

Enchantment of Despair

Tradition: Arcane

Difficulty Level: 7

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: Short

Resistance Roll: TEN negates

Complementary Components: Ash of burned roses (+5)

This spell overwhelms the target with sadness and misery. There is no initial need to resist this spell, but rather, each round the target must make the resistance roll to take any action. Otherwise, the victim spends the round too depressed to act.

Energy Ball

Tradition: Arcane, Nature

Difficulty Level: Arcane 16, Nature 15

Field: Martial

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: Intermediate

Range: Medium

Resistance Roll: NIM -20 for half damage

Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, electricity, fire, ice, sonic, water, etc). This spell launches a sphere of the chosen energy type that explodes for 2d10 damage to everything (and all hit locations) in the perimeter.



Energy Bolt

Tradition: Arcane, Divine
 Difficulty Level: Arcane 8, Divine 9
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Short
 Resistance Roll: NIM for half damage
 Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, cold, electricity, fire, sonic, water, etc). This spell projects a bolt of that energy type, causing 1d8 damage.

Energy Engulfment

Tradition: Arcane, Divine, Nature
 Difficulty Level: Arcane 12, Divine 13, Nature 13
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Short
 Resistance Roll: NIM -10 for half damage
 Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, cold, electricity, fire, sonic, water, etc). This spell projects a wave of that energy type, striking and flowing over the target's entire body, causing 1d8 damage to all hit locations (2d8 to those without hit locations).

Energy Orbs

Tradition: Arcane, Nature
 Difficulty Level: Arcane 6, Nature 7
 Field: Manifestation, Martial
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: Near
 Resistance Roll: None
 Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, cold, electricity, fire, sonic, water, etc). This spell creates a small glowing yellow orb of that energy type. Typically this orb hovers in your off-hand or upon your chest. Once per round, you can draw from this energy to create additional orbs which can be thrown as an attack (requiring spell attack roll). These orbs do 1d6 damage each when they hit. Otherwise, the orb will linger for a whole encounter after creation. Orb spells are popular among wizards, both for their combat application and utility as a light source.

Energy Shell

Tradition: Arcane, Divine, Nature
 Difficulty Level: Arcane 14, Divine 14, Nature 12
 Field: Manifestation, Martial
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: Self
 Range: No
 Resistance Roll: NIM negates
 Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, electricity, fire, ice, sonic, water, etc). This spell envelops you in that type of energy, which will inflict 1d8 damage to the hit location used to make the attack (unless the attacker makes a resistance roll) each time you are struck in melee.

Energy Storm

Tradition: Arcane, Nature
 Difficulty Level: 18, Nature 17
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Major
 Perimeter: Wide
 Range: Medium
 Resistance Roll: NIM -30 for half damage
 Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, cold, electricity, fire, sonic, water, etc). The spell projects a massive storm of the chosen energy type that causes 2d10 damage to everything (and all hit locations) within the perimeter.



Energy Touch

Tradition: Arcane, Divine
Difficulty Level: Arcane 3, Divine 4
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Effect: Moderate
Range: No
Perimeter: One
Resistance Roll: NIM negates
Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, cold, electricity, fire, sonic, water, etc). This spell charges your hand with energy of that type, causing 1d4 points of damage upon touching a target (no attack roll required).

Energy Vortex

Tradition: Divine, Nature
Difficulty Level: Divine 18, Nature 19
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Close
Range: Near
Resistance Roll: NIM -10 for half damage
Complementary Components: None

Every time you select this spell, pick and note a new energy type (such as acid, air, cold, electricity, fire, sonic, water, etc). This spell conjures a vortex of that energy type which you can sustain, control and move, as long as you maintain concentration. The vortex causes 2d8 damage to all hit locations (and 4d8 to those without) to targets in the affected area.

Enlarge Flame

Tradition: Arcane
Difficulty Level: 12
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One (flame)
Range: Short
Resistance Roll: None
Complementary Components: A small firelog (+10)

This spell drastically enlarges a chosen flame. For the spell's duration, the fire leaps to twice its height, spreads twice as fast (if permissible), intensifies to cause twice the damage, and consumes its fuel at twice the normal rate (possibly burning itself out). Enlarge Flame only works on natural fires (even if started by magic), not magical spells with fire effects.

Enthrall

Tradition: Divine
Difficulty Level: 12
Field: Communication, Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Intermediate
Range: No
Resistance Roll: TEN -20 negates
Complementary Components: None

You begin a rousing sermon that thoroughly captivates all listeners who fail the resistance roll in the affected perimeter. They may do nothing but be enthralled by your words. You may release anybody you wish from the effect or terminate the spell at any time. You must continue the speech for the duration or the spell ends. Any listener harmed during the period becomes free of the enchantment automatically.

Fey Dancer

Tradition: Nature
Difficulty Level: 4
Field: Manifestation
Casting Time: Immediate
Duration: 1d4 rounds
Effect: Moderate
Perimeter: One
Range: Short
Resistance Roll: TEN negates
Complementary Components: Soil from Ny'lana

You conjure a fey spirit which will attempt to mesmerize a target. Failing the resistance roll means the target is distracted and considered stunned for 1d4 rounds.

Figments of the Imagination

Tradition: Arcane
Difficulty Level: 5
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: Short
Resistance Roll: TEN negates
Complementary Components: A cup of colored sand (+10)

This spell causes the target to see, hear, and feel airy images all around. These illusions, while obvious, are incredibly distracting as they draw upon the target's own mind for effectiveness. On a failed resistance roll, the target suffers a -10 penalty on Attack, Contact, all attribute and expertise rolls.

Fire

Tradition: Nature
Difficulty Level: 1
Field: Manifestation
Casting Time: 1 round
Duration: 1 encounter
Effect: Moderate
Perimeter: One (fire)
Range: No
Resistance Roll: None
Complementary Components: Wood twigs (+10)

This is a simple utilitarian spell, producing a small campfire safe for the wilderness. It will provide light, warmth, and cook a meal as a normal fire, but will not burn anything else and requires no fuel. Even the grass underneath will not be ignited.

Fly

Tradition: Divine

Difficulty Level: 17

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: None

This spell grants the subject the ability to fly at movement range of Short.

Fool's Enlightenment

Tradition: Arcane

Difficulty Level: 12

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: Near

Resistance Roll: None

Complementary Components: Clear lens (+5)

This is the bane of illusionists. The recipient of this spell sees illusions for what they are, and automatically resists any illusion spell for the duration, while any current illusions cease to affect the subject.

Foresight

Tradition: Divine

Difficulty Level: 5

Field: Communication

Casting Time: Immediate

Duration: 1 encounter or until discharged

Effect: Moderate

Perimeter: Self

Range: Near

Resistance Roll: None

Complementary Components: Holy Symbol of Lynstal (+10)

You receive a vision of the next immediate action that one target in your sight intends to perform. The target must already know what it wants to do for this spell to work.

Forest Armor

Tradition: Nature

Difficulty Level: 9

Field: Protection

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Leaf and bark (+10)

This spell surrounds the subject with a protective layer of bark and leaves, granting the subject a +2 Defense Rating, as well as a +20 bonus to stealth- and concealment-related rolls while in an appropriate environment.

Freedom of Movement

Tradition: Arcane, Divine

Difficulty Level: Arcane 6, Divine 8

Field: Alteration, Protection

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: Near

Resistance Roll: None

Complementary Components: Broken chain link (+10)

This spell makes the subject immune to any other spell that traps or hinders movement. The subject also automatically escapes any mundane bindings.

Freezing Air

Tradition: Arcane

Difficulty Level: 11

Field: Martial

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Close

Range: Short

Resistance Roll: STR -30 negates

Complementary Components: A silk fan (+10)

Targets within the affected area are frozen in place, coated with a thin sheet of ice. Though the targets take no actual damage, they must succeed at the resistance roll each round to break free. The ice is easily broken from the outside, however, and any attack against a trapped target will free it.

Freezing Rain

Tradition: Nature

Difficulty Level: 17

Field: Manifestation, Martial

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Intermediate

Range: Medium

Resistance Roll: END -20 for half damage

Complementary Components: Spring water (+10)

This spell drenches the affected area in freezing cold rain, causing all within to suffer 1d4 cold damage to all locations (1d8 for those without hit locations) each round. In addition, movement becomes treacherous on the icy surface, requiring a NIM -20 roll or you fall prone. You may move the area of effect by taking an action to concentrate.

Full Rejuvenation

Tradition: Divine

Difficulty Level: 15

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Holy water (+10)

You can completely heal a subject with but a touch, restoring Life Points to full amount for all hit locations.

Gale

Tradition: Nature
Difficulty Level: 13
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: STR -20 negates (see text)
Complementary Components: Any natural material gathered from Ara'Nossi (+10)

You summon a strong gale of wind. Creatures caught in the gale lower their normal movement range by one increment and take -50 penalty to their movement rolls. Those failing the STR -20 resistance roll also halve their primary attributes while in the affected area.

Giant's Strength

Tradition: Arcane
Difficulty Level: 5
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Ivory sliver (+5)

The subject gains +20 points to Strength. Subsequent casting of this spell does not increase the attribute while a similar spell is in effect.

Gift of Selani

Tradition: Divine, Nature
Difficulty Level: Divine 3, Nature 2
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: Near
Resistance Roll: None
Complementary Components: Holy symbol of Selani (+10)
This spell enables the recipient to breathe underwater and move freely in an aquatic environment at full normal speed.

Growth

Tradition: Nature
Difficulty Level: 3
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Close
Range: Short
Resistance Roll: None
Complementary Components: Grass blade (+10)
This spell is a mostly beneficial one, enabling nearby plants to grow rapidly. In seconds, plants sprout plentifully and may bloom or spawn fruit. A simple seed can become a full tree in only a few minutes. This spell spurs only natural growth, as the plants will not become larger than normally possible, nor do you have much control over its shape. Growth does not animate the plants in any way and cannot be used

as an attack (although the enemies won't be happy to see, say, poison ivy overrunning their gardens).

Guidance

Tradition: Divine
Difficulty Level: 3
Field: Communication
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: None

This spell enables you to seek divine guidance from your deity. You may one ask yes-or-no question pertaining to your current course of action or one you are contemplating. The answer is always truthful, or as much as the foreseeable situation permits. Those resorting to this spell too often should be reminded that what the deity desires is not always to their benefit.

Hands of the Dead

Tradition: Arcane
Difficulty Level: 6
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: finger bone (+5)
This spell transforms the caster's fingertips into wicked bone claws, doing 2d4 damage in melee combat.

Heal Animal

Tradition: Nature
Difficulty Level: 8
Field: Alteration
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: One (animal)
Range: No
Resistance Roll: None
Complementary Components: Caster's own blood (+10)
This spell completely heals one normal animal of all Life Point damage.

Heal the Faithful

Tradition: Divine
Difficulty Level: 10
Field: Alteration
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Holy water (+10)
This is identical to Full Rejuvenation, except it only restores Life Points of those in devout worship of your deity. While it's possible

for full conversion at a subject's waning moment, the GM has the final decision as to whether a recipient qualifies.

Heal Wound

Tradition: Divine
 Difficulty Level: 5
 Field: Alteration
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Holy water (+5)

This spell restores full Life Points to one hit location touched (or 1d10 Life Points for those without hit locations).

Heaven's Gate

Tradition: Divine
 Difficulty Level: 17
 Field: Communication
 Casting Time: 10 rounds
 Duration: 1 round per caster's sevar path level
 Effect: Extreme
 Range: No
 Perimeter: Small
 Resistance Roll: None
 Complementary Components: Natural material from the intended plane (+20)

This is identical to the arcane spell, Contact Other Plane, except that it creates an interplanar gateway, only to the realm of the caster's patron deity. Anyone or anything fitting the gateway can pass through it.

Holy Armor

Tradition: Divine
 Difficulty Level: 7
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Range: No
 Perimeter: One
 Resistance Roll: None
 Complementary Components: Holy oil (+5)

This spell engulfs the subject in a divine, protective aura, granting the subject the equivalent of +2 Protection Value. Only one Holy Armor spell may be in effect on a subject at any one time.

Holy Fire

Tradition: Divine
 Difficulty Level: 13
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Range: Short
 Perimeter: One
 Resistance Roll: NIM -10 for half damage
 Complementary Components: None

This spell projects a wave of fiery (but not actual fire) divine energy that washes over the target, doing 1d8 damage to all hit locations (2d8 to those without hit locations) that bypasses all protection.

Holy Light

Tradition: Divine
 Difficulty Level: 14
 Field: Manifestation, Protection
 Casting Time: Immediate
 Duration: 1 round
 Effect: Major
 Perimeter: Close
 Range: Short
 Resistance Roll: None
 Complementary Components: None

This spell floods the affected area with divine energy. Anyone (or anything) of a different moral orientation (benevolent, malevolent, indifferent) from the caster entering or passing through it takes 1d4 points of damage to all hit locations (1d8 to those without hit locations) without any protection.

Holy Rune

Tradition: Divine
 Difficulty Level: 12
 Field: Alteration
 Casting Time: 3 rounds
 Duration: 1 session or until triggered
 Effect: Major
 Perimeter: One (object)
 Range: No
 Resistance Roll: None
 Complementary Components: Powdered silver (+5)

This spell places a magical trap upon the target object. The first person or creature to physically contact the object suffers 1d10 points of damage to all hit locations (3d10 to those without hit locations). While casting the spell, you may exclude specific persons from the effect so they may touch the object with impunity.

Holy Strike

Tradition: Divine
 Difficulty Level: 15
 Field: Martial
 Casting Time: Immediate
 Duration: 1 encounter or until triggered
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: None

The next successful attack against the target inflicts double damage.

Holy Weapon

Tradition: Divine
 Difficulty Level: 9
 Field: Martial
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One (object)
 Range: No
 Resistance Roll: None
 Complementary Components: Holy oil (+5)

This spell blesses a weapon you touch, granting it a +2 damage bonus on every successful hit.

Homing Attack

Tradition: Arcane, Divine
Difficulty Level: Arcane 12, Divine 10
Field: Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: None
Complementary Components: White feather (+5)

For the spell's duration, the subject can choose to make one attack that will hit automatically with no attack roll needed (but gaining no Momentum from the attack), even for a called shot.

Horns of Horror

Tradition: Arcane
Difficulty Level: 20
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Extreme
Perimeter: Wide
Range: No
Resistance Roll: TEN -30 negates
Complementary Components: A fragment of shian's bone (required!)

When this spell is completed, the shian's bone emits a blood curdling cry from your grasp. Anyone in the affected area (except you and those you wish to exclude) hearing it must make a resistance roll or be flooded with fear, instantly collapsing on the spot and consumed with terror for the spell's duration. A harmed or threatened victim will flee from the threat.

Illumination

Tradition: Arcane
Difficulty Level: 1
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Minor
Perimeter: Intermediate
Range: No
Resistance Roll: None
Complementary Components: A firefly, living or dead (+10)

A common utilitarian spell, Illumination sheaths a small stone with light.

Illusion

Tradition: Arcane
Difficulty: 9
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Close
Range: Short
Resistance Roll: PER -20 negates
Complementary Components: A mirror shard (+5)

This spell is the mainstay of any true illusionist's repertoire. It enables you to create any illusion that will seem real to anyone interacting with the image. The targets are allowed resistance rolls only when they have a reason to believe what they see is false. This illusion appeals to all senses, even touch, but cannot cause damage, nor is it truly solid. A person would feel heat from an illusionary campfire but



would not be burned when reaching into it. You the caster control the illusion and, paying some attention, can direct it with minimal effort. If you cannot attend to it actively, you can command it to react with a reasonable semblance of intelligence. Otherwise, the image will simply cease movement altogether.

Illusion of Touch

Tradition: Arcane
Difficulty Level: 16
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Extreme
Perimeter: One
Range: Near
Resistance Roll: TEN -30 negates
Complementary Components: Silver needles (+5)

You control the target's tactile sense for the duration of the spell. You can make the subject feel unimagined pleasure or unbearable pain at will, and force the victim to suffer up to a -30 penalty to all Attack, Contact, attribute and expertise rolls. This spell is highly sought after by entertainers and torturers alike.

Illusionary Enemy

Tradition: Arcane

Difficulty: 14

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Close

Range: Near

Resistance Roll: PER -30 negates

Complementary Components: Small silver mirror (+10%)

This spell creates a self-sustained illusion that attacks your enemies. You determine any form for the illusion, but it must be believable (e.g., appearing as a summoned creature or a guard rushing to your aid). The image has a 14 Attack Rating and 17 Defense Rating. Everyone will believe the illusion until successfully striking it, each hit entitling the attacker to a resistance roll to penetrate the illusion. Until the resistance roll is made, the image will do 1d12 points of illusionary damage to the target on a hit. This damage is recorded separately from all real damage, but counts toward disabling a hit location. However, the victim is only rendered unconscious if felled by the image's blow. This illusionary damage lasts until a night's sleep, even if the image is defeated.

Impede Spells

Tradition: Divine

Difficulty Level: 12

Field: Alteration

Casting Time: Immediate

Effect: Moderate

Duration: 1 round

Range: Near

Area: One

Resistance Roll: TEN -10 negates

Complementary Components: None

You lengthen the time required for an affected target to cast spells by one increment (i.e., Immediate casting time becomes One Round, One Round becomes 2+ Rounds, 2+ Rounds become Encounter, and so on). The target may still use improvisational spellcasting to reduce spellcasting time.

Infestation

Tradition: Arcane, Nature

Difficulty Level: 4

Field: Manifestation

Casting Time: Immediate

Duration: 1 round

Effect: Major

Perimeter: One

Range: Short

Resistance Roll: TEN -10 negates

Complementary Components: A handful of locust wings (+10)

This minor summoning spell conjures a cloud of insects that swarms the target. It does no real damage, but is severely distracting. Each round, the target must succeed at the resistance roll or suffer a -10 penalty to all actions in that round.

Inflict Wound

Tradition: Divine

Difficulty Level: 7

Field: Martial

Casting Time: Immediate

Duration: 5 rounds

Effect: Moderate

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Bone fragments (+5)

You can discharge negative divine energy as a spell attack into a target, causing 1d6 damage and bypassing all protection. The charge of energy must be used within 5 rounds or fades completely.

Inner Light

Tradition: Divine

Difficulty Level: 2

Field: Manifestation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: Close

Range: No

Resistance Roll: None

Complementary Components: None

You are bathed in a soft, emanating glow sufficient for a light source.

Inspire

Tradition: Divine

Difficulty Level: 4

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: Short

Resistance Roll: None

Complementary Components: None

Subject gains a +10 bonus to a future Attack, Contact, attribute, resistance, or expertise roll. The subject chooses when to use the bonus, but the bonus must be used in the same encounter this spell is cast or it is lost.

Instill Madness

Tradition: Divine

Difficulty Level: 18

Field: Alteration

Casting Time: 5 rounds

Duration: 1 encounter

Effect: Extreme

Perimeter: One

Range: Near

Resistance Roll: TEN -30 negates

Complementary Components: A strand of demon hair (+10)

This frightening spell drives the target insane. The exact effects are left up to the GM, but the consequences should be debilitating. The target may start to ramble incoherently, scream for no reason, or show any other signs of insanity. The victim is also incapable of taking action against the caster.

Knight's Sword

Tradition: Arcane
Difficulty Level: 4
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Self
Range: No
Resistance Roll: No
Complementary Components: A length of steel (+5)

This spell summons to the caster's hand a sword fit for a knight that can be used as a weapon (1d8 damage).

Knowledge of Object

Tradition: Arcane
Difficulty Level: 18
Field: Communication
Casting Time: 1 encounter
Duration: Instantaneous
Effect: Moderate
Perimeter: one (object)
Range: No
Resistance Roll: None
Complementary Components: Gold and crystal eyeglass (+10)

You learn the history of the target object and every significant fact about it, including its properties and powers, if it is magical.

Lend Life

Tradition: Divine
Difficulty Level: 16
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: None
Complementary Components: Caster's own blood, holy water (+20)

This spell produces an empathic bond between you and a subject. Through this link, you are able to transfer your own Life Points to the subject on a point-for-point basis to the corresponding hit location. You may transfer as many Life Points in a round up to your current total or the subject's original total, but it counts as your action for the round.

Levitate

Tradition: Arcane
Difficulty Level: 12
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: TEN -10 negates (if unwilling)

Complementary Components: A strand of vampire hair (+20)

This spell enables you to move a target in any direction you choose, up to Near range per round. An unwilling target making the resistance roll can control its own movement or end the spell immediately. You may let the subject control its own movement, if you wish.

Life Drain

Tradition: Divine
Difficulty Level: 5
Field: Alteration
Casting Time: 1 Round
Duration: Instantaneous
Perimeter: One
Effect: Major
Range: Near
Resistance Roll: TEN negates
Complementary Components: None

A successful casting of this spell transfers 1d4 Life Points from one target to any one of your hit locations. Against targets with hit locations, the points are transferred from the location with the most LP remaining (you choose which location in ties).

Limbo Sight

Tradition: Divine
Difficulty Level: 12
Field: Communication
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: No
Resistance Roll: None
Complementary Components: Small mirror (+10)

This spell enables you to see into the Limbo Plane, a realm of the dead where spirits linger after death. You can see the spirits of those who have passed away within the past month. Most spirits will not speak to you, though angry ghosts may go on a diatribe.

Locate Object

Tradition: Arcane
Difficulty Level: 8
Field: Communication
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Wide
Range: No
Resistance Roll: None
Complementary Components: Steel needle (+5)

This spell unerringly directs you to one chosen object, as long as it is within the affected area. If not, the spell will direct you should the object come into range while it remains in effect. If more than one of the target objects is within range, Locate Object will lead you to the nearest one. Once that is discovered, the spell will indicate the next nearest object.

Magic Shield

Tradition: Arcane
Difficulty Level: 4
Field: Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: Piece of metal (+5)

This spell creates a mystical shield of impenetrable energy that interposes itself between you and all attacks, gaining +2 to your Defense

Rating: Only one Magic Shield spell may be in effect on a subject at any one time.

Maim

Tradition: Nature
 Difficulty Level: 7
 Field: Martial
 Casting Time: Immediate
 Effect: Major
 Duration: 1 encounter
 Perimeter: Self
 Range: One
 Resistance Roll: None
 Complementary Components: Bear claw (+10)

The subject now does 1d8 damage with an unarmed strike.

Major Invisibility

Tradition: Arcane
 Difficulty Level: 18
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Braided vampire hair (+15)

This spell turns the subject totally undetectable by any means, including magic. The subject's presence is not revealed regardless of its action, and may reveal and re-conceal its presence at will for the duration of the spell. Barring effects affecting the whole perimeter, it is near-impossible to hit the subject.

Major Mind Touch

Tradition: Arcane
 Difficulty Level: 18
 Field: Manipulation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Extreme
 Perimeter: One
 Range: Short
 Resistance Roll: INT -30 negates
 Complementary Components: Ruby worth 50 gold (+5)

This spell is a powerful hypnosis that changes the target's thoughts. You can replace an existing thought or plant a completely new one on a target who fails the resistance roll. The target will act whole-heartedly, as if this new suggestion is fact, regardless of all evidence to the contrary. For example, a delusion of ceasing gravity will cause the victim to cling to something for dear life, or flail helplessly as to avoid floating away. A target convinced to follow someone's order or die will inspire absolute loyalty or cause the victim to commit suicide.

Manipulate Lock

Tradition: Arcane
 Difficulty Level: 13
 Field: Manipulation
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One (lock)
 Range: No
 Complementary Components: A tin key (+5)

This spell delicately manipulates the inner mechanism of a lock to open or close it.

Meld

Tradition: Nature
 Difficulty Level: 14
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: NIM negates (if unwilling)
 Complementary Components: Sand, water, earth (+5)

This spell "fuses" the subject into a natural object, such as a tree, a stone, or even the ground beneath. The subject is completely impervious to harm while melded, and takes no damage, even from damage done to the object. If the object is completely destroyed, the subject is simply ejected unharmed. The subject also may end the spell at any time to leave the object.

Melt Armor

Tradition: Arcane
 Difficulty Level: 19
 Field: Alteration, Martial
 Casting Time: 1 round
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: Near
 Resistance Roll: None
 Complementary Components: Metal melted by lightning (+10)

This spell strikes fear in the heart of most heavily armored warriors. Upon completion of this spell, the target's metal armor begins to melt. All metal armors worn lose one Protection Value each, while the locations they covered suffer two Life Points of damage, until the armor is destroyed, removed, or the spell ends.

Merthwarg Mark

Tradition: Nature
 Difficulty Level: 4
 Field: Communication
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Blood (+10)

This spell produces a magical mark or signature unique to you that may or may not be visible (your choice). Regardless of visibility, all animals and merthwargs can sense it automatically. This is usually cast to indicate a merthwarg's territory, and animals treat it similarly to the way they would a mark left by a dominant member of their species. Other merthwargs may recognize marks they have sensed before. The signature lasts as long as you live, until it is covered by a new mark, or when you choose to erase it.

Mind Touch

Tradition: Arcane
Difficulty Level: 12
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: INT -20 negates
Complementary Components: Ruby worth 5 gold (+5)

This spell is a potent hypnosis that changes a target's attitude. This is a more focused version of the Minor Mind Touch spell, enabling you to inspire an emotion in the target and amplify it as you wish. A victim could be inundated with a murderous rage at fellow companions, or imbued with a slavish devotion to a person.

Mind Stab

Tradition: Divine
Difficulty Level: 15
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: No
Resistance Roll: TEN -30 negates
Complementary Components: None

Make a spell attack. A struck target must make a TEN -30 resistance roll or lose 1d4 slots randomly from their memory matrix for one encounter.

Minor Absorption

Tradition: Arcane
Difficulty Level: 10
Field: Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Quartz crystal (+5)

An invisible shield encircles and protects the subject from the next spell targeting it, or until the spell expires. Minor Absorption cancels any spell, including beneficial ones, and cannot be 'turned off' to permit spells to be cast on the subject. Against area-affecting spells, only the target of this spell is protected.

Minor Invisibility

Tradition: Arcane
Difficulty Level: 12
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Strand of vampire hair (+20)

The subject of this spell becomes completely invisible for the duration of the spell, or until revealing itself by attacking or casting an offensive spell.

Minor Mind Touch

Tradition: Arcane
Difficulty Level: 6
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: Short
Resistance Roll: WIS -10 negates
Complementary Components: Quartz crystal (+5)

This spell can change or amplify a target's emotions, though you cannot control the target's precise reaction to those emotions. For example, instilling rage in a soldier as his superior officer issues stern orders may cause him to attack the officer or prompt him to rant insubordinately. If the emotions contradict or interfere with the target's current action (a laughing fit or crippling sadness in a fight), the target suffers a -10 penalty.

Minor Trick

Tradition: Arcane
Difficulty Level: 1
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Minor
Perimeter: Close
Range: Near
Resistance Roll: None
Complementary Components: A pinch of colored sand (+10)

This spell produces small, obvious illusions mostly for entertainment or personal amusement.

Move Multiple Objects

Tradition: Arcane
Difficulty Level: 9
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Close
Range: Short
Resistance Roll: None
Complementary Components: Amber dust (+10)

This is the advanced version of the Move Object spell. It functions the same way, but each object may weigh up to 10 pounds per caster's wizard path level.

Move Object

Tradition: Arcane
Difficulty Level: 1
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Minor
Perimeter: One
Range: Short
Resistance Roll: None
Complementary Components: Feather (+5)

You are able to move an object with but a mental thought with this spell. The object cannot weigh more than 5 x your wizard path level in pounds, nor can it move beyond Miniature range each round, making it too slow to be a viable attack. If the object is held or restrained, you must succeed in an opposed roll using TEN versus the opposition's STR to wrest the item away.

Mute

Tradition: Arcane, Divine
 Difficulty Level: Arcane 10, Divine 12
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: Near
 Resistance Roll: TEN negates
 Complementary Components: None

The target of this spell cannot speak and is unable to make any noise for the duration.

Nature of the Fish

Tradition: Nature
 Difficulty Level: 8
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Fish scale (+10)

This spell magically adapts the subject to operate underwater. The subject can breathe normally underwater and is treated as having 10 expertise ranks in swimming.

Nature Walk

Tradition: Nature
 Difficulty Level: 12
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Soil sample from the present environment (+5)

Subject can move within any natural or wilderness environment unseen. The subject remains effectively invisible until performing an offensive action (such as attack or casting martial magic). The effect also ends instantly when the subject leaves the environment (e.g., entering a town or building).

Nature's Respite

Tradition: Nature
 Difficulty Level: 2
 Field: Alteration
 Effect: Moderate
 Casting Time: Immediate
 Duration: Instantaneous
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Pristine earth or spring water (+10)

You restore 1d4 Life Points to a single hit location (and the same to those without hit locations)

Nature's Shape

Tradition: Nature
 Difficulty Level: 10
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: A part of the desired shape (required!)

This spell transforms the target into a plant, as determined by the component used. This can be anything from a blade of grass to a large tree.

While in the new form, the target remains aware of the surrounding, but is unable to take any action. Every hour spent in plant form grants the subject the equivalent of full rest for the time, as well as drawing enough nutrients and water from the soil for the day's needs. The subject regains Life Points equal to those gained during a full day's rest for every eight hours in the plant form. The subject itself can end the spell at any time, and retains a vivid recollection of the experience once the spell expires. Should the subject be killed during the transformation, the corpse returns to its original form. For simplicity, use the subject's original body diagram for damage suffered.

Nature's Warning

Tradition: Nature
 Difficulty Level: 3
 Field: Manipulation
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Near
 Resistance Roll: TEN negates
 Complementary Components: Animal fur (+10)

You bellow a guttural, menacing growl that imposes a -10 attack penalty on the target's next attack. This is considered a fear effect.

Nightmare

Tradition: Arcane
 Difficulty Level: 16
 Field: Manipulation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: Near
 Resistance Roll: TEN -30 negates
 Complementary Components: A piece of an undead creature (+10)

The target's mind swims in visions of its deepest, most frightening fears. Upon failing the resistance roll, the victim collapses on the spot and cowers in terror for the spell's duration, paralyzed by the ghostly images of the fears swirling about. A harmed or threatened victim will flee from the threat.

Nocturnal Eyes

Tradition: Nature
Difficulty Level: 7
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: The eyes of a nocturnal creature (+10)

This spell enables the subject to see in any darkness.

Orc's Giant Axe

Tradition: Arcane
Difficulty Level: 6
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: A chunk of metal (+5)

This spell creates a heavy two-handed axe (1d12 damage) that may be used normally.

Paralyze

Tradition: Arcane
Difficulty Level: 14
Field: Manipulation
Casting Time: Immediate
Duration: 1d4 rounds
Effect: target can't move
Perimeter: One
Range: Short
Resistance Roll: TEN -20 negates
Complementary Components: Powdered jade (+5)

This spell paralyzes a target failing the resistance roll from moving for 1d4 rounds, holding it still in one place.

Pause Decomposition

Tradition: Arcane
Difficulty Level: 9
Field: Alteration
Casting Time: Immediate
Duration: 1 session
Effect: Moderate
Perimeter: One (corpse)
Range: Near
Resistance: None
Complementary Components: Salt and formaldehyde (+10)

This spell halts the decomposition of a corpse completely. If the corpse is fresh, it will not even lose its body heat. It is rumored that this spell was created by an undead wizard to use upon himself.

Permanency

Tradition: Arcane
Difficulty Level: 19
Field: Abjuration
Casting Time: 1 encounter
Duration: 1 session
Effect: Extreme
Perimeter: Next spell cast
Range: No
Resistance Roll: TEN negates (if unwilling)
Complementary Components: 1d6 Life Points (required!)

The power of Permanency makes it one of the most sought-after spells in existence. The completion of this spell will make the effect of the very next spell you cast successfully permanent. To cast Permanency, you must sacrifice 1d6 Life Points, or it may come from anyone willing and present for the spell's casting. This Life Point is lost permanently and can never be regained. The effect of Permanency ends if you fail to cast a spell successfully in the same session.

Plant Form

Tradition: Nature
Difficulty Level: 15
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: Tree bark (+5)

This spell transforms you into a living plant, granting you +10 STR and END. Also, your body toughens to the equivalent of a giant redwood, as all damage you suffer is halved after protection (except from fire, which causes double damage) and your unarmed strikes deal 1d10 damage.

Possess Animal

Tradition: Nature
Difficulty Level: 16
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One (animal)
Range: Near
Resistance Roll: TEN -20 negates
Complementary Components: A part of the target animal (+10)

You vanish physically and merge with an animal, gaining complete control over it if it fails the resistance roll. Should the animal die during the possession, you are ejected and returned to your original state unharmed.

Pounce

Tradition: Nature
Difficulty Level: 9
Field: Alteration, Martial
Casting Time: Immediate
Effect: Moderate
Duration: 1 encounter
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: Claw from a predatory cat (+10)

The subject's unarmed strikes are automatically considered stunning attacks.

Power of Selisee

Tradition: Divine
 Difficulty Level: 3
 Field: Alteration, Communication
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Area: One
 Range: No
 Resistance Roll: None
 Complementary Components: Holy symbol of Selisee (required!)

You gain two additional slots in your memory matrix. This spell may be cast multiple times, each time expanding the recipient's memory matrix by another two slots.

Prayer

Tradition: Divine
 Difficulty Level: 10
 Field: Alteration
 Casting Time: Immediate
 Effect: Moderate
 Duration: 1 encounter
 Range: Short
 Perimeter: One
 Resistance Roll: None
 Complementary Components: None

You intone a battle prayer and bless a subject, granting +2 to its Attack Rating and Defense Rating. Only one Prayer spell may be in effect on a subject at any one time.

Protect

Tradition: Divine
 Difficulty Level: 5
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: None

This spell calls upon a god's protection, granting +1 Defense Rating to the recipient. Only one Protect spell may be in effect on a subject at any one time.

Protection from Elements

Tradition: Divine, Nature
 Difficulty Level: 16 for divine, 11 for nature
 Field: Protection
 Casting Time: Immediate
 Duration: 1 session
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: holy oil (+10) for divine; a piece of fur (+10) for nature

Subject protected by this spell does not suffer ill effects or damage from environmental hazards such as extreme temperatures, toxic fumes, etc. However, it offers no protection against similar effects

from magic. With this spell, you may survive in the harshest regions of the world.

Protection of Thought

Tradition: Arcane
 Difficulty Level: 9
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Quartz crystal (+5)

While protected by this spell, the subject is immune to any spell or power that affects the mind.

Purify

Tradition: Divine
 Difficulty Level: 9
 Field: Alteration, Protection
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: Intermediate
 Range: No
 Resistance Roll: None
 Complementary Components: None

This spell purifies all food and drink in the affected area, removing any poison or impurities.

Purify Air

Tradition: Divine
 Difficulty Level: 9
 Field: Alteration, Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Intermediate
 Range: Short
 Resistance Roll: None
 Complementary Components: None

This spell freshens the air and cleanses it of contaminants, as well as scents.

Quagmire

Tradition: Nature
 Difficulty Level: 13
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: Intermediate
 Range: Medium
 Resistance Roll: None
 Complementary Components: Swamp water (+10)

This spell turns the affected area into a swamp-like bog for the duration. Watery mud and weeds, two feet deep, hinders any trying to move in or through it. All surface movements are halved while in this quagmire. Other side effects may be possible while the spell's active, such as losing a small item dropped into the mud.

Quicksand

Tradition: Nature

Difficulty Level: 13

Field: Alteration

Casting Time: 1 round

Duration: 1 encounter

Effect: Major

Perimeter: Intermediate

Range: Near

Resistance Roll: NIM -10 negates

Complementary Components: Any natural material gathered from Ny'Lana (+10)

This spell changes the affected area into loose, wet sand. All creatures in the quicksand not succeeding at their resistance roll will start sinking. Those trapped are entitled to a NIM -10 resistance roll on their turn each round, with a cumulative -10 penalty (i.e., -20 the second round they're in the quicksand, -30 the third round, and so forth). After a number of rounds trapped in the quicksand equal to its Size Rating (5 for normal humanoids), a creature is completely buried with no chance of escape without outside aid, and may die if the caster ends the spell.

Read Thoughts

Tradition: Arcane

Difficulty Level: 12

Field: Communication

Casting Time: Immediate

Duration: 1 encounter

Effect: listens to thoughts

Perimeter: One

Range: Short

Resistance Roll: None

Complementary Components: Rose quartz lens (+10)

This spell lets you glimpse the target's surface thoughts. Read Thoughts cannot be resisted and the target remains unaware of the intrusion unless alerted by you, but you have no control over any of the target's thoughts. This reading never goes beyond the superficial level, so you may not always be able to extract the information sought. For example, a wizard using this spell on a prisoner may never actually find the truth popping into the subject's mind, which may be spending all its time spawning lies and wondering how the wizard knows he's lying. If the target realizes or suspects what is happening, it may simply think of something else or stare blankly into space.

Remove Curse

Tradition: Divine

Difficulty Level: 9

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: holy water

Removes any curse from the subject instantly.

Remove Magic

Tradition: Arcane

Difficulty Level: 15

Field: Alteration, Protection

Casting Time: Immediate

Effect: Major

Duration: Instantaneous

Perimeter: One (spell)

Range: Short

Resistance Roll: None

Complementary Components: RL 2 worth of white diamond (+10)

This powerful spell nullifies one spell or targeted magical effect. Permanent effects are suppressed for 1 encounter, but return afterward. Neutralizing continuous spell effects with this spell is an extended action roll, using your Contact roll versus TSV = one-half the target spell's Difficulty Level, at one round interval. Remove Spell may be cast to dispel an instantaneous spell effect automatically as an action, as long as it is cast successfully.

Replica

Tradition: Arcane

Difficulty Level: 10

Field: Manipulation

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One (illusion)

Range: Short

Resistance Roll: PER -30 negates

Complementary Components: Something taken from or off the desired image (required!)

This spell produces a perfect illusion of a person or creature, but mandates something from or off the target you're duplicating for as a spell component. This image is under your control, but otherwise is somewhat intelligent and behaves exactly like the original, even when you know next to nothing about the target. A resistance roll is permitted only if those interacting with the image have reason to suspect deception.

Restfulness

Tradition: Divine

Difficulty Level: 11

Field: Alteration

Casting Time: Immediate

Duration: Instantaneous

Effect: Moderate

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Blessed food and drink (+10)

This spell instantly replenishes the subject, equivalent to a full night's rest, and dispels the effect of the Restlessness spell.

Restlessness

Tradition: Divine

Difficulty Level: 11

Field: Manipulation

Casting Time: Immediate

Duration: 1 session

Effect: Moderate

Perimeter: One

Range: No

Resistance Roll: END -20 negates

Complementary Components: A bottle of polluted water (+10)

The target is unable to rest, its sleep plagued with nightmares. This is most detrimental to spellcasters, as they will not be able to regain Mana through rest. They may still try to meditate to recover Mana, but doing so at -30 to their meditation roll.

Restore Allies

Tradition: Divine

Difficulty Level: 2

Field: Alteration

Casting Time: 1 round

Duration: Instantaneous

Effect: Moderate

Perimeter: Close

Range: Near

Resistance Roll: None

Complementary Components: None

This spell restores 1d4 Life Points to one hit location for all allies (but not yourself) in the affected area. Subjects may choose the hit location themselves.

Resurrect

Tradition: Divine

Difficulty Level: 20

Field: Alteration, Communication

Casting Time: 1 encounter

Duration: Instantaneous

Effect: Extreme

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: A piece of the target's physical remnant (required!)

The most powerful spell in a sevar's arsenal, Resurrect enables you to reach into the plane of Limbo, extract the target's soul and reunite it with the physical body. The target's body is fully restored to full health (if decomposed or damaged). If you fail the Contact roll, you may not cast this spell on the same target again (though other sevars may try). On a botch, you lose Resurrect from your repertoire and must reacquire it again. A subject whose soul voluntarily refuses to return to life will remain dead.



Roar of the Gods

Tradition: Divine
Difficulty Level: 20
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Effect: Extreme
Perimeter: Intermediate
Range: No
Resistance Roll: TEN -30 negates (see text)
Complementary Components: None

The spell doesn't actually produce a roar. Instead, it produces a whisper. But, this whisper is the voice of the gods, rendering all in the affected area unconscious on a failed resistance roll. Even when successfully resisted, targets become deaf for the duration of the encounter. Those unconscious cannot be awakened by any means for the encounter. You can choose subjects who shall be unaffected by this spell when casting Roar of the Gods.

Rogue's Dagger

Tradition: Arcane
Difficulty Level: 3
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: Small metal (+5)
This spell creates a simple dagger (1d4 damage) that can be wielded normally.

Rope

Tradition: Arcane
Difficulty Level: 2
Field: Manifestation
Casting Time: 1 round
Duration: 1 encounter
Effect: Moderate
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: Strand of hair (+10)
This spell produces a strong rope, 50' in length, a basic piece of adventuring gear commonly forgotten.

Rotting Flesh

Tradition: Arcane
Difficulty Level: 14
Field: Alteration
Casting Time: 14
Duration: 1d6 rounds
Effect: Major
Perimeter: One
Range: Short
Resistance Roll: END -10 negates
Complementary Components: A vial of spider venom (+5)
This frightening spell causes the target's flesh to rot. For 1d6 rounds, the target must succeed at a resistance roll each round or take 2 Life Points of damage to all hit locations (or 5 Life Points to those without hit locations).

Rusting Hands

Tradition: Arcane
Difficulty Level: 11
Field: Transmutation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Self
Range: No
Resistance Roll: None
Complementary Components: A piece of rusted metal (+5)

For the spell's duration, any metal coming into contact with your hands will rust very rapidly. Attempting to touch a piece of metal armor, a shield, or a weapon in combat is considered a spell attack. Each touch corrodes the metal, reducing the touched armor or shield's Protection Value and weapon's damage by half, to a minimum of 0. Anything metal, even enchanted items (save for artifacts), can be destroyed by this spell, given enough time.

Sand Storm

Tradition: Nature
Difficulty Level: 14
Field: Manifestation
Casting Time: Immediate
Duration: 1 round
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: None
Complementary Components: A handful of sand (+5)
This spell creates a raging sandstorm in the affected area. All creatures within suffer 5 points of damage to all unprotected hit locations each round (10 points to those without hit locations). Vision inside the storm is reduced to 5 feet.

Searing Light

Tradition: Divine
Difficulty Level: 8
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Perimeter: One
Effect: Moderate
Range: Short
Resistance Roll: NIM for half damage
Complementary Components: None
This spell unleashes a bolt of divine energy that strikes the target for 1d8 damage.

Secrets of the Dead

Tradition: Arcane
 Difficulty Level: 8
 Field: Communication
 Casting Time: 5 rounds
 Duration: 1 encounter
 Effect: Major
 Perimeter: 1 corpse
 Range: No
 Resistance Roll: None
 Complementary Components: Dried human blood (+10)

This spell lets you speak to the spirit of a corpse. The spirit will answer to the best of its knowledge from when it was alive, but is unable to relate anything that occurred after its death. This spell cannot be cast on a corpse more than once a week.

See into the Night

Tradition: Arcane
 Difficulty Level: 4
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: A lump of coal (+5)

This spell enables the subject to see in natural darkness as if it were bright daylight.

See into the Shadow

Tradition: Arcane
 Difficulty Level: 8
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Dried cave mold

With this spell, the subject may see perfectly in any, including magically produced, darkness.

Self Destruct

Tradition: Arcane
 Difficulty Level: 20
 Field: Martial
 Casting Time: 1 encounter
 Duration: Instantaneous
 Effect: Extreme
 Perimeter: One
 Range: Near
 Resistance Roll: END -50 negates
 Complementary Components: A physical part of the target and a corac claw (required!)

This spell destroys its target. The victim explodes from within, dying instantly. To cast the spell you need a part of the target's physical body (hair, nail, blood, etc) and a corac claw.

Sepulcher

Tradition: Divine, Nature
 Difficulty Level: Divine 16, Nature 14
 Field: Alteration
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Extreme
 Perimeter: One
 Range: Short
 Resistance Roll: NIM -20 negates (if unwilling)
 Complementary Components: Handful of dirt (+5)

This spell sinks the target creature or object below the earth and holds it underneath the ground. The target receives no damage and is able to breathe while entrapped, but can take no action. The spell returns the target to the surface after it expires, but the caster may end the effect at will. The target is always buried too deep to unearth without supernatural means.

Serpecia's Tears

Tradition: Nature
 Difficulty Level: 1
 Field: Manifestation
 Casting Time: Immediate
 Effect: Moderate
 Duration: Instantaneous
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Water from Ny'lana (+5)

You create a small globe of gelatinous liquid that, when consumed as an action, will replenish 1d6 Mana Points. It will evaporate if not consumed in two rounds.

Shade

Tradition: Nature
 Difficulty Level: 3
 Field: Manifestation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Minor
 Perimeter: Intermediate
 Range: No
 Resistance Roll: None
 Complementary Components: Dust collected in shade (+10)

This spell produces a shaded area around you. It has no practical application other than providing comfort from direct heat.

Shadow Bite

Tradition: Divine
 Difficulty Level: 5
 Field: Manifestation, Martial
 Casting Time: Immediate
 Effect: Major
 Duration: Instantaneous
 Perimeter: One
 Range: Near
 Resistance Roll: NIM negates
 Complementary Components: Holy symbol that was blessed in shadow (+10)

You conjure two shadowy fangs that spring from your hand and strike the target for 1d6 damage.

Shadow Bolt

Tradition: Arcane
Difficulty Level: 13
Field: Martial
Casting Time: Immediate
Duration: Instantaneous
Effect: Major
Perimeter: One
Range: Short

Resistance Roll: NIM -20 for half damage
Complementary Components: Raven feather (+5)

This spell generates a bolt of shadow energy that strikes the target, doing 1d10 points of damage, bypassing all protection.

Shadow Storm

Tradition: Arcane
Difficulty Level: 18
Field: Manifestation, Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Medium

Resistance Roll: None
Complementary Components: RL 2 worth of black diamond dust (+5)

This spell creates a whirlwind of distracting shadows across the affected area. You may exclude any and all you wish from the effect as you cast this spell. All others have a 50% chance of failing anything they attempt while inside the target area. Due to the confusion, victims who attack may strike empty air or an ally. Spellcasters may fail their spell from a lapse in concentration. Even moving is uncertain, as they may go the wrong direction or stumble and fall.

Shadow Trick

Tradition: Arcane
Difficulty Level: 1
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One (shadow)
Range: Near

Complementary Components: Charcoal dust (+5)

This spell grants you minor changes to an existing shadow, such as altering its shape or making it move. The shadow may not stray from the original object creating it, nor may it get any larger.

Shape Earth

Tradition: Nature
Difficulty Level: 10
Field: Alteration
Casting Time: Immediate
Duration: Permanent
Effect: Moderate
Perimeter: Intermediate
Range: Short

Complementary Components: Earth, water, tiny pebble (+5)

You can shape the earth around you as you desire, up to the spell's maximum range. While the molding isn't fast enough for offensive applications, the effect is permanent. Shape Earth only works on natural earth and stone, not objects created from them.

Shape Wood

Tradition: Nature
Difficulty Level: 13
Field: Alteration
Casting Time: Immediate
Duration: Permanent
Effect: Major
Perimeter: Intermediate
Range: Short

Resistance Roll: None
Complementary Components: Wood twigs (+5)

This is identical to Shape Earth, except it affects wood both living (e.g., trees) and processed or crafted.

Sheath Weapon

Tradition: Arcane
Difficulty Level: 8
Field: Alteration, Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One (weapon)
Range: Near

Resistance Roll: STR -50 negates
Complementary Components: Loadstone (+5)

Upon completion of this spell, the target weapon returns to its sheath and cannot be removed for the duration. Weapons that do not have a sheath (bows, two-handed weapons, etc.) drop to the ground or pull to the nearest surface, becoming immovable.

Shell of Death

Tradition: Arcane
Difficulty Level: 18
Field: Alteration, Protection
Casting Time: 1 round
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: No
Resistance Roll: None

Complementary Components: A Spirinari skull (required!)

This spell surrounds the target with a shadowy field of energy. If the subject takes Life Point damage from any kind of spell or attack, the attacker suffers the same amount of damage in return.

Shell of Shadow

Tradition: Arcane
Difficulty Level: 17
Field: Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: No
Resistance Roll: None

Complementary Components: A lump of black silk cloak (+5)

This spell surrounds the subject with a swirling mass of shadows. While protected by this spell, all attacks and effects targeting the subject have a 50% chance of missing outright.

Shelter of the Traveler

Tradition: Arcane, Nature
 Difficulty Level: Arcane 3, Nature 2
 Field: Manifestation
 Casting Time: Immediate
 Duration: 1 session
 Effect: Moderate
 Perimeter: Intermediate
 Range: Near
 Resistance Roll: None
 Complementary Components: A piece of canvas (+10)

This spell produces a tent-like shelter of energy. The space inside is large enough to accommodate everyone in the affected area, as well as maintaining a comfortable temperature. It muffles outside sounds and provides a soft floor. The shelter will withstand any normal weather conditions. Harsh storms or assaults cause the shelter to falter immediately.

Shockwave

Tradition: Arcane
 Difficulty Level: 10
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: Small
 Range: No
 Resistance Roll: NIM -20 negates
 Complementary Components: Silk gloves (+10)

This spell produces a sonic shockwave that emanates from the caster. Anyone within the affected area must make the resistance roll or be knocked down and stunned for one round.

Sight

Tradition: Arcane, Divine
 Difficulty Level: 1
 Field: Alteration, Communication
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Crystal lens (+10)

This spell lets the subject see everything within Short range in perfect detail.

Siphon Dead

Tradition: Arcane
 Difficulty Level: 20
 Field: Alteration
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Major
 Perimeter: 1 (corpse)
 Range: Near
 Complementary Components: Vampire fang (required!)

This spell draws forth the last dregs of energy from a corpse to cure the caster or any disease or poison, completely heal all damage, restore Mana Points to full, refresh the caster with the equivalent of a full night's rest, and (if desired) rejuvenate one year in age. The drained corpse disintegrates completely and cannot be resurrected.

Siphon Mana

Tradition: Divine
 Difficulty Level: 10
 Field: Alteration, Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Near
 Resistance Roll: TEN negates
 Complementary Components: None

A successful casting of this spell enables you to transfer 1d8 Mana Points from one target (who must have Mana Points).

Skin of Armor

Tradition: Arcane
 Difficulty Level: 15
 Field: Protection
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: One
 Range: No
 Resistance Roll: None
 Complementary Components: Powdered marble (+5)

This spell hardens the subject's skin into a stone-like quality. This does not hinder movement and the subject suffers half damage (after subtracting protection) from all physical damage while the spell is in effect. Only one Skin of Armor spell may be in effect on a subject at any one time.

Sleep

Tradition: Arcane
 Difficulty Level: 8
 Field: Manipulation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: Short
 Resistance Roll: TEN -10 negates
 Complementary Components: Rose petals and a pinch of sand (+5)

This spell induces a target failing the resistance roll into a deep slumber for this encounter, during which only suffering damage will wake the victim.

Smithy's Crushing Hammer

Tradition: Arcane
 Difficulty Level: 4
 Field: Manifestation, Martial
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: Stone (+5)

This spell manifests a large one-handed hammer that may be used normally.

Soul Blend

Tradition: Nature

Difficulty Level: 17

Field: Alteration

Casting Time: 1 encounter

Effect: Extreme

Duration: 1 session

Perimeter: One (and one animal)

Range: No

Resistance Roll: TEN -30 negates (if unwilling)

Complementary Components: Blood of respective targets (required!)

This spell merges the souls of one person and one animal, often used by a merthwarg on himself and a companion animal. Both become linked, each able to sense the other's emotions and location, regardless of distance. The person can send requests to the animal at will. The animal gains sentience and becomes equal in intelligence and wisdom to the linked person. They also become more alike in personality, usually meaning the person becomes more feral and the animal becomes tamer.

Speak Languages

Tradition: Arcane, Divine

Difficulty Level: 6

Field: Communication

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: None

This spell enables a subject to comprehend and communicate in any language.

Speak with Animals

Tradition: Nature

Difficulty Level: 3

Field: Communication

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Soil from where you're standing (+10)

This spell enables a subject to communicate with any animal. Creatures of normal animal intelligence are generally able to convey only simple thoughts and vague concepts in return.

Speak with the Dead

Tradition: Divine

Difficulty Level: 9

Field: Communication

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: Self

Range: No

Resistance Roll: None

Complementary Components: Possession belonging to the deceased (required!, unless caster is Spirinari)

This spell lets you communicate with the spirits of the dead. The component is something belonging to the desired spirit (a physical portion of the corpse works as well). The spirit will be friendly and answers questions as best it can.

Speak with Plants

Tradition: Nature

Difficulty Level: 7

Field: Communication

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Bark or leave of chosen plant (+10)

This spell lets you communicate with any one plant. It grants limited sentience to the plant so it is able to comprehend and answer simple questions. The plant will have complete memories of everything that has ever transpired within Near range of it.

Spider Walk

Tradition: Divine, Nature

Difficulty Level: Divine 4, Nature 2

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: A spider, dead or alive (+10)

This spell lets the subject move sure-footedly across any surface, including vertical inclines or upside down, on ceilings.

Steal Soul

Tradition: Arcane

Difficulty Level: 20

Field: Alteration, Martial

Casting Time: 5 rounds

Duration: Instantaneous

Effect: Extreme

Perimeter: One

Range: Near

Resistance Roll: TEN -30 negates

Complementary Components: Black pearl and crystal vial (required!)

This is one of the most feared spells in existence. You pull the soul out of a target who fails the resistance roll against this spell and place it within a crystal vial. While the soul remains in the vial, its body is in suspended animation. If the vial is broken, the glow fades as the soul escapes the next world. Only then may the person be resurrected and subsequently awakened.

Sticky Floor

Tradition: Arcane

Difficulty Level: 11

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: Close

Range: Near

Resistance Roll: STR -20

Complementary Components: Natharis tooth (+10)

The affected surface becomes highly adhesive. Anyone moving across it must make a resistance roll or becomes stuck for that round. Plus, all movements on the affected surface are halved for the spell's duration.

Stop Movement

Tradition: Arcane

Difficulty Level: 8

Field: Telekinesis

Casting Time: Immediate

Duration: Instantaneous

Effect: Moderate

Perimeter: One

Range: Short

Resistance Roll: TEN negates

Complementary Components: Chunk of lead (+5)

This spell temporarily freezes and stops a target from moving, causing it to lose one action.

Substance of Stone

Tradition: Arcane

Difficulty Level: 16

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Extreme

Perimeter: One

Range: Short

Resistance Roll: TEN -30 negates

Complementary Components: Alabaster figurine (+5)

This dreaded spell turns the target to stone, affecting also all possessions carried

Suffocation

Tradition: Arcane

Difficulty Level: 16

Field: Manipulation, Martial

Casting Time: 3 rounds

Effect: Major

Duration: 1 encounter

Perimeter: One

Range: Short

Resistance Roll: END -30; see text.

Complementary Components: A vial of slek poison (+10)

The target of this spell finds it impossible to breathe and begins to choke to death. The victim is entitled to a resistance roll each round while under the spell's effect, taking 1d10 damage to the head (hit location 3) without any protection per failed roll (same for those without hit locations), until a successful roll ends the spell. Even on a success, the target is stunned for one round.

Summon Creature #

Tradition: Arcane, Nature

Difficulty Level: Variable (see text)

Field: Manipulation

Casting Time: 2 rounds

Duration: 1 encounter

Effect: Major

Perimeter: One (creature)

Range: Near

Resistance Roll: None

Complementary Components: A piece of the creature to be called (required for Difficulty Level 12 or higher!)

This is not one particular spell but a series of spells. Each Summon Creature spell has a Difficulty Level doubling the maximum Threat Rating of the creature it can summon; for example, a Summon Creature 10 spell can call a creature (normal or supernatural) of up to $(10/2 =) 5$ Threat Rating. Each level must be learned and cast separately. You have reasonable mental control over the summoned creature for the duration, though powerful or multiple creatures may require animal handling or arcane lore roll to maintain proper control. When the spell expires, the creature leaves immediately.

Summon Elemental #

Tradition: Arcane, Divine, Nature

Difficulty Level: Variable (see text)

Field: Manifestation

Casting Time: 2 rounds

Duration: 1 encounter

Effect: Extreme

Perimeter: One (elemental)

Range: Near

Resistance Roll: None

Complementary Components: Varies (but required)

Like Summon Creature, this is not one particular spell but a series of spells. Each Summon Elemental spell has a Difficulty Level doubling the maximum Threat Rating of the elemental it can summon; for example, a Summon Fire Elemental 14 spell can call a fire elemental of up to $(14/2 =) 7$ Threat Rating. Each level must be learned and cast separately. The mandatory component for the summoning and the elementals themselves are described in Appendix: Elemental, following the spell descriptions.

Summon Fog

Tradition: Nature

Difficulty Level: 9

Field: Manifestation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: Wide

Range: No

Resistance Roll: None

Complementary Components: Water (+5)

This spell envelops the affected area in a thick fog that obscures sight, limiting visibility to just an arm's length. The fog can only be moved by magical means (but with not this spell).

Summon Food and Drink

Tradition: Arcane
Difficulty Level: 1
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One (person)
Range: Near
Resistance Roll: None
Complementary Components: Dust (+5)

This spell produces enough food and water to sustain a single person for one day. If not consumed in the same encounter, the conjured food and water will fade out of existence. The meal consists of a cold, bland paste, though repeated use of this spell will sustain anyone indefinitely.

Summon Sleet

Tradition: Nature
Difficulty Level: 13
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Intermediate
Range: Medium
Resistance: NIM -20 negates
Complementary Components: Water from ice (+5)

This spell creates a freezing rain in the affected area. While no damage is caused, it makes the area's surface very slick. Anyone attempting to move into or through the area must succeed at a resistance roll or fall prone immediately.

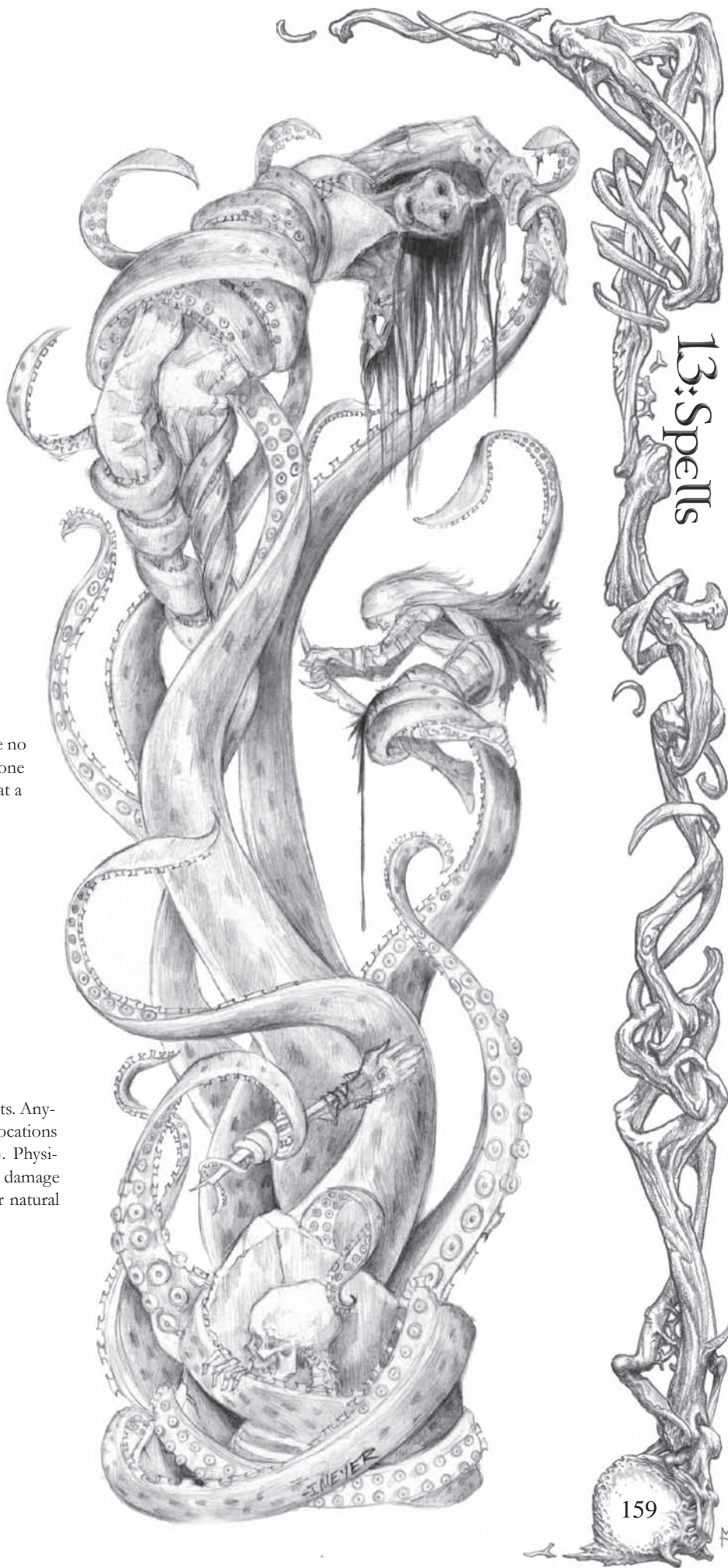
Summon Swarm

Tradition: Nature
Difficulty Level: 14
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Close
Range: Short
Resistance Roll: None
Complementary Components: Insect legs (+10)

This spell summons forth a swarm of stinging, biting insects. Anyone in the swarm suffers 1 Life Point of damage to all hit locations each round (2 Life Points to those without hit locations). Physical armor and barriers provide no protection against this damage (though other means of protection, such as a spell and/or natural toughness, still apply).

Sustain

Tradition: Divine
Difficulty Level: 19
Field: Alteration
Casting Time: Immediate
Duration: 1 encounter
Effect: Extreme
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Subject's blood (+10)



This potent spell literally keeps a subject from dying. The subject may continue to function normally when any hit location is reduced to 0, and all further damage is ignored, including mortal wounds that would cause death. When the spell expires, however, the subject will suffer the full extent of the injuries instantly unless healed before then.

Teleportation

Tradition: Arcane
 Difficulty Level: 17
 Field: Alteration, Manipulation
 Casting Time: 1 round
 Duration: Instantaneous
 Effect: Major
 Perimeter: One
 Range: Short
 Resistance Roll: TEN -20 (if unwilling)
 Complementary Components: RL 2 worth of onyx (+5)

This spell instantly transports the target from one point to another, across any distance, as long as the destination is within the same plane and has been seen or visited by the caster previously. The subject will arrive safely on solid footing.

Tentacles of the Deep

Tradition: Arcane
 Difficulty Level: 19
 Field: Manifestation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Major
 Perimeter: Close
 Range: Medium
 Resistance Roll: NIM -50 every round to avoid grasp, STR -50 to escape grasp.
 Complementary Components: Tentacles from a Kraken (required)

This spell creates a writhing mass of tentacle that will attempt to grab and constrict anything within their reach. Anyone caught in their grasp suffers 1d4+1 Life Points of damage to all hit location per round until freed or death. Each tentacle has Life Points equal to half of the caster's total Life Points. Each tentacle has the same DR as the caster. The amount of tentacles summoned is half the casters level.

Tendrils of Shadow

Tradition: Arcane
 Difficulty Level: 13
 Field: Manifestation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Close
 Range: Short
 Resistance Roll: None
 Complementary Components: Black silk threads (+5)

This spell creates a mass of writhing, semi-solid shadow tendrils. You may direct them to grasp any target in the affected area, afflicting the target with a -2 penalty to their Attack and Defense Ratings.

Thorn Blast

Tradition: Nature
 Difficulty Level: 12
 Field: Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Moderate
 Perimeter: One
 Range: Short
 Resistance Roll: NIM -10 for half damage
 Complementary Components: Dead locust tree thorn (+10)

This spell sends a wave of thorns that strikes the target for 1d8 damage to all hit locations.

Thorn Protector

Tradition: Nature
 Difficulty Level: 4
 Field: Protection
 Casting Time: Immediate
 Duration: 1 session
 Effect: Major
 Perimeter: Close
 Range: No
 Resistance Roll: None
 Complementary Components: Thorn and vine stem (+10)

After casting this spell, a thorn bush sprouts from the location you touched. Anyone but you (and those you designated safe when you cast the spell) approaching within Close perimeter of the bush will trigger a loud shrieking noise and is attacked with a mass of flying thorns causing 1d6 damage to a randomly rolled location (same damage to those without hit locations)..

Thorn Vine

Tradition: Nature
 Difficulty Level: 14
 Field: Manifestation, Martial
 Casting Time: Immediate
 Duration: Instantaneous
 Effect: Major
 Perimeter: One
 Range: Short
 Resistance Roll: NIM -10 negates
 Complementary Components: Thorn and vine stem (+5)

This spell produces a thorny vine to sprout and entangle the target, doing 1d10 damage to all hit locations (2d10 damage to those without hit locations) and immobilizing it for one round. The vine then crumbles to dust.

Thorn Whip

Tradition: Nature
 Difficulty Level: 5
 Field: Manifestation
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: Thorn (+5)

This spell creates a vine of thorns 10' in length that you alone may wield as a weapon (without an unfamiliarity penalty). This whip does 1d8 damage on a successful strike.

Thunder Clap

Tradition: Nature
Difficulty Level: 10
Field: Manifestation
Casting Time: Immediate
Duration: 1d4 rounds
Effect: Moderate
Perimeter: Close
Range: Near
Resistance Roll: END negates
Complementary Components: Any natural material gathered from Ara'Nossi (+10)

You emit a violent, thunderous handclap that deafens and stuns all creatures in the affected area for 1d4 rounds.

Total Darkness

Tradition: Arcane
Difficulty Level: 20
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Extreme
Perimeter: Wide
Range: Self
Resistance Roll: None
Complementary Components: Powdered black pearl (+5)
This spell can engulf a small town or village in complete darkness. No source of light will work within the area.

Touch of Light

Tradition: Divine
Difficulty Level: 6
Field: Alteration
Casting Time: Immediate
Effect: Moderate
Duration: 1 encounter
Range: No
Perimeter: One
Resistance Roll: None
Complementary Components: None
This simple spell makes an object glow like a torch, giving off light up to Near range.

Transfer Wounds

Tradition: Arcane
Difficulty Level: 17
Field: Alteration, Manipulation
Casting Time: 2 rounds
Duration: Instantaneous
Effect: Extreme
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Victim's blood (required!)
You may transfer damage to a victim using this spell. Once it is cast, any wounds you have instantly heal, while the victim suffers damage matching the wounds healed, location for location. Alternately you may transfer the wounds of someone else other than your own. To do so, you must touch the beneficiary in the last round of casting this spell. The blood required to cast this spell need not be fresh.

Travel Through Shadow

Tradition: Arcane
Difficulty Level: 16
Field: Alteration
Casting Time: Immediate
Duration: Instantaneous
Effect: Moderate
Perimeter: Self
Range: Short
Resistance Roll: None
Complementary Components: Black crystal orb (+5)
Enables you to teleport yourself over short distances simply by stepping into a shadow, and emerging out of a shadow anywhere in sight and within range of this spell.

True Sight

Tradition: Divine
Difficulty Level: 13
Field: Alteration, Communication
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Holy oil (+10)
This spell enables a subject to automatically penetrate disguises (mundane and magical) and physical alterations, see through illusions, and spot the presence of invisible entities or items.

Truth

Tradition: Divine
Difficulty Level: 10
Field: Communication, Manipulation
Casting Time: Immediate
Effect: Major
Duration: 1d4 questions
Range: No
Perimeter: One
Resistance Roll: TEN -20 negates
Complementary Components: Holy oil (+10)
Subject must answer 1d4 questions truthfully, though he is entitled to one resistance roll for each question. A successful resistance roll does not enable the subject to lie, only not answer.

Unholy Grasp

Tradition: Arcane
Difficulty Level: 16
Field: Manifestation, Martial
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Close
Range: Short
Resistance Roll: None (see text)
Complementary Components: Set of finger bones (+10)
Skeletal hands erupt from the ground and claw at targets in the affected area. You may choose to exclude anyone from the effect when casting the spell. Everyone else takes 1d4 damage to both legs (hit locations 8 and 9) each round while in the area (1d8 damage to those without hit locations). Moving out of the perimeter, or taking action while being grasped, requires a STR -20 resistance roll.

Vanish

Tradition: Nature
 Difficulty Level: 5
 Field: Alteration
 Casting Time: 1 round
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None (see text)
 Complementary Components: None

You become invisible and remain so for the duration, provided that you do not leave the spot you're currently standing in. You can be detected by any means that will reveal invisible objects. Observing creatures may get a chance to sense you by tracing your attack (with ranged weapons, tangible energy, etc.) back to the point of origin.

Victory Lance

Tradition: Arcane
 Difficulty Level: 7
 Field: Manifestation, Martial
 Casting Time: 1 round
 Duration: 1 encounter
 Effect: Major
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: Wood splinter (+5)

This spell creates a large lance (2d6 damage) that may be wielded normally.

Vilan's Blessing

Tradition: Nature
 Difficulty Level: 3
 Field: Alteration, Martial
 Casting Time: 1 round
 Effect: Moderate
 Duration: 1 encounter
 Perimeter: One (animal ally or familiar)
 Range: Near
 Resistance Roll: None
 Complementary Components: soil

This spell grants a +2 Attack Rating to an animal ally or familiar. Only one Vilan's Blessing spell may be in effect on a creature at any one time.

Vilan's Fury

Tradition: Nature
 Difficulty Level: 8
 Field: Martial
 Casting Time: Immediate
 Effect: Major
 Duration: 1 encounter
 Perimeter: One (animal ally or familiar)
 Range: No
 Resistance Roll: None
 Complementary Components: Soil from Min'Alen (+10)

This spell grants an animal ally or familiar a +5 damage bonus on all attacks. Only one Vilan's Fury spell may be in effect on a creature at any one time.

Vine Spear

Tradition: Nature
 Difficulty Level: 12
 Field: Manifestation, Martial
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: One
 Range: No
 Resistance Roll: None (see text)
 Complementary Components: Vine stem (+5)

This spell manifests what appears to be a simple spear in your hand. On a successful spell attack, the spear springs to life. In addition to 1d8 damage, the spear snares the target and holds it immobilized. Each round the victim may attempt to break free with a STR -20 resistance roll. Failure means the target remains trapped and takes one additional point of damage, bypassing all protection, as the spear vines dig deeper. The spear (and vines) vanishes once the target manages to escape.

Vrang's Vengeance

Tradition: Nature
 Difficulty Level: 15
 Field: Alteration, Manifestation
 Casting Time: 1 round
 Duration: Instantaneous
 Effect: Major
 Perimeter: Intermediate
 Range: Short
 Resistance Roll: None
 Complementary Components: Soil from Gargantha (+10)

This spell destroys all foliage in the affected area. There is a 50% chance that the perimeter is replaced by Vrang's own twisted, foul vegetation.

Vytha's Whip

Tradition: Divine
 Difficulty Level: 7
 Field: Martial
 Casting Time: Immediate
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Self
 Range: No
 Resistance Roll: None
 Complementary Components: Holy symbol of Vytha (required!)

You conjure a dark, 15'-long spiked whip that does 2d6 physical damage, plus another 1d6 damage of unholy energy that bypasses all protection. As soon as you are struck for Life Point damage, the whip vanishes and the spell ends.

Wall of Earth

Tradition: Nature
 Difficulty Level: 3
 Field: Manifestation
 Casting Time: 1 round
 Duration: 1 encounter
 Effect: Moderate
 Perimeter: Close
 Range: No
 Resistance Roll: None
 Complementary Components: Earth blessed by sevar of Hur (+10)

This spell creates a solid earthen wall in front of you. This wall is immobile and takes 30 points of damage before it's destroyed. You must be standing on earth to cast this spell.

Wall of Fire

Tradition: Arcane
Difficulty Level: 19
Field: Manifestation, Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: None (see text)
Complementary Components: Pouch of brimstone (+5)

This spell creates a large wall of fire, although those in the affected area when the spell is initially cast are not burned. To push through this semi-solid wall requires a STR -30 resistance roll, and the character automatically suffers 4d10 fire damage from the attempt.

Wall of Ice

Tradition: Arcane
Difficulty Level: 18
Field: Manifestation, Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: None
Complementary Components: 10 gold worth of powdered diamond (+5)

This spell creates a large, thick wall of ice. The wall is opaque and completely impervious to physical damage (though energy attacks will destroy it after 200 points of damage, with fire and sonic affects inflicting double damage).

Wall of Stone

Tradition: Arcane
Difficulty Level: 16
Field: Manifestation, Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: None
Complementary Components: Engraved granite brick (+10)

This spell creates a large wall of stone. The wall is completely impervious to conventional damage; only magical weapons and spells will destroy it after 150 points of damage.

Wall of Thorns

Tradition: Nature
Difficulty Level: 10
Field: Manifestation, Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: None
Complementary Components: Decayed rose bush thorn (+5)

This spell creates a wall of thorny vines that is impassable and regenerates any damage suffered instantly (although any one attack matching its perimeter and doing more than 20 points will destroy it, leaving no remnant for it to regenerate from). Anything coming into contact with it takes 1d6 points of damage.

Wall of Vines

Tradition: Nature
Difficulty Level: 10
Field: Manifestation, Protection
Casting Time: 1 round
Duration: 1 encounter
Effect: Major
Perimeter: Intermediate
Range: Near
Resistance Roll: None
Complementary Components: Vine stem (+5)

This spell conjures an impassable wall of vines. It regenerates any damage suffered instantly (although any one attack matching its perimeter and doing more than 20 points will destroy it, leaving no remnant for it to regenerate from). Anything coming into contact with the wall becomes entangled, as the vines animate and bind the creature, requiring a STR -20 resistance roll to break free.

Wall of Water

Tradition: Nature
Difficulty Level: 3
Field: Manifestation
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Close
Range: Near
Resistance Roll: STR negates
Complementary Components: Water from Glysani

You coalesce water into a thick wall that is difficult to pass through. Creatures attempting to do so must make a STR resistance roll or risk being trapped and start drowning (a STR resistance roll may be attempted at the beginning of every round to push through the wall). Those trapped and drowning must succeed at an END roll on their turn to avoid incapacitation. Projectile attacks passing through the wall take a -20 penalty to hit.

You must be near a body of water to cast this spell.

Wall of Wind

Tradition: Nature

Difficulty Level: 3

Field: Manifestation

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: Close

Range: Near

Resistance Roll: STR negates (see text)

Complementary Components: material from Ara'Nossi

You create a wall of swirling air. No projectile weapon (arrows, darts, sling bullets, thrown daggers, etc.) can pass through it. A creature may attempt a STR roll to pass through the wall, but is pushed back at least ten feet if failed.

Ward of Concealment

Tradition: Arcane

Difficulty Level: 14

Field: Protection

Casting Time: 2 rounds

Duration: 1 session

Effect: Major

Perimeter: Intermediate

Range: No

Resistance Roll: None

Complementary Components: A patch of chameleon skin (+10)

Everyone and everything within the affected area cannot be detected via magical means. This ward also denies the effect of teleportation spells, coming in or going out.

Ward of Defense

Tradition: Arcane

Difficulty Level: 19

Field: Protection

Casting Time: 2 rounds

Duration: 1 encounter

Effect: Extreme

Perimeter: Intermediate

Range: No

Resistance Roll: See text

Complementary Components: RL4 worth of ruby (+10)

Identical to the Ward of Safe Conduct, except the caster may choose who is granted the ward's protection. Thus, as long as they are inside the ward, anyone or anything wanting to perform a hostile action against those inside the warded area must make a successful TEN - 50 resistance roll to do so. The protected individuals can freely attack those who aren't as normal. This spell quickly turns most battles into a lopsided victory.

Ward of Safe Conduct

Tradition: Arcane

Difficulty Level: 16

Field: Protection

Casting Time: 2 rounds

Duration: 1 encounter

Effect: Major

Perimeter: Intermediate

Range: No

Resistance Roll: See text

Complementary Components: RL 2 worth of powdered gold (+5)

Anyone or anything wanting to perform a hostile action against those inside the warded area must make a successful TEN - 50 resis-

tance roll to do so. This is true for even those making ranged attack into the warded area from the outside.

Warmth

Tradition: Arcane

Difficulty Level: 2

Field: Alteration, Protection

Casting Time: Immediate

Duration: 1 encounter

Effect: Moderate

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: A piece of wool

This spell surrounds the subject with an invisible force that provides comfortable warmth, no matter the current temperature. The Warmth spell only protects against natural cold, and provides no protection against cold damage of magical variety.

Wind Gust

Tradition: Nature

Difficulty Level: 5

Field: Manifestation

Casting Time: Immediate

Duration: 1 round

Effect: Major

Perimeter: Intermediate

Range: Short

Resistance Roll: None

Complementary Components: sand, water, earth (+5)

This spell grants you control of the air around you. You may create winds, manipulating their strength and direction. The possible effects include making ranged attacks difficult (assessing a -10 penalty), hindering movements with a strong headwind (treat as a push with STR = caster's Contact Rating x 5), dispersing gases, fanning fires, and filling sails.

Wind Walk

Tradition: Nature

Difficulty Level: 5

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Minor

Perimeter: Self

Range: No

Resistance Roll: None

Complementary Components: Bird feather (+5)

You are lifted off ground and can move about at normal speed through the air, but you must concentrate to maintain this spell.

Wings of the Hawk

Tradition: Nature

Difficulty Level: 15

Field: Alteration

Casting Time: Immediate

Duration: 1 encounter

Effect: Major

Perimeter: One

Range: No

Resistance Roll: None

Complementary Components: Hawk feather (+10)

The subject grows large feathered wings and may use them to fly up to Short range per round.

Wizard's Armor

Tradition: Arcane
Difficulty Level: 5
Field: Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: One
Range: No
Resistance Roll: None
Complementary Components: Powdered iron (+5)

This spell surrounds the subject with an invisible force that absorbs the impact of attacks, granting a +2 Protection Value. Only one Wizard's Armor spell may be in effect on a subject at a time.

Wood Barrier

Tradition: Arcane, Nature
Difficulty Level: Arcane 8, Nature 5
Field: Manifestation, Protection
Casting Time: Immediate
Duration: 1 encounter
Effect: Moderate
Perimeter: Intermediate
Range: Near
Resistance Roll: None
Complementary Components: Small stick (+5)

This spell creates a stout, thick wooden wall. It can absorb 20 points of damage (but takes double damage from fire) before destruction. This spell is commonly used as emergency cover.

Word of Command

Tradition: Divine
Difficulty Level: 19
Field: Manipulation
Casting Time: Immediate
Duration: 1 encounter
Effect: Extreme
Perimeter: Close
Range: Near
Resistance Roll: TEN -40 negatives
Complementary Components: None

A much greater version of the Command spell with identical function, you may command multiple targets that fail their resistance rolls.

APPENDIX: ELEMENTALS

Elementals are unique creatures. They exist only through magic. All three traditions of spellcasters have access to spells enabling them to summon these powerful creatures, sometimes literally from thin air. While each path has its own views and beliefs about what elementals are and how they are summoned, essentially they are the same. The creator channels Mana into a summoning spell, which shapes the Mana into the appropriate element and forms the elemental. The creator's conscious mind sustains the spell and controls the elemental. The creature exists only because of the spellcaster's will. All elementals have a Threat Rating when summoned, up to one-half the spell's Difficulty Level.

Elementals are created through the Summon Elemental # spells. All three magic traditions grant access to these spells, although they are not interchangeable. A wizard could not study or use a divine

or nature version of the spell to summon an elemental. While the elementals themselves are the same for all three traditions, each tradition has different limitations for summoning elementals and requires different components for the spell as well.

Merthwags, for example, do not believe that elementals are created by their spells. Rather, they're convinced that elementals are spirits of nature that exist all around them. To them, the spell calls them forth and lets them assume physical form. While most scholars scoff at this belief, the merthwags point to Mount Kalethon as their proof. At this lonely mountain, elementals seem to exist naturally. Only those merthwags who follow the Elementalist master path understand how this is possible, and they refuse to speak of it.

Merthwags, in a sense, do not need any components to use summon elemental spells. Instead of carrying some special ingredient, they require a significant amount of the desired element. When they cast the spell, the element comes to life, forming the elemental. This is both a strength and a weakness. A merthwag could create a water elemental from a nearby stream, pond, or water barrel, but if he were in a desert, an open field or forest, the spell would be useless. There must be enough of the element to form the entire elemental. Most merthwags learn to summon earth and air elementals, as these elements are readily available. But, it is quite common for merthwags in specific areas to take advantage of local conditions to summon more exotic elementals. Forinian merthwags in the frozen north commonly summon ice elementals, for example.

Sevars believe their spells create the elementals from nothing. But, as they believe of all their spells, they maintain that the elemental is created by the will of the gods rather than their own will. While they need only a holy symbol as a component, sevars are the most restrictive as to what elementals they can summon. Sevars may only learn to summon elementals of elements that are under the purview of their chosen deity. For example, sevars who are sworn to the earth god Hur can learn spells to summon earth and earth-based elementals (vortex, lava, and mud). They could never summon water, air, or fire elementals. Loose affiliations can apply as well. Sevars sworn to Tunis, the God of Strength, may summon earth elementals as they are symbols of strength. The player and GM must decide if and what kinds of elementals individual sevars may summon.

Wizards, of course, fully believe that elementals are created by Mana and their will alone. With the exception of the Elementalist merthwags, wizards are the most likely to learn summon elemental spells. Wizards may learn to summon any type of elemental, but they must have the proper components to do so. For wizards, each type of elemental requires a specific kind of material for use as a spell component. The more powerful the spell, the more of the material is required. For example, for a wizard to summon a lava elemental, the spell component is obsidian. A Summon Lava Elemental 1 spell would only require a pinch of powdered obsidian, as opposed to a Summon Lava Elemental 20 spell that might require a 10-pound chunk of it, intricately carved with arcane symbols.

As stated in the magic spell description, the Summon Elemental # spell listed is not one spell but a series of spells. The spellcaster must learn specific versions of the spell, which include the type of elemental desired and the Difficulty Rating (which in turn determines the summoned elemental's maximum Threat Rating). When the spell is cast, the elemental appears in the nearest safe distance for the caster. The elemental is controlled and maintained by the subconscious will of its creator.

Elementals have no real sentience of their own. Rather, they act as their creator wishes them to act. While this is very efficient (i.e., no need to command them), it is also limiting. The subconscious link between the elemental and the creator works only while there is an uninterrupted line of sight between the two. Should they become

separated, the elemental simply ceases to move, unable to act in any way. Also, elementals know only what their creator knows and act based upon the creator's senses. For example, if the creator couldn't detect a hidden enemy, the elemental couldn't attack or warn him even if the enemy was obvious from the elemental's perspective. Thus, the range of the spell (and the elemental) is limited only by the senses of the creator.

The caster may end the spell any time he wishes. The spell also ends if the elemental is destroyed, or if the caster dies or loses consciousness. There is a drawback to maintaining an elemental, however: it is somewhat distracting. As long as the creator maintains the elemental, he suffers a -10 penalty to all Contact, Attack, resistance or expertise rolls. For an elemental with a Threat Rating of 5 or more, this penalty doubles to -20. A spellcaster may only have one summon elemental spell active at any time, although Elementalists may summon multiple elementals.

An elemental's Threat Rating also determines its size, at one-half Threat Rating. For example, a TR 6 elemental is $(6/2 = 3)$ in size, or a Little creature. Elementals of Threat Rating 10 and higher can grow to truly frightening proportions.

The exact form of an elemental is mostly based upon the creator's whim. Most types of elementals have tremendous leeway in how they may appear. One fire elemental may appear as a beautiful woman with flames dancing across her skin, while another may appear as a vaguely humanoid mass of blaze. Water and most water-based elementals may actually change their shape after they are created, but all others must maintain the same appearance following their summons. Despite the potential differences in appearance, elementals are the same statistically.

Regardless of their shape, all elementals have a single pool of Life Points derived from their Threat Rating (i.e., $TR \times 10$). An elemental cannot heal any lost Life Points. All elementals have a base Attack and Defense Rating equal to their Threat Rating + 7. All other statistics are based upon the elemental's type and Threat Rating.

Air Elementals

These are the weakest of the elemental types, generally summoned for little more than entertainment. Air elementals can take any appearance the summoner wishes, from animals to people, but they always appear translucent and insubstantial, often ghostly. Many illusionists actually learn to summon air elementals to produce highly effective ghostly images. They may also be summoned to appear as simply shaped air, in essence totally invisible as it is indistinguishable from the air around it. Air elementals are the only elementals capable of speech. While the exact sounds the elemental makes is up to the creator, they are always somewhat faint and hollow sounding.

Regardless of their appearance, air elementals are insubstantial. They cannot be harmed by any physical means. Only energy attacks, such as magical spells, may harm them. They can move very fast and are able to fly, traveling up to Short range in movement.

They generally cannot interact with other objects and have no effective strength. Most solid objects they come in contact with pass right through them. Relatively weightless objects (dust, paper, etc.) may be moved by the elemental, but with limited control. Such objects act as if carried by a controlled wind. The elemental may also slam itself against a target. They simply disperse and reform around the target, taking no damage in the process, but the act may push the target five feet backward. For this push, treat the elemental as if it has a STR of 10 x its Threat Rating.

It is unable to cause damage directly in combat. The air elemental's only attack is the push described above (although this attack could easily be fatal on a high ledge).

To summon an air elemental, a wizard needs incense as a spell component.

Earth Elementals

Earth elementals are commonly used for simple labor. While they may be created in any shape, they are always formed of earthy materials. Typically they are constituted out of simple dirt, but they may also be born out of stone. Some merthwags, when summoning earth elementals, shape them from wood or densely packed vegetation. Regardless, earth elementals are the strongest and most durable of the elementals.

Earth elementals are solid, but move ponderously at Miniature range per movement. They do have an effective STR of Threat Rating x 15.

Earth elementals are treated as having 5 Protection Value due to their stone-like skin. Depending upon the chosen shape, the elemental may be capable of using weapons. Regardless, the elemental may make unarmed attacks with damage die type based upon its Threat Rating: 1-4 is d4 damage, 5-6 is d6, 7-8 is d8, and 9-10 is d10, plus any appropriate STR damage modifier.

To summon an earth elemental, a wizard needs granite as a spell component.

Fire Elementals

They are created for only one purpose—destruction. They may appear as humanoids, creatures wreathed in flames, or simply a mass of fire. Either way, fire elementals burn anything they touch, even scorching the ground as they pass.

Fire elementals are not tangible and only take half damage from physical sources. They take full damage from energy attacks, except from fire to which they are immune. They move at Near range in speed.

They generally cannot interact with other objects (other than burning them) and have no effective strength. Most solid objects they come in contact with pass through their form.

The elemental may make unarmed attacks with damage die type based upon its Threat Rating: 1-4 does d4 fire damage, 5-6 does d6, 7-8 does d8, and 9-10 does d10. Anything that touches the elemental is subject to this damage as well. This includes unarmed strikes from enemies and the ground beneath the elemental (spellcasters must be careful where they summon these elementals).

To summon a fire elemental, a wizard needs sulfur as a spell component.

Water Elementals

Water elementals are limited in use. While they can be dangerous, they lack the destructive capability of fire or the strength of earth. They may be summoned to appear in any shape, but always appear pale and translucent. Unlike most elementals, they may change their shape after they are created. When underwater, water elementals may be summoned to match the environment, thus making them affectively invisible.

Water elementals are incorporeal and take only half damage from physical sources. They take full damage from energy attacks. They move at Near range on land, but underwater they are able to move at up to Close in range.

They generally can not interact with other objects and have no effective strength. Most solid objects they come in contact with pass through their form. Buoyant objects (wood, etc.) may be moved by the elemental, but with limited control. Such objects aren't actually picked up and carried; rather they are allowed to float within or on the elemental. The elemental may also slam itself against a target. They simply disperse and reform around the target, taking no damage in the process, but the act may push the target five feet backward.

For this push, treat the elemental as if it has STR of $10 \times \text{Threat Rating}$.

Water elementals are unable to cause damage directly, as they are not solid enough to do so and their strike doesn't impart much of an impact. They may make a push as described above. However, water elementals may attempt to engulf a target, an action costing 3 Momentum to initiate. This can only be done against targets their own size or smaller. To do so, the elemental must make a successful attack against the intended target. The target must make a NIM roll or be engulfed. The target can move normally, but the elemental moves with it. An engulfed target must make a NIM roll each following round to escape, otherwise an END resistance roll (-30 if the target tries to speak) is necessary to fend off the elemental's effort to force itself into the target's lungs. Should this resistance roll fail, the target loses half the Life Points in upper torso (hit locations 4-6). Two more rounds of this and the target becomes incapacitated and may drown if left alone. Naturally, creatures able to breathe water are merely annoyed by this attack and can't be harmed.

To summon a water elemental, a wizard needs coral as a spell component.

Ice Elementals (Air and Water)

Ice elementals are actually similar to earth elementals in that they are solid. They are weaker than earth elementals, but faster. While they may be summoned in any shape imaginable, they always appear as being made of ice or densely packed snow. Despite being water-based, they only have a limited ability to change shape once they have been created. In combat, they may create icicle-like blades, claws, or other protrusions. Otherwise, they must retain whatever form they took at creation.

Ice elementals are solid and move up to Near range. They have an effective STR of $\text{Threat Rating} \times 10$.

Depending upon the chosen shape, an ice elemental may be capable of using weapons. Regardless, it may make unarmed attacks with damage die type based upon its Threat Rating: 1-4 uses d4, 5-6 is d6, 7-8 is d8, and 9-10 is d10, plus any appropriate STR damage modifier.

To summon an ice elemental, a wizard needs quartz as a spell component.

Lava Elementals (Earth and Fire)

Lava elementals are arguably the most dangerous type of elemental. Combining the strength of earth and the destruction of fire, they are frightening to behold. They appear as creatures composed of half-cooled magma and may be summoned in any shape.

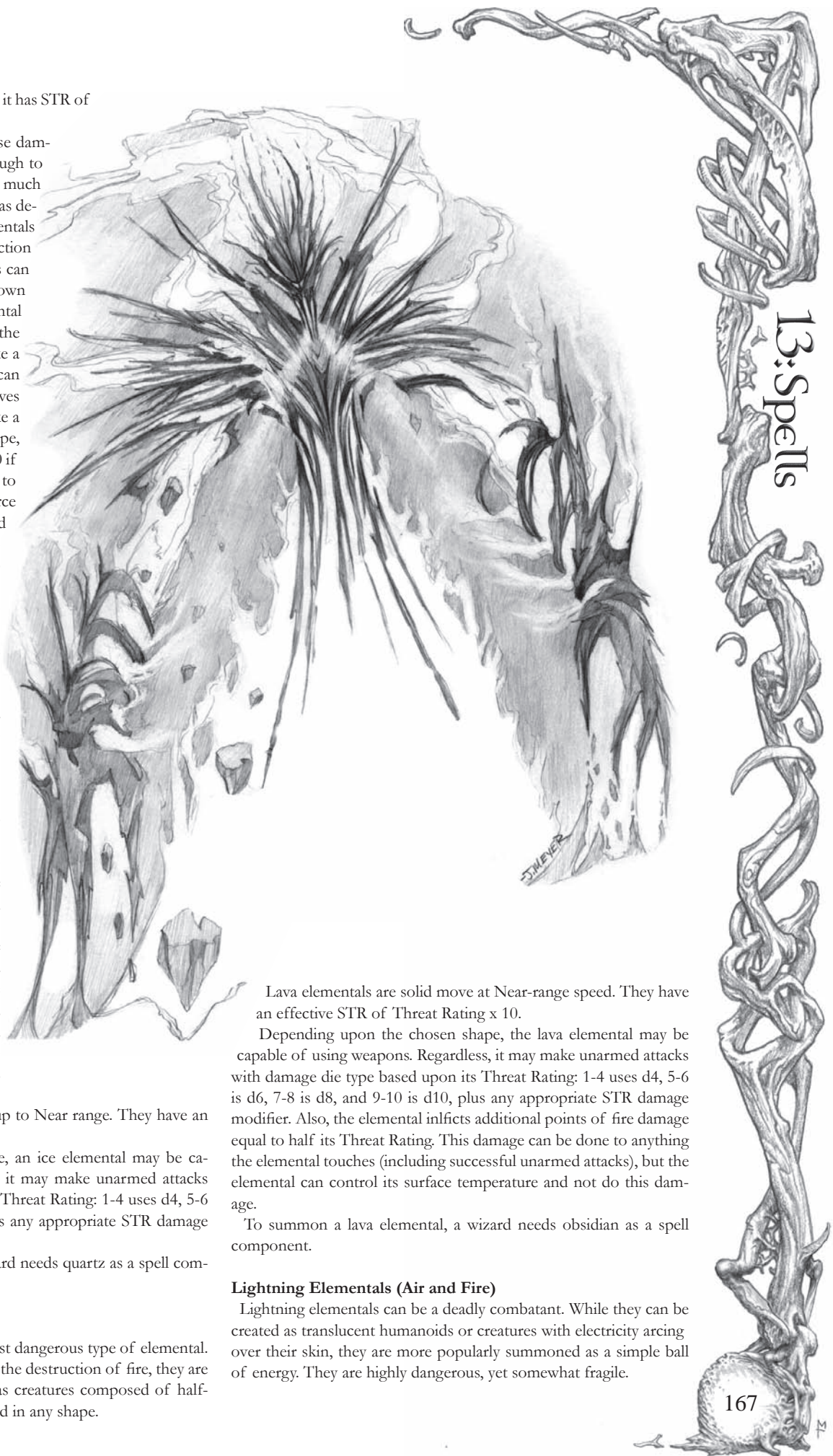
Lava elementals are solid move at Near-range speed. They have an effective STR of $\text{Threat Rating} \times 10$.

Depending upon the chosen shape, the lava elemental may be capable of using weapons. Regardless, it may make unarmed attacks with damage die type based upon its Threat Rating: 1-4 uses d4, 5-6 is d6, 7-8 is d8, and 9-10 is d10, plus any appropriate STR damage modifier. Also, the elemental inflicts additional points of fire damage equal to half its Threat Rating. This damage can be done to anything the elemental touches (including successful unarmed attacks), but the elemental can control its surface temperature and not do this damage.

To summon a lava elemental, a wizard needs obsidian as a spell component.

Lightning Elementals (Air and Fire)

Lightning elementals can be a deadly combatant. While they can be created as translucent humanoids or creatures with electricity arcing over their skin, they are more popularly summoned as a simple ball of energy. They are highly dangerous, yet somewhat fragile.



Lightning elementals are insubstantial. They cannot be harmed by any physical means. Only energy attacks, such as from magical spells, may harm them, except for lightning-based attacks which heal them on a point-for-point basis. They can move very fast (though only through flight), traveling up to Medium range in speed when that is their only action.

They generally can not interact with other objects (other than to cause damage) and have no effective strength. Most solid objects they come in contact with pass through their form. Anything that touches the elemental is subject to its discharge (see below).

A lightning elemental's strikes transfer some of its energy to the target. On a successful hit the elemental does lightning damage equal to its Threat Rating plus 1d6, but also loses 1d6 Life Points itself, as every discharge weakens it. This discharge can be made against creatures in physical contact with the elemental as well.

To summon a lightning elemental, a wizard needs silver as a spell component. Merthwags may summon lightning elementals during a naturally occurring thunderstorm or in places that have a lot of natural static energy. Any lightning conjured by magic is useless as a component.

Mud Elementals (Earth and Water)

Mud elementals are very similar to water elementals, with virtually the same strengths, weaknesses, and capabilities. The only real difference is that they are a little more solid and, unfortunately, slower. They can take relatively any shape the creator wishes initially and may change after being created. Regardless of their form, they always appear to be made of barely sculpted mud.

Mud elementals are not solid and take only half damage from physical sources. They take full damage from energy attacks. They move up to Miniature range per round.

They generally can not interact with other objects and have no effective strength. Most solid objects they come in contact with pass through their form. Buoyant objects (wood, etc.) may be moved by the elemental, but with limited control. Such objects aren't actually picked up and carried; rather, they are allowed to float within or on the elemental. The elemental may also slam itself against a target. They simply disperse and reform around the target, taking no damage in the process, but the act may push the target five feet backward. For this push, treat the elemental as if it has STR of 10 x Threat Rating.

Mud elementals are unable to cause damage directly, since they are not solid enough to do so, and their strike doesn't impart much of an impact. They may make a push as described above. However, mud elementals may attempt to engulf a target, an action costing 3 Momentum to initiate. This can only be done against targets their own size or smaller. To do so, the elemental must make a successful attack against the intended target. The target must then succeed at a NIM roll or be engulfed. The target can move normally, but the elemental moves with it. An engulfed target must succeed at a NIM roll each following round to escape, otherwise an END resistance roll (-30 if the target tries to speak) is necessary to fend off the elemental's effort to force itself into the target's lungs. Should this resistance roll fail, the target loses half the Life Points in upper torso (hit locations 4-6). Two more rounds of this and the target becomes incapacitated and may suffocate to death if left alone. Even creatures able to breathe water are subject to this attack.

To summon a mud elemental, a wizard needs clay as a spell component.

Steam Elementals (Fire and Water)

Steam elementals appear as billowing clouds of steam. They may be shaped and reshaped as desired. While they can be extremely dangerous, they are also relatively fragile, having more in common with the element of air than of the two elements it is composed of.

Steam elementals are not solid and take only half damage from physical sources. They take full damage from energy attacks. They can move very fast and are able to fly, traveling up to Short range each round in any direction.

They generally can not interact with other objects and have no effective strength. Most solid objects they come in contact with pass through their form. Relatively weightless objects (dust, paper, etc.) may be moved by the elemental, but with limited control. Such objects act as if carried by a controlled wind. The elemental may also slam itself against a target. They simply disperse and reform around the target, taking no damage in the process, but the act may push the target five feet backward. For this push, treat the elemental as if it has a STR of 10 x its Threat Rating. Any object the elemental acts upon is subject to taking damage.

While they are not solid enough to do impact damage, the heat of their steam does. This is a concentrated attack that does damage equal to their Threat Rating. Anything that touches them is subject to taking damage as well, but this damage is only a single point as it isn't as concentrated. They may make a push as described above. Steam elementals may also attempt to engulf a target, an action costing 3 Momentum to initiate. This can only be done against targets their own size or smaller. To do so, the elemental must make a successful attack against the intended target. The target must succeed at a NIM roll or be engulfed. The target can move normally, but the elemental moves with it. An engulfed target must succeed at a NIM roll each following round to escape. Otherwise the target takes 1d6 heat damage to all hit locations, ignoring all protection.

To summon a steam elemental, a wizard needs copper as a spell component.

Vortex Elementals (Air and Earth)

Vortex elementals are often called Sand Elementals, for that is what they are most often made up of. Vortex elementals only take one form, that of a fast-spinning cloud of wind and particles. These mini-tornados are fast moving but relatively weak.

Vortex elementals are not solid, and take only half damage from physical sources. They take full damage from energy attacks. They can move very fast and are able to fly, traveling up to Short range per round in any direction.

They generally can not interact with other objects and have no effective strength. Most solid objects they come in contact with pass through their form. Relatively weightless objects (dust, paper, etc.) may be moved by the elemental, but with virtually no control. Such objects are sucked into the elemental, becoming part of its whirling form. The elemental may also slam itself against a target. They simply disperse and reform around the target, taking no damage in the process, but the act may push the target five feet backward. For this push, treat the elemental as if it has a STR of 10 x its point value.

A vortex elemental may make unarmed attacks with damage die type based upon its Threat Rating: 1-4 uses d4, 5-6 is d6, 7-8 is d8, and 9-10 is d10, but never with any STR damage modifier.

To summon a vortex elemental, a wizard needs specific feathers as a spell component. Merthwags require a significant amount of loose dust, sand, gravel, or other tiny debris to form a vortex elemental.



You have endured the trials and tribulations of a fledgling adventurer. The time and decision is clear: take a less conventional route to satiate the ever-growing pangs for glory, one only a selective few may tread. The paths of the elites await you, adventurer!

ELITE PATHS

Elite paths are specialized offshoots of the five core paths, building upon their core abilities. Like core paths, each elite path has distinct path talents. All talents in the particular core path that lead to your chosen elite path are available for selection as well. For example, when Triana becomes a Sage, she may choose from the talent menu of both the wizard core path and the Sage elite path; therefore, she can continue to improve her Contact Rating or gain new arcane spells in addition to the newfound sage talents (though she still only gets two choices of talent per level). The elite path levels also count toward the core path they're based on for path level purposes; so Triana will include her Sage path levels when determining her total wizard path levels.

You are free to enter any elite path, even one outside of your core path(s), so long as you meet the prerequisites. The initiation requirements often permit the easiest route to those through the appropriate core path, however.

While elite paths are additional options for you to further enhance and customize a character concept, the choice to enter an elite path and which one is entirely yours. It is not obligatory, and many adventurers before have been perfectly content with remaining a warrior, wizard, sevar, and so on.

Elite Path Descriptions

Each path begins with a paragraph or two introducing the concept and background of the elite path. After that, the information is broken up into several headings.

"Requirements" describes the requisites for you to enter the path.

"Path Talents" lists and describes all talents available for this elite path.

ELITE MERTHWARG PATHS

The elite paths based on the merthwarg core path are: Animal Master, Beast Shifter, Elementalist, Forest Guardian, Nature Master, and Ranger.

Animal Master

An Animal Master has all of nature's animals at his or her beck and call, using them for simple tasks, defense and protection, or even spying. This elite path is the rarest of the merthwarg family. Animal Masters greatly prefer dwelling in the wilderness populated with creatures rather than people. They rarely, if ever, venture into a crowded venue.

Requirements: To become an Animal Master, you must complete a Demeanor/Theme devote to this elite path to reflect forging the unusual bond with natural creatures that is the hallmark of all Animal Masters, which normally entails a prolonged co-habitation with animals and developing communication and rapport; have an expertise related to animals at 5 ranks minimum, the "Animal Ally" core talent, and one of these three gods whose dominions include animals as your patron deity: Serpecia, Vilan, or Vrang.

D/T Roleplaying Examples: Evacuate and ensure the safety of wild creatures caught in a natural disaster. Tame a savage beast (or a pack of beasts) without resorting to magic. Successfully train unusual or exotic animals.

Path Talents: The following talents are exclusive to the Animal Master elite path.

Animal Bond: You are an accepted part of the animal kingdom. No natural creatures or beasts will attack you of their own volition.

Animal Speech: You may communicate with any animal at will.

Command Animal: Once per encounter, you can command any animal. The command must be simple (e.g., "attack him," "leave now," "wait here"). To order specially trained animals or animal allies, you must succeed an opposed TEN + animal handling-related expertise roll against their master's TEN + animal handling-related expertise roll per command. This talent can be taken multiple times, each time adding another one usage per encounter.



Multiple Animal Allies: You double the number of the animal allies you have (including Improved or Superior). You can take this talent more than once, each time doubling again your total animal allies.

Possess Animal: Once per encounter, you can transfer your mind into the body of a touched animal and take the creature over. Your own body collapses into a coma-like state until you relinquish control of the animal and return back to it. If the possessed animal is killed, you are rendered unconscious and ejected back to your body immediately. Otherwise, there is no duration for this ability; you may stay inside any animal for as long as you wish. You can select this talent repeatedly, each time increasing the encounter limit by another usage.

Summon Animal: Once per day, you can call all animals of a single type (chosen each time when activating this ability) up to 50 miles in distance. The creatures do not immediately appear, but move toward you at their best possible speed. You can take this talent multiple times, each time increasing the daily usage of this ability by once.

Superior Animal Ally: Choose an animal ally in which you have previously invested an Improved Animal Ally talent in. That creature now possesses special or even supernatural abilities beyond standard creatures of the identical type. The GM must approve, as well as control, all such abilities. You can take this talent repeatedly, each time for a new, previously improved, animal ally.

Beast Shifter

One of the more elusive elite paths for the merthwarg is the Beast Shifter. All living entities in the world are part of nature, even paranormal creatures that are usually beyond most merthwargs' comprehension, and a Beast Shifter is able to form kinship with any beast. Through the mystical bond, Beast Shifters can call upon their kindred creatures, command them, and even take their shape. However, the more lethal the beast, the rarer it is to establish a bond. There are

far more Vire Shifters than there will ever be Dragon Shifters. Beast Shifters are feared as often as they are sought out for aid, since their mystical kinship is bilateral; while Beast Shifters will lend help against their bonded creatures, they will not hesitate to switch sides should the creatures be excessively endangered.

Requirements: To become a Beast Shifter, you must first complete a Demeanor/Theme devoted to this elite path, reflecting the search and subsequent defeat (but not kill) or befriending a matured creature (without resorting to magic) for the Beast Shifter bonding ritual. Upon completing the ritual, all creatures of the type identical to the bonded creature will automatically consider you one of their own kind. While this does necessarily mean they won't ever attack you, few creatures hunt and eat their own. You must also have at least two of these merthwarg path talents: Animal Stamina, Bestial Ferocity, Bestial Speed, Nature's Savagery.

D/T Roleplaying Examples: Deliberate over the type of animal to seek. Evaluate and stalk the creature of choice. Devise strategies to communicate with or physically defeat the beast.

Path Talents: The following talents are exclusive to the Beast Shifter elite path.

Beast Shift: You may assume the form of a bonded creature indefinitely, duplicating its exact appearance. While in this form, you use the creature's Attack Rating, Defense Rating, damage, plus any and all of the creature's special abilities (venom, flight, burrow, etc.). You retain your Life Points and use your original body diagram to track damage received for ease of record keeping. The GM may grant temporary Life Points for an extremely large creature, but no LP loss for shifting into a small or tiny creature. You cannot communicate verbally (except with other creatures of the type you have bonded with) or cast spells while in this form. You can take this talent more than once, each time for a new bonded creature.

Beast Mastery: Creatures of a bonded type will never attack you, even when compelled by magic or any other influences. Also, you can command all creatures of the bonded type that are not your animal allies, your familiars, females with young, or fledglings. Dangerous orders and those exiling the creatures to leave their territory will usually require a roll regarding animal handling. You can take this talent repeatedly, each time for a new bonded creature type.

Bestial Awareness: Your senses become heightened like those of a beast. You gain +10 to Perception permanently. You can take this talent once per level, each time gaining another +5 PER.

Bestial Defense: You can alter your body to match the defensive capabilities of a bonded creature type. You may grow scales or a thick hide, develop extreme quickness or a bestial instinct to avoid

getting hurt. You gain your choice of either +1 Protection Value for all hit locations or a +1 bonus to Defense Rating, as appropriate to the bonded creature type. You can take this talent just once per level, each time gaining another +1 Protection Value or +1 Defense Rating, up to maximum of +5.

Bestial Senses: You gain the enhanced or unusual senses of a bonded creature type, e.g., scent tracking of canines, heat detecting of serpents, sonar of bats. You may use these abilities with PER or relevant expertise rolls. You can take this talent more than once, each time for a new bonded creature type.

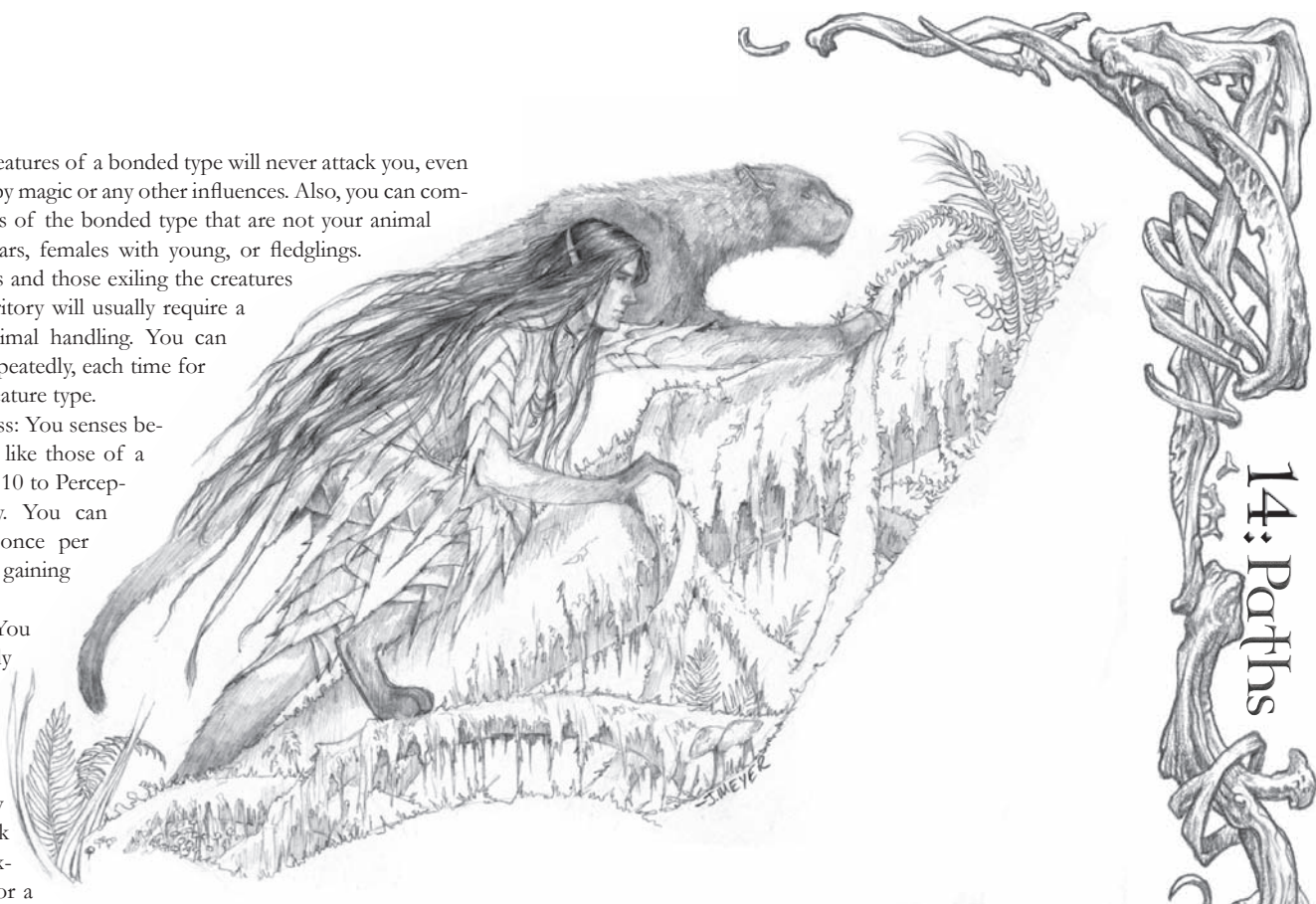
Call Beasts: You can call all available creatures of your bonded type within a maximum of 50 miles to your location. The creatures do not immediately appear, but move toward you at their best possible speed. You can take this talent multiple times, each time for a new bonded creature type.

Hybrid Shift: You learn how to merge the best features of beast and man into one powerful form. Choose a bonded creature type in which you have the Beast Shift talent. It takes a full round to alternate form. You grow 25% larger (even if your bonded creature type is small). Your gear, armor, and weapons also mystically enlarge proportionally with you. In this amalgam, you gain all capabilities of the bonded creature type while retaining the ability to communicate, cast spells, wear armor, manipulate gear and wield weapons; you also use the higher score between the man and beast form for all attributes.

You can take this talent repeatedly, each time for a new bonded creature type coupled with the Beast Shift talent.

Kinship: You may communicate with creatures of a bonded type. You also gain a +20 bonus on all noncombat rolls when interacting with or against all creatures of a bonded type. You can take this talent more than once, each time for a new bonded creature type, or gaining another +10 bonus for a previously chosen bonded creature type.

Multiple Bonding: You can bond with another creature type, but you must complete a new Demeanor/Theme for the bonding ritual before taking this talent every time. You can take this talent more than once, each time bonding with a new creature type.



Possess Beast: You can transfer your mind into the body of a touched creature of the bonded type and take the creature over. Your own body collapses into a coma-like state until you relinquish control of the animal and return back to it. If the possessed beast is killed, you are rendered unconscious and ejected back to your body immediately. Otherwise, you may stay inside the animal indefinitely. You can take this talent multiple times, each time for a new bonded creature type.

Elementalist

The Elementals conjure the prime forces of reality, not just those of nature as standard merthwags do. They manipulate the raw elements into different forms to do their bidding. All merthwags know the route to become an Elementalist, but few choose it because it entails a perilous quest that few survive, a trek that will take them up the frozen precipice of Mount Kalethon, in the heart of the Gerukan Mountains. Once atop the peak, they then try to locate a cave that is the only known place where elementals exist independently of any magic. They must make the journey alone, barely clothed and without aid of magic, or incur the elementals' instant wrath. Of those braving the bone-gnawing chill into the cave, only half return with the power to command elementals, and none will speak of what lies within.

Requirements: To become an Elementalist, you must complete a Demeanor/Theme devoted to this elite path, reflecting the arduous quest and trip to the summit of Mount Kalethon without gear or aid of magic, whereby you enter a cave and emerge one month later with no memory of your experience inside the cave; have coupled at least two Summon Elemental spells with the Nature's Blessing merthwag path talent in your repertoire.

D/T Roleplaying Examples: Summon and direct an elemental in the defeat of a rival element. Observe a master elemental's techniques and tendencies. Make physical and mental preparations for the trek into Mount Kalethon.

Path Talents: The following talents are exclusive to the Elementalist elite path.



Control Elemental: As a one-round action, you can seize control of elementals summoned by others. Cross-index your Elementalist path level as the active rating against the target summoner's Elementalist path level (or 0 if the opponent is not an Elementalist) as an opposed rating on the Action Table for your chance to do so. You take command of ALL elementals summoned from that single casting on a successful roll. Regardless, all elementals under your own control do not act (or stop their action (save for self-defense) for one round while you focus your attention on the attempt.

You can take this talent just once per level, each time adding a +1 bonus to your Elementalist path level for comparison purposes ONLY.

Elemental Command: You suffer no penalty to your rolls when maintaining the elementals you summoned.

Elemental Mastery: Choose an elemental type. You can now attempt to summon elementals of any value in that type. A Contact roll is still required as normal, but no components are necessary. You can take this talent repeatedly, each time selecting a new elemental type.

Empower Elemental: Once per day, you can empower a single elemental you summoned, imbuing it with its own intelligence and will. An empowered elemental has mental attributes (Intelligence, Perception, Wisdom) equal to yours minus 10. It can operate independently as an intelligent NPC, but is totally loyal to you and can never fall un-

der anyone else's control (immune to the Control Elemental talent and all other similar attempts). The empowered elemental lasts indefinitely until destroyed or instructed by you to disperse.

You can take this talent more than once, each time enabling you to empower one additional elemental you summon per day.

Summon Multiple Elementals: You can summon and maintain more than one elemental simultaneously, doubling the number of elementals that appear at the expense of 1 Mana Point per additional elemental beyond the first, but without penalty to your Contact roll. You maintain these elementals at a normal penalty, regardless of their number. You may dismiss any elemental you summoned at will, regaining 1 Mana Point immediately for each dismissed. You can take this talent more than once, each time doubling the maximum number of elementals you can summon per casting.

Forest Guardian

Forest Guardians are the prime protectors of the woods, with all animals and plants acting as their reinforcement. They are the embodiment of their respective forests, with which they share a spiritual bond. The oath to defend is mutual, as the guardian and the woodlands will protect each other to the death (or destruction).

Forest Guardians often lead a life of solitude, rarely departing their forest homes except when a distant threat or forces demand. They seldom announce their presence except to those disrespectful of the forest or harming its denizens, animals, insects, or plants. When they do, the offenders will learn what wrath of nature a guardian can bring.

Requirements: To become a Forest Guardian, you must complete a Demeanor/Theme devoted to this elite path, reflecting the effort in bonding with a chosen forest, a recurring ritual of meditation and surviving in the woods alone without provisions, spells memorized, and any possession made of metal; have a nature- or forest-related expertise of minimum 3 ranks, plus either the Familiar Leyline: Forests or Familiar Territory: Forests merthwarg path talent.

D/T Roleplaying Examples: Map a previously uncharted forest. Provide food and shelter for several non-outdoorsmen in the woods. Survive alone in a large forest for three days.

Path Talents: The following talents are exclusive to the Forest Guardian elite path. You can activate your Forest Guardian talents only in the forest to which you are bonded.

Call Fog: Once per encounter, you can summon a dense fog capable of covering the entire forest if you wish, spreading at a distance of 50' per round from the point of origin. This dense fog restricts visibility to just 5', save for magical illuminations or your vision and that of other Forest Guardians bonded to this particular woodland. The dampness will also extinguish most non-magical flames. This fog lasts for as long as you are conscious, though you can completely disperse it at any time. You can take this talent multiple times, each time adding another usage per encounter.

Command Plant: You can command a single tree or plant as if you have just successfully cast an Animate Plants spell on it. You can take this talent more than once, each time enabling you to animate and control one additional tree or plant simultaneously.

Forest Ally: Choose one type of woodland animal. All creatures of that type become your equivalent of animal allies. Although they do not wander beyond the boundaries of the forest, they never stray too far from you while you're in the forest, and will serve and protect you to the best of their abilities. You can take this talent more than once, each time choosing a new type of animal.

Forest Bind: You can control the plants to severely impair the movement of anything in the forest. With a successful Tenacity roll, you can make a part of the woodland virtually impassable with massive undergrowth and interposing tree trunks and limbs. You can conceivably use this ability to guide (or force) others into a location where you want them to go.

Once per day, you may summon a wall of thorns (as per the spell) automatically at will, though it requires one round to fully grow in place, but has a permanent duration until you dismiss it.

You can take this talent more than once, each time adding a +10 bonus to the Tenacity roll when using this talent, and increase the daily usage for summoning a wall of thorns by one.

Forest Bonds: You bond yourself to an additional forest, thus enabling you to use your Forest Guardian talents in the confines of two woodlands. You can take this talent multiple times, each time effectively bonding yourself to another forest.

Forest Speech: You can communicate with all animals and plants within your bonded forest.

Nature's Protection: The forest willingly helps protect you from enemies. You gain a +20 and +2 SV bonus to all rolls regarding stealth and tactics you make while in your bonded forest. You cannot be surprised as the woodland will alert you to all such attempts. No natural creatures, plants, or insects living in the forest will attack you of their own volition. You can take this talent repeatedly, each time adding another +20 and +2 SV bonus to the appropriate rolls in your bonded forest.

Nature's Vigil: This ability enables you to automatically sense disturbances and threats to the forest (but not to yourself), such as fires, poachers, and monstrous predators, up to 10 miles away. A successful Perception or Wisdom roll may give additional insight into the source and exact location of the problem. You may also broadcast a "mental warning" to all living creatures and people within 10 miles of your location with a successful PER or WIS roll, in the form of a sense of impending danger. This is generally enough to spook ordinary creatures into leaving the area.

You can take this talent more than once, each time widening the area by another 10 miles for both sensing the threat and the range of the mental warning, as well as adding another +10 bonus to your PER/WIS rolls when used with this talent.

One with the Land: You can traverse through the woodland as if it were clear road and without leaving any traces so tracking you is impossible. You do not need to make rolls in the forest as these actions automatically succeed at the maximum SV (i.e., the highest possible sensational success).



Nature Master

The founding ideal for the Nature Master is to live truly and completely with nature. Nature Masters are thoroughly in tune with the environment, harboring nature with all their soul and might. Natural forces, from the weather to the very earth underfoot, will comply with a Nature Master's wish. Unlike Forest Guardians, Nature Masters are worldly and bind themselves to the very essence of nature, rather than a certain region.

Requirements: To become a Nature Master, you must first complete a Demeanor/Theme devote to this path, reflecting your apprenticeship under a mentor Nature Master, as well as the training and the final ritual bonding you with nature; have two nature-related expertise at 5 ranks minimum, plus at least two nature spells of DL 15 or higher.

D/T Roleplaying Examples: Seek out and convince a Nature Master to mentor you. Maintain a vigil on nature's behalf against exploitation and violations. Reside in harmony with plants and animals.

Nature's Oath: Once a Nature Master, you must vow never to own or use anything made with refined metal (including armor and weapons), and never sleep inside a manmade structure. You lose all your Nature Master abilities for at least a full month every time you break the vow.

Path Talents: The following talents are exclusive to the Nature Master path.



Command Plant: This is identical to the Forest Guardian elite path talent of the same name.

Control Earth: Once per day, you can force the earth to violently reshape itself, moving and altering all natural earth and stone in an Intermediate perimeter. You can use Control Earth to create any structure, or if employed offensively, cause all enemies in the affected area to take your Nature Master path level in number of d10 damage to all hit locations from the writhing earth (NIM -20 resistance roll for half damage). You can take this talent multiple times, each time receiving an additional daily usage of this talent.

Earth Speak: You can communicate with one of the following, your choice: All creatures, all plants, all minerals, all nature spirits. You can take this talent more than once, each time selecting a new choice from the list.

Earthshaping: This ability functions identically to the Shape Earth nature spell, but no Contact roll or components are needed. You can activate Earthshaping once per encounter. This power is generally too slow to use offensively, but sometimes only a few feet of dirt moved is all it takes to collapse a wall or start a rockslide. You can take this talent multiple times, each time adding another usage of this talent per encounter.

Nature's Armor: You can call upon nature to protect you directly. Your skin becomes shielded with a protective layer of bark, earth, stone, leaf, etc., providing 5 additional Protection Value for all hit locations without any armor hindrance penalty or additional EV. There is no limit to its activation, but you must concentrate throughout, and your Attack Rating is halved. You can take this talent once per level, each time adding another 1 PV worth of protection, to a maximum of 9 PV.

Nature's Bind: Choose an environment or terrain. You can utilize its natural resources to severely impair the movement of anything and anyone else in that environment or terrain. With a successful TEN roll, you can make a part of the terrain virtually impassable with massive undergrowth and interposing tree trunks and limbs. You can conceivably use this ability to guide (or force) others into a location where you want them to go. You can take this talent more than once, each time selecting a new environment or terrain.

Nature Meld: Once per encounter, you can meld with nature indefinitely as per the Meld nature spell, but no Contact roll or components are needed. You can take this talent repeatedly, each time adding another usage of this talent per encounter.

One with the World: Nature becomes your ally, making adjustments to accommodate you. You can traverse any natural terrain as if it were clear road and without leaving any traces of your movement. All natural animals are friendly toward you unless you show them hostility or aggression. You automatically survive in any natural environment without rolling.

Weather Mastery: You're able to command the most powerful force of nature: weather. Once per day, you can summon and control any weather as per the Control Weather nature spell, but need no Contact roll or components. Drastic, extreme changes (from a heat wave to blizzard, for example) may take a day or more to complete, and you can maintain the new condition for as long as you concentrate. You can take this talent more than once, each time granting you another daily usage of this talent.

Ranger

The Rangers are, perhaps, the consummate outdoorsmen. They hunt and forage in the wild as easily as a fastidious moneylender knows the details of every account. Most Rangers travel constantly, living off the land and rummaging through the still-unexplored regions of the world. They make the perfect guide for any overland adventures because starvation and loss of direction are hardly ever a concern with a Ranger present.

Requirements: To become a ranger you must complete a De-meanor/Theme devoted to this elite path; have two expertise relevant to animals, nature, tracking, and/or wilderness survival at a minimum of 3 ranks apiece.

D/T Roleplaying Examples: Track and rescue lost travelers. Survive in the wilderness with minimal gear and no magic for a week. Create trails through a territory. Memorize all routes and geographical features in a region.

Path Talents: The following talents are exclusive to the Ranger elite path.

Familiar Terrain: Choose a terrain (jungle, swamp, mountain, desert, river, subterranean, even ruins, etc). While in the selected terrain, you gain a +10 bonus and +1 SV to all noncombat rolls (including resistance rolls). You can take this talent multiple times, each time either choosing a new terrain or gaining another +10 bonus and +1 SV to noncombat rolls for a previously chosen terrain.

Immortal Animal Ally: Similar to the Animal Ally talent, but the animal does not age beyond maturity and becomes a lifetime companion. If it is killed, you may choose another animal to replace it without having to spend another talent slot. You can take this talent more than once, each time gaining a new immortal animal ally.

One with the Land: You can traverse through any terrain to which you've applied the Familiar Terrain talent as if it were clear road and without leaving any traces so tracking you is impossible. You do not need to make rolls in the forest as these actions automatically succeed at the maximum SV (i.e., the highest possible sensational success).



Terrain Defense: Select a terrain in which you have the Familiar Territory talent. When fighting in that terrain, you gain +1 bonus to Defense Rating, and reduce the final Momentum cost you pay for increased Defense Rating by 1, to a minimum of one. You can take this talent multiple times, each time adding another +1 to Defense Rating and reducing the total Momentum cost for Defense Rating by one for a previously chosen terrain.

Terrain Strike: Select a terrain in which you have the Familiar Terrain or Familiar Territory talent. While in that terrain, you gain an additional +5 attack bonus, and reduce the final Momentum cost you pay for increased attack bonus by 1, to a minimum of one. You can take this talent multiple times, each time adding another +5 bonus to attack rolls and reducing the total Momentum cost for attack bonus by one in a previously chosen terrain.

ELITE ROGUE PATHS

The elite paths based on the rogue core path are: Arcane Gypsy, Assassin, Deathbringer, Pirate, Shadow Master, and Spy.

Arcane Gypsy

Traveling Eranon in scattered troupes, the Arcane Gypsies are a blessing and a curse to all spellcasters. Ostensibly, they are traders specializing in magical goods, from scrolls to wondrous trinkets, but most mages know the truth: the items they barter are likely stolen. While many proprietors of arcane supply shops owe much of their stock to these vagabonds, wizards across the land curse their

thievery existence. Arcane Gypsies are hesitant and strict about whom they accept into the ranks, as they never know who may be a mercenary for one of their former victims. Although they are seldom caught, their nomadic tendencies are most likely for the best.

Requirement: To become an Arcane Gypsy, you must first complete a Demeanor/Theme devoted to this path, representing your search and the subsequent acceptance into an arcane gypsy troupe for training, which usually takes about six months (or more depending on what the troupe in mind for you to “earn your keep”); you must have at least two expertise relevant to deception or illicit activities at a minimum of 3 ranks each, plus the Magical Energy Sensitivity talent.

D/T Roleplaying Examples: Perpetrate confidence scams. Consistently contribute earnings to a troupe. Save a troupe member from prosecution or retribution.

Contact Rating: You gain a Contact Rating as a secondary attribute if you do not possess it already.

Path Talents: The following talents are exclusive to the Arcane Gypsy path.

Arcane Spell Proficiency: This is identical to the wizard core path talent of the same name.

Divine Spell Proficiency: This is identical to the sevar core path talent of the same name.

Magical Expertise: This is identical to the wizard core path talent of the same name.

Nature Spell Proficiency: This is identical to the merthwarg core path talent of the same name.

Non-Detection: Considering you dedicate your life to stealing from spellcasters as an Arcane Gypsy, this ability is of utmost value. Using secret rituals, you can vanish, undetectable and untraceable to magical or supernatural means.

Superior Arcane Proficiency: This is identical to the wizard core path talent of the same name, though limited to once per level for Arcane Gypsies.

Assassin

Killing through stealth and subterfuge, such as the use of poisons, the Assassin is a path steeped in mystique and intrigue, interwoven into countless legends, yet unwise for them to reveal themselves as



such. Assassins lead a lonely, shadowy life on Eranon, hiring out their deadly services to the highest bidder, and performing their tasks without the slightest remorse. Often, they count their weapons as their only comrades, for even the order or guild to which they belong may not be completely trustworthy. . .

Requirements: To become an Assassin, you must complete a Demeanor/Theme devoted to this path; have the Poison Lore or a related expertise at a minimum of 3 ranks, and taken the Precise Backstab rogue core path talent at least once.

D/T Roleplaying Examples: Accept and complete an assassination contract. Locate and apply to an assassins' guild. Purchase and administer poisons. Perform backstabs in combat at every chance. Develop covert and deadly Special Combat Maneuvers.

Path Talents: The following talents are exclusive to the Assassin elite path.

Death Strike: Once per day, upon scoring a critical hit, you can make the target roll a TEN or END resistance roll (target's choice) to avoid instant unconsciousness and possibly bleeding to death if unattended. You can take this talent more than once, each time adding another daily usage of this talent.

Expert Stunner: You know how to find a weak spot and where on a body to strike. Stunning attacks cost 1 Momentum each for you instead of 2.

One with Shadow: Once per day, on a successful roll to be stealthy or conceal yourself, you become virtually undetectable to sight as per the Minor Invisibility arcane spell, but requiring no Contact roll, Mana Points, or components. You can take this talent only once per level, each time gaining another daily usage of this talent.

Signature Poison: Choose a poison. You can boost the potency of that poison by choosing to increase the damage by another die, decrease the resistance roll by -10, or lengthen the time of effect by +1x, selected when you administer the poison. You can take this talent more than once, each time choosing a new poison, or blending the bonus damage die/resistance roll penalty/extended length in any combination adding up to the number of times you have taken this talent for a signature poison.

Deathbringer

The inscrutable Osarian city of Nasir is home to the most feared assassins in the world. Known as the Deathbringers, they are the Osarian king's personal hit squad and secret police. For a thousand



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years, the Deathbringers have enforced the rule of their kings. Occasionally, the Deathbringers will go abroad on assassination missions. Recognized by their twin kukri, the "claws of the scorpion," they are ruthless, merciless, trained killers. But, most of their targets expire without drawing a blade, done in by the stealth and poison that the Deathbringers prefer. It is said that the blood of scorpions courses through these assassins' veins, and like the scorpion, they sting quietly and without hesitation.

Requirements: To become a Deathbringer, you must first complete a Demeanor/Theme devoted to this path, reflecting you pledging allegiance to the king of Nassir, your initiation into the order and the subsequent training; familiarity with the kukri knife, plus



both a poison- and stealth-related expertise at a minimum of 5 ranks apiece.

Leaving the Deathbringers is not unheard of, but your fellow assassins will take it as a betrayal. Few turn their back on the king or the Deathbringers and live.

D/T Roleplaying Examples: Perfect proficiency with dual kukris. Eliminate target with poison. Develop affinity for the Osarian desert scorpion.

Path Talents: The following talents are exclusive to the Deathbringer path.

Backstab Mastery: Once per encounter, your backstab does maximum damage. You can take this talent more than once, each time granting an extra usage of this talent per encounter.

Death Strike: This is identical to the Assassin elite path talent of the same name.

Double Claws: Your penalty when fighting with two kukri knives is 10 less than normal. You can take this talent multiple times, each time reducing the penalty another 10.

Kukri Expert: You increase the base damage die of any kukri knife you wield from a d4 to a d6. You can take this talent just once per level, each time increasing the damage by another die, up to a d12. After reaching a d12, add a +1 damage bonus each time thereafter.

Lightning Instinct: Your reactions are so blindingly fast that you can try to correct an errant strike before the target can react! Once per session, unless it's a fumble, you can reroll one missed attack, but you must take the new result. You can take this talent once per level, each time increasing the usage of this talent once more per level.

Poison Blood: You must have the Poison Immunity talent to take this talent. Your blood is as venomous as that of the Osarian desert

scorpion. You need only wipe your weapon on an open wound or cut yourself for a single Life Point of damage to coat it with poison. Creatures biting you are subject to the poison, too. Your blood loses the potency one hour after it leaves your body.

Poison Immunity: You become immune to the venom of the Osarian desert scorpion—the preference of Deathbringers. You can take this talent more than once, each time choosing a new poison or venom to which you are now immune.

Scorpion's Sting: Once per day, you can draw a hidden blade and make a precise attack with it, even if the target is fully aware and “on guard.” You can take this talent repeatedly, each time adding one more daily usage of this talent.

Stalking Death: Once per day, you can either change a failed Concealment or Stealth roll into a success (rounding down to the nearest non-sensational success), or a successful roll into a sensational success (rounding to the nearest sensational-success “0”). You can take this talent repeatedly, each time increasing the daily usage of this talent another once.

Ultimate Poison Mastery: This is identical to the Assassin elite path talent of the same name.

Pirate

The sea and the rivers that course through Eranon can be dangerous with the presence of monstrous water beasts. Throw in ruthless pirates and the lanes can become downright lethal. Buccaneers are more than thugs sailing the waterways; their marine prowess is peerless, plying the sharp end of their rapiers for valuables from unwary travelers — though truth be told, more gold had been seized by wit and guile than by sword point. Some corsairs may forego larceny in favor of the thrill of adventure, especially when a great bounty is in the promise.



Requirements: To become a pirate, you must complete a Demeanor/Theme devoted to this elite path, simulating your effort to find and operate with a pirate crew; have an athletics- or sailing-related expertise at a minimum of 5 ranks.

D/T Roleplaying Examples: Fraternize and cohort with known buccaneers portside. Find the buried treasure of a famous pirate. Drink rum and indulge in corsair debaucheries. Follow the pirates' code. Perform daring (and apparently foolish) stunts. Engage in duels and battles on dangerous ground with a minimum of protection. Forsake armor and heavy arms in favor of light or improvised weapons.

Path Talents: The following talents are exclusive to the Pirate elite path.

Cutthroat Style: As a pirate, you must fight dirty to survive. When you successfully stun a target with an attack (or spell), the effect lasts one extra round (from the normal one to two). And on a successful precise attack, you can adjust the hit location up to plus/minus four instead of the usual three. You can take this talent more than once, each time, increase the stun duration by one additional round.

Opportunist: It's easier for you to exploit an opponent in combat. The Momentum cost for a precise attack, precise called shot, and stunning attack is all one less for you (or 2, 4, and 1 respectively, instead of 3, 5, and 2).

Sea Legs: You are accustomed to operating on rough waters. You suffer one-half the normal penalty when performing actions under difficult conditions (such as slippery surface, steep slopes, dense rubble, etc.). You can take this talent more than once, each time negating the penalties by another 10 (after the initial halved penalty).

Smashbuckling: You live for danger. While donning no more than 20 EV worth of armor, you gain a +1 to both Defense Rating and Protection Value when fighting in highly unusual or perilous environments (rolling waterwheel, crumbling bridge, high atop the mast, blazing building, etc.). You can take this talent once per level, each time raising both your Defense Rating and Protection Value another +1.

Shadow Master

Shadow Masters are reputed for their ability to become the shadow, hiding, infiltrating, and collecting intimate confidence with the greatest of ease. Many Shadow Masters serve wealthy patrons in major cities, or offer their services to the highest bidder. An enterprising

few even operate an espionage network, brokering secrets that they have obtained (or blackmailing with them).

Requirements: To become a Shadow Master, you must first complete a Demeanor/Theme devote to this path, reflecting your apprenticeship, training, and services under a Shadow Master; have stealth or equivalent expertise at a minimum of 5 ranks, plus the Shadow Strike talent.

D/T Roleplaying Examples: Locate and persuade a Shadow Master to mentor you. Infiltrate and intercept missives through subterfuge alone. Remain unmoved and hidden in shadow for hours.

Path Talents: The following talents are exclusive to the Shadow Master path.

One with Shadow: This is identical to the Assassin elite path talent of the same name.

Shadow Blow: You must have the Shadow Cloak or Shadow Meld talent to take Shadow Blow. Once per encounter, while using either Shadow Cloak or Shadow Meld, you can make an attack (melee or ranged) or cast a spell without revealing yourself. The weapon or spell will seem to emerge from the shadow with no visible source. You can take this talent repeatedly, each time enabling you to use this talent once more per encounter.

Shadow Cloak: You become completely silent, invisible, and, for all purposes, undetectable in the cover of shadow. While you may move about within the shadow, you cannot attack, speak above a whisper, or otherwise draw attention to yourself in order to maintain this ability. If even the smallest part of you leaves the shadow or if illumination dispels the shadow, you become visible again.

Shadow Contortion: You are not limited by the size or shape of the shadow available. You can fit inside any existing shadow regardless of how small or what shape it takes.

Shadow Form: You must have the Shadow Cloak, Shadow Contortion, Shadow Meld, and Shadow Vision talents to take Shadow Form. Once per encounter, by spending an action you can become a living shadow. You cannot interact with anyone or anything physically, nor do you suffer or cause physical damage. This ability functions even in bright light. You can make yourself two-dimensional like a shadow if you wish. You can take this talent more than once, each time granting another usage of this talent per encounter.

Shadow Leap: Once per encounter, as an action, you can instantly transfer from one shadow to any other shadow within sight like you're teleporting. You can take this talent multiple times, each time adding another usage of this talent per encounter.

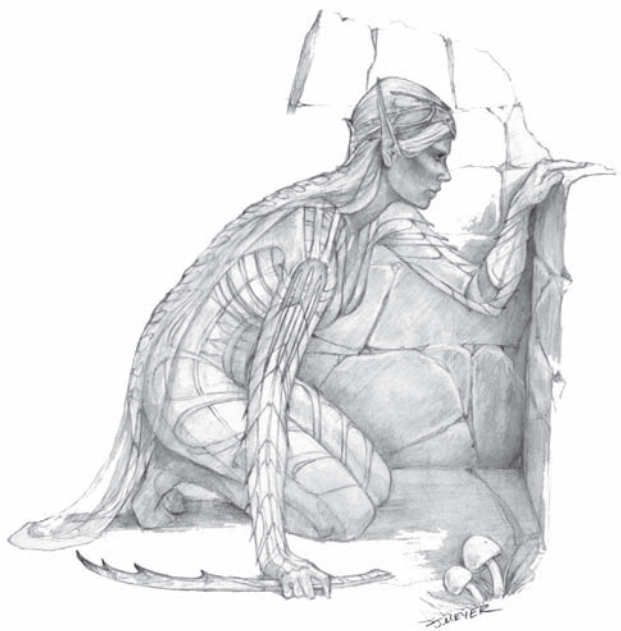
Shadow Meld: Once per day, you can meld with shadow indefinitely, becoming totally insubstantial and undetectable while remaining within. In this state, you are immune to physical damage or effects, but neither can you affect anything physically, nor can you cast spells. If even the smallest part of you leaves the shadow, or if illumination dispels the shadow, you become visible again. You can take this talent more than once, each time granting another daily usage of this talent.

Shadow Veil: No form of magical detection can locate you.

Shadow Vision: You can see and operate in complete darkness without penalty, no longer needing light. You are still vulnerable to blindness from magical effects and glaring light, however.

Shadow Walk: Once per encounter, you can infuse your body with so much shadow that you do not leave any trace of your presence. You do not leave footprints on any surface, nor do you leave behind any scent. Even when wounded, any blood drop vanishes as it escapes your person. You can take this talent more than once, each time increasing the usage of this talent by another encounter.

Shape Shadow: Once per day, you can control shadow as per the Control Shadow arcane spell, but it requires no Contact roll, Mana



Points, or components. You can take this talent multiple times, each time increasing the daily usage of this talent another once.

Spy

To live the life of secrecy and deception is the way of a Spy. Spy is perhaps the most “glamorous” option of all rogue paths, but it is also the most difficult to truly master. A consummate virtuoso of the espionage art must possess diverse proficiencies, for the occasion to adopt any identity and blend seamlessly into any situation may arise at any given moment. Spies are the ultimate chameleon, staying alive and accomplishing goals by cunning and skill.

Requirements: To become a Spy, you must complete a Demeanor/Theme devoted to the espionage profession, reflecting making contacts and accepting minor assignments for experience; you must also have the disguise or expertise relevant to covert activities at a minimum of 5 ranks.

D/T Roleplaying Examples: Cultivate influential persons and sources. Exhibit finesse and grace in physical confrontations. Develop and perfect new personas.

Path Talents: The following talents are exclusive to the Spy elite path.

Chameleon: A spy must know a little bit about everything to be ready for anything. Once per session, you can attempt a Wisdom roll. If successful, you are considered for the current encounter to have one rank in any one expertise of your choice that you currently do not possess. You can take this talent once per level, each time gaining another session usage, but no expertise may rise beyond one rank.

Cover Identity: You have established a near-impenetrable, airtight identity separate from your real one, with full proper documentation (stolen, forged, or acquired illegally, of course) and even corroborators. You can take this talent more than once, each time creating a new cover identity, though the GM must approve each one.

Improvisational Disguise: Once per encounter, you can automatically find, improvise, and adapt an outfit appropriate for the occasion. Armor gained in this manner has no Protection Value. You can take this talent multiple times, each time increases the usage another once.

Know Lies: Once per day, you can detect whether someone is lying to you as per the Discern Lie divine spell, but no Contact roll or Mana Points are required. You can take this talent repeatedly, each time gaining another daily usage.

Power of Persuasion: Your words are so convincing that they can enthrall and sway those of lesser will almost completely. Once per day, you can attempt a CHA roll opposed by the target’s TEN roll. If you beat the target, he/she must comply with your “suggestions” for one encounter, provided it does not grossly contradict the target’s code of conduct, ethics and values, or endanger personal safety and that of loved ones. The target must comprehend your language for this talent to function. Anyone successfully resisting the effect is immune to this talent for at least the session, possibly the rest of the adventure. You can take this talent more than once, each time adding another daily usage.

Understand the Mind: Once per day, after you have spent at least five minutes conversing with another, you can read the target’s surface thoughts as per the Read Thoughts arcane spell on a successful Perception roll. The target does not get a chance to realize you’re using this talent, unless it’s a Spy as well. You can take this talent multiple times, each time gaining another daily usage.

ELITE SEVAR PATHS

The elite paths based on the sevar core path are: Death Knight, Demonbane, Faithkeeper, Inquisitor, Life Giver, and Paladin.

Death Knight

Antithesis of the virtuous Paladins, a Death Knight is the embodiment of all things evil. They live solely to inflict pain, agony, and death. Death Knights are the champions of dark gods, swearing their life to the eternal abyss and spreading chaos wherever they tread.

Requirements: To become a Death Knight, you must first complete a Demeanor/Theme devoted to this path, representing your initiation into an order of Death Knights or service as a squire to a lone Death Knight, either way proving yourself corrupt, unholy, and evil along the process; you must also have the Divine Inspiration and Divine Resilience sevar core path talents in worship of a dark god.

D/T Roleplaying Examples: Slaughter innocents in cold blood. Dedicate destruction and murder sprees to a dark god. Betray an ally in battle.

Dark Oath: You are required to observe certain oaths as a Death Knight, including (but limited to) allegiance to a specific evil deity, regular sacrifice of innocents, and dedication to a particular sinister cause. Should you violate any oath, all your Death Knight abilities are lost until you make amends for your transgressions.

Path Talents: The following talents are exclusive to the Death Knight path.

Aura of Absolute Compliance: You must have the Dedication to Darkness talent to take Aura of Absolute Compliance. Once per day, for one encounter, all allies and followers within your sight gain the benefit of the Dedication to Darkness talent. In actuality, this ability does not strip the subjects of fear, but rather they fear your wrath considerably more. You can take this talent more than once, each time gaining one additional usage of this talent per day.

Aura of Death: You must have the Unholy Sheath talent to take Aura of Death. Once per day, for one encounter, you can shroud yourself in wispy shadows instantly, providing a +20 bonus to your roll for concealment and stealth. In addition, anyone touching you or landing a melee attack on you will cause the shadows to flare out and envelope the person, doing 1d10 points of damage to all hit locations (or 3d10 to those without hit locations).

You can take this talent repeatedly, each time gaining another daily usage of this talent.

Death Gaze: Once per day, you can gaze into a target’s eyes and stop its heart with strangling fear. This requires an attack roll to deliver, but a miss does not count as a usage. Upon a hit, the target must attempt a TEN roll, with a penalty equal to your Death Knight path level x 5. If successful, the target takes 1d12 damage to the torso (hit location 3), bypassing protection, but suffers no other effect. Otherwise, the target takes 4d6 damage and must make another TEN roll with the abovementioned penalty. Succeeding at this roll means the target is just stunned for one round; another failure, however, renders the target helpless and writhing in shock, incapacitated for the encounter with death possibly occurring if not stabilized. All Death Knights are immune to this ability.

You can take this talent more than once, each time gaining another daily usage of this talent.

Death Strike: You know how to channel the energies of death to vanquish your opponents — though such power comes with a price. Once per encounter, you can choose to declare your next melee attack an automatic hit, no attack roll required (but must still roll for hit location as appropriate) and no Momentum is gained from the attack. Your weapon glows a sickly green, transfers the energy to the target struck, and the ensuing damage bypasses all protection. There



is a drawback to this power, though, since the forces of death are never tempered safely. You must take the same amount of damage in return, without any protection as well, to the exact hit location or its closest equivalent (e.g., a wing or tentacle is equated to your arm or leg). Obviously, Death Knights generally use this power on a gravely weakened opponent.

You can take this talent more than once, each time granting you another usage of this talent per encounter.

Dedication to Darkness: You are unshakable in your resolve to your chosen cause. You are immune to all fear effects, both magical and otherwise. You also receive a +10 bonus to all resistance rolls against mind-altering or compelling effects. You can take this talent multiple times, each time gaining another +10 bonus on resistance rolls versus mind-affecting magic.

Destructive Zeal: Your powers serve only to destroy. You reduce the Mana Point cost of any damage-causing spell by half. You can take this talent more than once, each time halving the Mana expenditure again.

Detect Good: You can automatically sense any presence of benevolent creatures up to Near range.

Horrific Visage: Your connection to the power of death lets you change your countenance to match the evil in your soul. Once per day, you may take on an alternate appearance of your choice. This may be skeletal, demonic, or even fascinatingly macabre. Once the visage is determined, however, it never changes. Anyone viewing it for the first time must make a TEN roll against fear or be stunned for 1d4 rounds and unable to act. By spending 2 Momentum each round, you can sustain the visage for the round so that all opponents must make a successful TEN resistance roll against fear to attack you.

You can take this talent multiple times, each time gaining another daily usage of this talent.

Killing Machine: You can choose any one talent from the core warrior path, counting your Death Knight levels as if they were warrior path levels. You can take this talent repeatedly, each time selecting a warrior core-path talent.

Touch of Hellfire: Once per day, you can spend 2 Momentum to sear a target with the heat of hell, causing 20 points of damage that bypasses protection with a mere touch. While it requires an attack roll to deliver, a miss does not count as a usage. You can take this talent multiple times, each time choosing one additional daily usage or adding 10 more points of damage.

Unboly Sheath: Costs 3 Momentum to activate, but once initiated, the effect will last the encounter. You can conjure forth wispy shadows that envelop your weapon. This shroud causes one point of damage that bypasses protection, in addition to the weapon's normal damage. You can take this talent once per level, each time increasing the sheath's damage one additional point.

Demonbane

A Demonbane stares horror in the face and exiles it from this world. The planes are at war, with angels and demons clashing for supremacy.

Sometimes, their battle spills onto Eranon, mostly with the demons crossing into this world, seeking minions and power to abduct back to the fight. Several mortals refused to sit idly by while this happens, hence the Demonbane path was born. To be a Demonbane is to constantly risk your sanity and physical welfare in the campaign to eradicate vile demons from Eranon, sending them back to the lower planes and netherworlds.

Requirements: To become a Demonbane, you must complete a Demeanor/Theme devoted to this path; have two separate expertise relevant to demon, magic, and/or religion at a minimum of 5 ranks apiece; be able to cast the Banish, Holy Weapon, and True Sight divine spells.

D/T Roleplaying Examples: Find and confront a demon. Immerse in study of demonology under the teachings of an experienced priest. Meditate to strengthen belief in your faith.

Path Talents: The following talents are exclusive to the Demonbane path.

Demon Fighter: You gain a +5 bonus to attack rolls when fighting a demon. You can take this talent multiple times, each time gaining another +5 attack bonus versus demons.



Demon Seal: You know enough about demons to create a temporary seal, trapping or warding any demon. Once per encounter, you can call into existence a mystical seal by making a Contact roll against DL 18 and spending 10 Mana Points. Such a seal can take one of two forms. The first is a binding circle with glowing runes that instantly surrounds a target demon inside an Intermediate perimeter with you. The demon is unable to escape the circle or affect anything outside of it in any way. The circle lasts for the rest of encounter (but the duration can be improvised), until something other than the demon “breaks” the circle, or until the demon is harmed in any way. Second, it may be a ward upon an entryway or area up to Intermediate in perimeter. No demons, save for truly powerful ones, may enter or cross this ward.

You can take this talent more than once, each time adding another usage of this talent per encounter.

Demonbane Defense: You gain +1 Defense Rating against attacks from demons or their minions. You can take this talent more than once, each time gaining another +1 Defense Rating versus demons.

Banishment Expert: Costs 2 Momentum to use each time. You no longer need to make a Contact roll or spend Mana Points to cast the Banish spell against a demon (unless you improvised the spell, in which case all rules regarding magic apply as normal).

Exorcism: Costs 4 Momentum to use. Once per encounter, as an action, you may break any kind of possession or mind-affecting spell/power cast upon another by a demon. You can take this talent more than once, each time using Exorcism one additional time per encounter.

Incorruptible Mind: Demons are entities of lies and deception. While minor demons are often mindless beasts of wonton destruction, the truly dangerous ones are those seeking to corrupt and enslave. To face demons, you must be able to resist their temptations. You are immune to possession and all mind-affecting spells or powers originating from a demon of any kind. You can also tell when a demon is lying to you with a successful Perception roll.

Power of True Name: Costs 5 Momentum to use. Once per encounter, as an action, you may sense and speak a demon’s True Name, which will give you tremendous power over the creature. Once activated, the demon automatically fails to resist all further magic you cast and suffers the maximum effect or damage. Conversely, you automatically resist any magic the demon casts at you and suffer the minimal effect or damage. If you botch or fumble a roll afterward in the same encounter, the targeted demon may spend 5 Momentum (if available) to sense YOUR True Name as an action in the following round, gaining all the aforementioned resistance against you. Nobody else can speak the True Name but the person who learns it.

You can take this talent more than once, each time enabling you to initiate one additional attempt (thus affecting more than one demon) per encounter.

Sense Demon: You may automatically sense the presence of any demon within Short range. This does not pinpoint or yield directions, but rather gives off a general “feeling of dread.” You can sense anything or anyone who is controlled, tainted, or influenced by demons with a PER roll.

You can take this talent more than once, each time adding a +10 bonus to your PER roll to discern those under demonic control or influences.

Unmake Demon: You must have the Power of True Name talent to take this talent. The True Name of a demon defines its very essence. With it, you can kill a demon and undo its existence. To do so, you must perform a 24-hour, uninterrupted ritual using a demon’s True Name. Unfortunately, the demon will become aware of this ritual and its venue as it begins, and no doubt will try to stop the ritual or kill you within the day. Should you complete the ritual, the demon is utterly annihilated, its presence totally erased from history as if it had never existed. All things and effects the demon has created or maintained, whether magical or otherwise, are destroyed or terminated as well — including the demon’s offspring, mortal or supernatural.

You can take this talent more than once, each time reducing the ritual time by one hour, down to minimum 12 hours.

Wave of Banishment: You must have the Banishment Expert talent and at least 5 path levels in Demonbane to take this talent. As an action, by spending 6 Momentum and 20 Mana Points, you release a wave of pure, holy energy emanating from your body that inundates an Intermediate perimeter centered on you, penetrating and passing through any material. Any demon hit by this energy is affected as if a Banish spell had been cast on it.

Faithkeeper

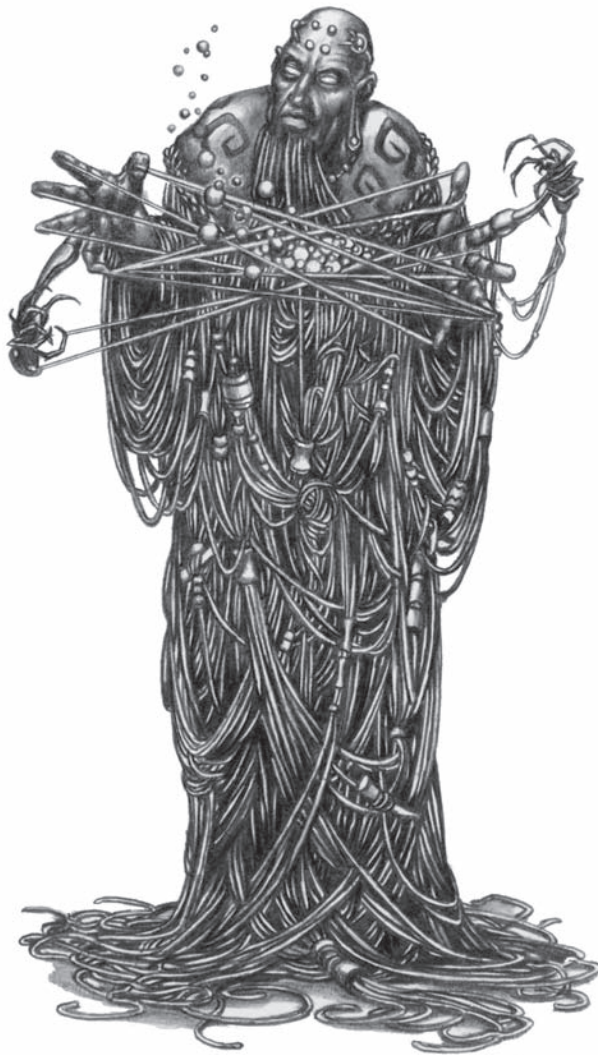
A Faithkeeper is an exemplary servant of a deity that other followers attempt to emulate. Through thorough dedication to their gods’ tenets, Faithkeepers truly realize the will of their deities and attain an elite grasp of the primary axis lines that power divine magic.

Requirements: To become a Faithkeeper, you must complete one Demeanor/Theme devoted to the doctrines of your patron deity, showing your devoutness through actions; possess at least two divine spells of DL 10 or higher in your repertoire, and must have at least a 70 in Tenacity.

D/T Roleplaying Examples: Proselytize and convert prospects to your faith. Recite any scripture from memory. Maintain a standard regimen of daily prayers and meditations.

Path Talents: The following talents are exclusive to the Faithkeeper elite path.

Divine Armor: Once per day, for one encounter, as an action, you gain divine protection in the form of an energy cloak that provides 5 Protection Value to all hit locations that cannot be bypassed by



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anything with a character level or Threat Rating lower than your Faithkeeper path level. You can take this talent multiple times, each time increasing the usage of this talent another once per day.

Divine Defense: You gain a +1 bonus to Defense Rating. You can take this talent multiple times, but no more than once every two Faithkeeper path levels, each time adding another +1 bonus to your Defense Rating.

Divine Guidance: You can intuit your patron deity's current design and will. The GM must warn you any time you are about to do anything that would anger or displease your god. Once per session, you can "ask" for guidance and the GM must advise you as to the course (or even provide specific hints and actions to move the story along) your deity would want you to take. You can take this talent more than once, but no more than once every level, each time granting another usage of this talent per session.

Heal Faithful: Any time you cast a healing spell upon a follower of your patron deity, it produces the maximum effect without rolling.

Pulse of the Deity: Once per day, your Contact Rating is increased by +1 for a whole encounter. You can take this talent multiple times, but no more than once per level, each time either adding another +1 bonus to your Contact Rating or granting another daily usage of this talent, your choice.

True Prayer: Once per day, you can improve your Attack and Defense Rating with an effect identical to the Prayer divine spell, but requiring no Contact roll, Mana Points, or components. You can take

this talent repeatedly, each time granting you one additional usage of True Prayer per encounter.

Inquisitor

The main purpose of the Inquisitor is to glorify the faith of his or her god and strike at the heart of all opposition. Every deity has an arch adversary, thus it falls to the Inquisitors to fight their enemy counterparts. Inquisitors occasionally pledge allegiance to a specific sect, order, church, or temple, but by and large they roam Eranon, rooting out disciples of the opposing deity and eradicating them with a zeal that may disturb even other fellow followers. The Inquisitors' fanaticism is often their best weapon.

Requirements: To become an Inquisitor, you must devote a De-meanor/Theme to the defeat of your god's adversary and all who follow them ("infidels"), and you have to retain this D/T throughout your tenure as an Inquisitor; possess any expertise relevant to self-discipline or resolve at a minimum of 3 ranks.

D/T Roleplaying Examples: Investigate suspected infidel activities. Cleanse the "sins" of heretics. Confront the best known infidels in combat. Dedicate Special Combat Maneuvers in the patron deity's name.

Path Talents: The following talents are exclusive to the Inquisitor elite path.



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Detect Infidel: By focusing your will, you are able to sense the presence of infidels. The range is Near and nothing but arcane wards or divine protection can block this ability.

End Heresy: Costs 4 Momentum to use. As an action, you can project a bolt of divine energy to strike a target automatically, causing 1d6 points of damage, bypassing protection and denying a resistance roll. This attack affects only infidels and gains no Momentum. You can take this talent just once per level, each time increases the damage another 1d6.

Holy Smite: Costs 3 Momentum to use. As an action, you can use this ability to damage a target identical to the Inflict Wound divine spell, but requires no Contact roll, Mana Points, or components. You can take this talent more than once, each time increases the damage another 1d6.

Smite Infidel: Once per encounter, you can change a successful hit against an infidel to a critical hit (rounding it to the nearest critical-hit "0" to determine Momentum). You can take Smite Infidel multiple times, each time granting one additional usage of this talent per encounter.

Strike Infidel: You gain a +5 bonus to attack rolls when attacking an infidel. You can take this talent repeatedly, each time adding another +5 bonus to your attack against the heathens.

Life Giver

To ease pain and injury, to relieve the ravage of disease, and to preserve life is not just the job description of a Life Giver, it's a lifelong mission. The healing skills and powers of a Life Giver are second to none. Life Givers are seldom known for combat abilities, if any, but they often show incredible bravery on the battlefield, knowing that they are the last hope standing between life for the gravely wounded and death's door.

Requirements: To become a Life Giver, you must first complete a Demeanor/Theme devoted to this path, possess the Gifted Healer sevar path talent, plus a healing-related expertise at a minimum of 5 ranks.

D/T Roleplaying Examples: Restore a victim back from brink of death. Nurse a small population's recovery from plague or disease. Experiment and develop new herbal medicine. Show mercy and compassion to a defeated opponent.

Path Talents: The following talents are exclusive to the Life Giver elite path.

Curative Touch: Once per day, you can cure a subject of any one natural disease. You can take this talent more than once, each time adding another daily usage of this talent.

Energizing Touch: Once per encounter, you can transfer any number of Mana Points, up to your current total, from yourself to a subject. Mana Points transferred in this manner are temporary and all unused points are lost after the encounter. You can take this talent multiple times, each time adding another usage of this talent per encounter.

Healing Touch: Once per encounter, you can restore a touched hit location to full Life Points (or one-half of the differential between current and original Life Points for those without hit locations) as per the Heal Wound divine spell, but doing so requires no Contact roll, Mana Points, or components. You can take this talent more than once, each time adding another usage of this talent per encounter.

Purifying Touch: Once per day, you can cleanse a subject of all harmful poison in their system as per the Cure Poison divine spell, requiring no Contact roll, Mana Points, or components. You can take this talent more than once, but no more than once per Life Giver path level, each time adding another daily usage of this talent.

Revitalizing Touch: Once per day, you can restore a subject to full health as per the Full Rejuvenation divine spell, requiring no Contact roll, Mana Points, or components. You can take this talent more than

once, but no more than once every two Life Giver path levels, each time adding another daily usage of this talent.

Touch of Sanity: Once per day, you can relive a subject of all deliria and madness as per the Cure Madness divine spell, requiring no Contact roll, Mana Points, or components. You can take this talent more than once, each time adding another daily usage of this talent.

Paladin

The Paladin is the ultimate warrior of virtue. Of all paths, Paladins are the most immortalized in songs, legend, and the histories recorded with Hethmarkn pens. Paladins despise all that is evil and spend their entire lives purging those who have chosen the dark path, defending the innocent and weak from malevolent predators. A Paladin's life is never dull, for there is always another evil to defeat, another wrong to right. For this, they seek no other reward than that justice is served.

Requirements: To become a Paladin, you must first complete a Demeanor/Theme devoted to this path, reflecting your trials and tribulations to join an order of Paladins, proving yourself worthy and virtuous in the process; you must also have an expertise relevant to self-discipline or resolve with a minimum of 5 ranks.

D/T Roleplaying Examples: Defend the weak and innocent. Purge the oppressive and restore peace. Perform regular charities in the faith's name. Daily reverences to the deity.

Sacred Oath: You are required to observe certain oaths of your order as a Paladin, including (but limited to) allegiance to a specific good deity, defend the weak, vanquish or redeem evil, and lead an honorable life. Should you violate any oath, all your Paladin abilities are lost until you properly atone for your transgressions.

Path Talents: The following talents are exclusive to the Paladin path.



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Aura of Justice: You must have the Sacred Prowess talent to take Aura of Justice. Once per day, for a whole encounter, all allies and followers within your sight gain the benefit of the Dedication to Light talent. You can take this talent more than once, each time granting an additional daily usage of this talent.

Aura of Light: You must have the Holy Fire talent to take Aura of Light. You can surround yourself in a holy light. Aura of Light costs 4 Momentum to activate, lasts for an encounter, but usable only once per day. Any target not of good morals or a benevolent disposition touching you or landing a melee attack on you will cause the light to amplify and engulf the target, doing 1d10 points of damage to all hit locations (same damage for those without hit locations).

You can take this talent repeatedly, each time gaining another daily usage of this talent.

Divine Armor: Once per encounter, for one round, you may call forth a protective light to surround you, granting you 10 additional Protection Value to all locations that CANNOT be bypassed by any effect. You may activate this power any time in a round, even after damage is rolled. You can take this talent more than once, each time gaining another usage of this talent per encounter.

Divine Healing: Once per day, you may instantly heal 10 points of damage to any one location with a touch. You can take this talent multiple times, each time gaining another daily usage of this talent, or restoring 10 additional Life Points, your choice.

Divine Judgment: Paladins carry out the wrath of just deities. Once per encounter, you can charge a target with a specific crime or evil act, including the victim's name. If the target is guilty, your next attack is an automatic hit, no attack roll required (but you still roll a d10 for hit location) and no Momentum is gained from this attack. Your weapon glows a bright white and transfers the energy to the target struck. The ensuing damage bypasses all protections. However, if the target is innocent or the act was not committed with evil

intent (e.g., accidental, in self-defense, fair duel), this power backfires and you take the damage. This ability can be used only once for each crime committed by any given target.

You can take this talent more than once, each time granting you another usage of this talent per encounter.

Detect Evil: You can automatically sense any presence of evil up to Near range.

Holy Fire: Costs 3 Momentum to activate, but once initiated, the effect will last the encounter. You can summon a divine flame that envelops your weapon. This energy causes one point of damage that bypasses armor protection, in addition to the weapon's normal damage. You can take this talent once per level, each time increasing the Holy Fire's damage one additional point.

Rally Cry: The final SV cost for all Momentum effects affecting one or more allies is one less for you. You can take this talent more than once, each time reducing the final cost another one SV, to a minimum of 1 Momentum.

Sacred Prowess: You are unshakable in your resolve to your chosen cause. You are immune to all fear effects, both magical and otherwise. You also receive a +10 bonus to all resistance rolls against mind-altering or compelling magic. You can take this talent multiple times, each time gaining another +10 bonus on resistance rolls versus mind-affecting magic.

Sacred Warrior: You can choose any one talent from the core warrior path, counting your Paladin levels as if they were warrior levels. You can take this talent repeatedly, each time selecting a warrior core-path talent.

Selfless Zeal: A Paladin's duty is to serve the greater good. Any spell you cast that benefits another, but bestows none to yourself, costs half the usual Mana Points. You can take this talent more than once, each time halving the Mana expenditure again.

True Prayer: This functions like the Faithkeeper path talent of the same title.

ELITE WARRIOR PATHS

The elite paths based on the warrior core path are: Archer, Berserker, Blood Dragoon, Dragonslayer, Sky Knight, and Weapon Adept.

Archer

The Archer uses a bow with a lethal precision few can match. Striking from afar, Archers minimize their risk while taking down enemies. Archers are ideal candidates for guard duties, particularly on ramparts and similar fortifications, where they are able to rain down death.

Requirements: To become an Archer, you must first complete a Demeanor/Theme devoted to this path, have the Deadly Accuracy talent and an expertise related to archery (such as fletcher) of at least 3 ranks.

D/T Roleplaying Examples: Compete and place high in archery contests. Practice an assortment of trick shots. Improvise arrows and shooting techniques. Hunt with just bow and a single arrow. Create ranged Special Combat Maneuvers.

Path Talents: The following talents are exclusive to the Archer elite path.

Eagle-Eye Shot: Once a day, you can replace your standard Attack Rating with your Perception/5 on a ranged attack. You can take this talent multiple times, each time granting another daily usage of this talent.

Favorite Projectile Weapon: Choose a ranged weapon. Once per encounter, you can inflict maximum damage with it on a successful hit. You can take this talent repeatedly, each time granting another usage of this talent per encounter.



Intercept Shot: Once per encounter, you can deflect away a light ranged attack, i.e., shoot down an arrow, sling bullet, rock, javelin, thrown axe, etc., in flight with a ranged attack of your own. You must succeed on an attack roll against the target's Attack Rating to do so. If the original attack is a critical hit, you must also score a critical hit to deflect it. You can take this talent just once per level, each time giving you an extra Intercept Shot per encounter.

Long Shot: Choose a ranged weapon. You increase its maximum range by one increment, up to maximum Long range. You can take this talent more than once, each time either select a new ranged weapon, or extend the maximum range of a previously chosen ranged weapon by another increment.

Precise Shot: You penalty for a ranged called-shot is 10 less than normal. You can take this talent only once per level, each time knocking another 10 off of the called-shot penalty (down to no penalty).

Rapid Shot: Once per encounter, you can reduce the Momentum cost for making an additional attack by one for one round, from 3 SV to 2 SV each, when performing a ranged attack. You can take this talent multiple times, each time increasing the encounter usage of this talent another once.

Berserker

A Berserker's sole purpose is to live for battle and the thrill of carnage. While not necessarily evil, they unleash their rage on any and all opponents. The most-intense Berserkers are virtually unstoppable juggernauts on a battlefield. Mercenary is the default line of work for Berserkers, as they relish traveling from one physical conflict to the next. Those settling in one place often choose war-plagued venues, such as The Chill, where the Frorinians are locked in perpetual battles with the werewolves. They have no use for peace or "civilized" lands, and their hot tempers make them poor residents of most cities and towns.

Requirements: To become a Berserker, you must first complete one Demeanor/Theme devoted to this path, and obviously, you must have the Berserk warrior-path talent, plus at least one Hard to Kill core talent or Warrior's Stout path talent.

D/T Roleplaying Examples: Engage in brutal combat while in berserker mode. Lose temper over trivial matters. Charge every opponent head-on. Absorb ungodly amounts of damage.

Path Talents: The following talents are exclusive to the Berserker elite path. All Berserker path talents apply either only when you're in a battle frenzy or entering that state.

Bloodlust: You can sacrifice 1 Defense Rating to add a +5 bonus to your attack rolls and +1 bonus to damage rolls. You can take this talent more than once, each time raising the amount of Defense Rating you can sacrifice another one point (for additional +5 attack bonus and +1 damage bonus, each). You can never lower your Defense Rating below 1, though.

Deathless Vengeance: Your frenzy carries you, even in death. If you're killed in battle while berserking, your spirit remains in your body and immediately reanimates it as an undead creature. Your Life Points are restored to full and you continue fighting, still raged! Your spirit will stay in the body for the encounter's duration, or until the body is "slain" again, but it can be banished in the meantime. Your rage does not end in the interim, however, even if the battle does...

Instant Rage: You do not need one round to psyche yourself up, instead going berserk instantly. You also halve the time for the necessary respite between raging. You can take this talent multiple times,



each halving again the time between berserks, to a minimum of 1 minute.

Moment of Clarity: Once per day, you can cast a spell, use any ranged weapon, or use an expertise or talent entailing forethought or patience during a rage. You can take this talent more than once, each time enabling one additional Moment of Clarity per day.

Rejuvenate: Your rage is so intense that even disabled limbs return to function to fight the enemy. You restore all hit locations that are at 0 LP or below when you go berserk to Life Points above 0 equal to your Berserker path level, though you lose all of these points again when the frenzy ends.

Tough to Kill: You gain +8 bonus Life Points to all hit locations in a berserk. You can take this talent once per level, each time adding another +8 bonus Life Points to every hit location when frenzied.

Blood Dragoon

There is no shortage of mercenaries on Eranon, but none surpass the fear inspired by the Blood Dragoons. Mostly Nurinians operating from Nimrolt, the Blood Dragoons are whispered to serve powerful vampires. While no one will confirm or deny this, the power of these mercenaries seem to be rooted in a mysterious blood magic, drawing their strength from the blood of slain foes. They accept only the most violent of assignments, usually from the most ruthless personalities in Eranon. Blood Dragoons fight with a burning battle lust, and relish the taste of slaughter almost as much as they do the taste of blood.



Requirements: To become a Blood Dragoon, you must first complete a Demeanor/Theme devoted to this path, representing your inking a thirteen-year agreement at the Blood Dragoon headquarters in Nimrolt and the three-month intense training afterward; you must also have a STR, NIM, and END of at least 70 each, plus a TEN of 55 or above.

D/T Roleplaying Examples: Travel to Nimrolt and prove your mettle to the Blood Dragoons. Show unflinching loyalty to colleagues and patrons alike. Delight in drawing blood from opponents.

Blood Flask: Upon completion of training, all new Blood Dragoons receive an ornate flask filled with blood. All Blood Dragoon abilities are powered by blood, as they must take a sip from their flask prior to activating any ability. A blood flask always contains the equivalent of 20 sips. It can only be refilled with the blood of someone killed in battle, whom the dragoon's current client or employer would consider an adversary. A dragoon may replace a lost or irreparable flask simply by bleeding into a new container, though only one blood flask can be created and functional at any one time. Sipping from the flask counts as an action.

Path Talents: The following talents are exclusive to the Blood Dragoon.

Bite: Once per encounter, for a round, you can transform your teeth into sharp fangs. This bite attack does 1d8 damage, and gives you the equivalent of one single sip from your blood flask if the attack draws blood (i.e., does Life Point damage). You can take this talent more than once, each time gaining another usage of this talent.

Blood Lick: Once per combat, you can lick the blood of an opponent you have wounded in battle from your weapon. This gives you the equivalent of a sip from your blood flask, but does not count as an action.

You can take this talent more than once, each time gaining another usage of this talent per combat.

Blood Weapon: Once per day, for a whole encounter, you can create a weapon from blood, simply by spitting a sip from your blood flask into your hand and willing it into form. Any melee weapon is possible, from a sword to a long pike, inflicting 2d8 points of damage, regardless of shape. Save for the constant small droplets of blood, it appears to be of normal construction. Should you relinquish or lose grip of the blood weapon, it dissolves into a pool of brackish blood (which is unusable for any Blood Dragoon ability).

You can take this talent repeatedly, each time gaining another daily usage of this talent.

Combat Draught: You fly into a battle lust with a sip from your blood flask. For the duration of the combat, you gain +10 to your initiative and a +5 bonus on attack rolls. You can take this talent once per level, each time adding an additional +10 to initiative and +5 to attack bonus.

Healing Draught: You can take one sip per round to heal 10 points of damage you suffered to a hit location of your choice. You can take this talent once per level, each time improving the Life Points restored per sip another 5 points.

Loyalty Draught: Your employer may add three drops of his/her blood to your blood flask, and you may take a sip to establish a tenuous link to the employer. Through this link, you instinctively grasp the employer's thoughts regarding any given situation. As such, you may ask the GM for what course or action your employer would want you to take, if the person knew what you know. This ability, of course, is not infallible, since employers

can make decisions that turn out wrong (but will naturally claim they would have commanded differently had they actually been present). Situations with insufficient information will not yield any answer, because the employer does not have the pertinent knowledge to make a decision (e.g., spotting an unidentified masked man passing by the client's residence).

This power is often used to create a virtually unbreakable chain of communication for large units of Blood Dragoons, enabling unparalleled coordination from the top commanders ("employer") on down the ranks.

Strength Draught: With a single sip from the blood flask, you gain +10 to your Strength for a whole encounter. You can take this talent more than once, each time increasing the potency another +10 points, to +50 points maximum.

Sustaining Draught: With a single sip from your blood flask, you gain the benefits of a full day's sustenance or a full night's rest (your choice). You can take this talent once per level, each time increasing the potency to the equivalent of another day's sustenance or another night's rest.

Dragonslayer

Dragons are unquestionably one of the most fearsome creatures to ever exist—which speaks volumes for the courage (or foolhardiness) of those who choose to hunt them. Traveling alone or in small parties, the hearty Dragonslayer regularly tempts death at the claws of the wyrms for wealth and glory. Many are hunters seeking the most dangerous game. Some consider it a duty, cleansing the world of these ferocious beasts. Regardless of their motives, life as a Dragonslayer requires bravery and skill few can match, as failure at this career means an instant, painful, and quickly forgotten death.

Requirements: To become a Dragonslayer, in addition to possessing a courage that borders on insanity, you have to first complete a Demeanor/Theme devoted to this path, representing the search for a mentor or initiation into a dragon-hunter pact, as well as the tracking and actual slaying of a dragon; you must have an Attack Rating and Defense Rating (before armor modifier) of a minimum of 15 each and an expertise related to alchemy (such as potion brewing) of at least 3 ranks.

D/T Roleplaying Examples: Find and confront a dragon. Learn the habits and abilities of all species of dragon. Increase pain tolerance for fire.

Dragonslayer Alchemy: Dragonslayers are reputed for the unique herbal concoctions they create to help combat dragons. The actual recipes vary from one Dragonslayer to the next, and most know several variants. However, no alchemist or herbalist had been able to replicate these effects, even given the instructions of the Dragonslayers. . . This is because each potion is empowered by the Dragonslayers' mystical link to dragons, which no else possesses. That alone makes the concoctions exclusive (and forever elusive).

Path Talents: The following talents are exclusive to the Dragonslayer.

Dragon Breath Salve: One of the secrets you learn as a Dragonslayer is protection from the dragon's fiery breath. This salve grants complete immunity to dragon's fire. The salve only takes a few hours to make and can be stored for up to a month. Once applied, it lasts for 48 hours or until washed off with either alcohol or vinegar.

Dragon Fighter: You gain a +5 bonus to attack rolls when fighting dragons. You can take this talent once per level, each time adding another +5 bonus to your attacks against dragons.

Dragon Love: You have an innate understanding of dragons. You gain a +10 bonus to any expertise roll when interacting with, or pertaining to, dragons. You can take this talent more than once, each time adding another +10 bonus.



Dragon Rage: You learn to channel the fury of the dragons within yourself. Once per day, for one whole encounter, you may enter a rage that grants you a +20 bonus points to your STR, END, and TEN, plus 20 bonus Life Points to all hit locations. All rules for the Berserk warrior-talent apply.

You can only take this talent once per level, each time giving you an additional usage of this talent per day.

Dragon Skin: You must have the Dragon Salve talent and at least 5 levels in the Dragonslayer path to take this talent. After prolonged use of the Dragon Breath Salve, you become permanently immune to fire, regardless of its source. The salve is still useful for protecting your gear, however.

Dragon Taunt: With a successful CHA roll, you can use your mystical link to dragons to whip a dragon into a frenzy, charging to attack you while disregarding all other targets, perils, or obstacles.

Dragon Soul: You must have at least 10 levels in the Dragonslayer path to take this talent. Your mystic connection to the dragons now affects the very core of your being. Dragons can now sense you and your power as they would one of their own, treating you with the same respect and fear they would accord a powerful kin. Younger dragons will automatically flee you, leaving their lairs, possibly even abandoning their territory should you stay long enough. Older and more mature dragons will generally avoid you in hope of your quick departure, but will confront you eventually (albeit somewhat reluctantly). Such confrontation usually opens with a show of strength, but if you display sufficient power, the dragon may flee. Dragons of ancient age will challenge you the instance they detect your presence on their land, initiating combat immediately. Female dragons with eggs or hatchlings will never fight anything outside their lair, but will always fight to the death to protect the young.

Dragon's Bane: You glimpsed the secret of making the famous potion that can disorient your dragon prey. This potion takes just a few hours to brew and the potency lasts up to a month. It is thick enough to coat a blade. You must draw blood from the dragon for the Dragon's Bane to take effect. Once administered, the dragon is entitled to no resistance roll and suffers a -10 penalty to all rolls for the next two hours. Many dragons will attempt to flee when affected by this.

You can take this talent more than once, each time boosting the potency of your potion to inflict an additional -5 penalty.

Sense Dragons: You can sense the presence of dragons. With a PER roll, you may gauge the direction, relative distance and strength of any dragon within Long range.

You can take this talent repeatedly, each time adding another +10 to your PER roll when using this talent.

Sky Knight

Patrolling above the city of Aurod in splendid grandeur are the famous Sky Knights. Members of this unique order bond spiritually with their griffin mounts, partnering to ensure Aurod's defense and peace with flawless synchronicity and dramatic flair. Although the roster draws chiefly from the noble families of Aurod, none would mistake it for a mere social organization. The initiation process is demanding enough that just a handful of warriors and riders will ever earn the right to don the black half-plate of a Sky Knight. But, the harshest judges of any prospect's character are the griffins themselves; all aspirants must show strength and courage to earn the creatures' respect. Once chosen, the new Sky Knights can proudly dub themselves one of the elites in the world.

Requirements: To become a Sky Knight, you must first complete a Demeanor/Theme devoted to the path, reflecting the effort to secure a sponsoring Sky Knight, swearing an oath of fealty to the city of Aurod and the Order of Sky Knights, bonding with your griffin mount, training and passing the requisite initiation tests; you must also have two expertise related to riding and tactics at a minimum of 5 ranks each.

D/T Roleplaying Examples: Cultivate relationship with a former or current Sky Knight, or an influential patron. Practice mounted combat. Develop affinity for griffins.

Griffin Mount: Every Sky Knight receives a griffin as a mount and lifelong companion upon acceptance. This powerful creature is unique and completely loyal to the Sky Knight, barring abuse or betrayal. As the Sky Knight advances in levels, the mystical bond between them strengthens and the Sky Knight is free to gain or improve abilities. Should the Sky Knight lose the griffin because of death, injury, or treachery, he/she cannot progress further until bonding with another griffin (i.e., use the very next talent available for Griffin Bond).

Path Talents: The following talents are exclusive to the Sky Knight.

Bond of Life: The companionship between you and your griffin becomes so strong that your life energy intertwines. Once per encounter, either of you can transfer Life Points freely between corresponding or equivalent hit locations. This ability works instantly, with no limit to the points that may be transferred in a round, though no hit location may hold points beyond its original value, nor can it be reduced to zero points this way. The range is line of sight, so you must be able to see each other to activate this ability.

You can take this talent multiple times, each time adding another usage of this talent per encounter.

Bond of Strength: When you and your griffin are within sight of each other, you both gain a +5 bonus to STR and TEN.

You can take this talent once per level, each time gaining another +5 points to STR and TEN, up to +25 points maximum.

Coordinated Defense: When mounted, both you and the griffin gain a +1 Defense Rating. You can take this talent once per level, each time gaining another +1 Defense Rating.

Coordinated Strike: You and your griffin are trained to act as one in combat. When mounted, both you and the griffin gain a +5 attack bonus. You can take this talent once per level, each time gaining another +5 attack bonus.

Griffin Bond: You establish the traditional bond as a Sky Knight with a new griffin mount. You can take this talent more than once, but only to replace a lost griffin and forge a new bond with another griffin each time.

Hover: Griffins are creatures of the air, and through your mount, you gradually develop a supernatural knack for the skies. Once per encounter, for one round, you can rise into the air (or stop a fall) up to Near range above the ground and move up to the same horizontally. You can also attack ground targets while levitated, using ranged or reach weapon.

You can take this talent repeatedly, each time earning one additional usage of this talent.

Inseparable: While mounted, you cannot be unseated from your griffin by any means (including magic, physical force, unconsciousness or even death) unless you or the griffin wills it.

Slow Fall: Once per encounter, you can control (but not stop) your descent when falling from any height. This ability activates automatically if you lose consciousness. You can take this talent more than once, each time gaining another usage of this talent per encounter.



Sky Knights use this power as a spectacle in Aurod. Flinging themselves from the high watchtowers, they descent majestically until their griffin mounts gracefully swoop beneath them, soaring off together in defense of the city.

Weapon Adept

Weapon Adepts seek to wield their weapons in perfect harmony. Many warriors take this path to hone their skills with their personal favorite weapon, which may come to identify with the warrior him/herself. Most Weapon Adepts are wandering duelists, testing their prowess and arms against others who proclaim mastery of their own weapon.

Requirements: To become a Weapon Adept, you must first complete a Demeanor/Theme devoted to this path, have at least one level in the Warrior path, and upon entering this elite path, take the Signature Weapon path talent at least once immediately.

D/T Roleplaying Examples: Rely solely on a same weapon through at least three pitched battles. Study the lore of a particular weapon type. Seek the training of a renowned duelist. Create Special Combat Maneuvers for a specific weapon.

Path Talents: The following talents are exclusive to the Weapon Adept elite path. You must take the Signature Weapon talent when you first embark on this path.

Disabling Strike: Costs 4 Momentum to use. Once per day, you can declare the use of this talent before rolling an attack. If the attack is successful, the location struck is automatically disabled. You cannot use Disabling Strike with a called shot, and must always roll for hit location. It has no effect on those without hit locations except by GM fiat. You can take this talent more than once, each time granting another daily usage of this talent.

Expert Parry: You gain a +1 bonus to SV gained when parrying attacks. You can take this talent multiple times, each time thereafter adding another +1 bonus to SV to parrying.

Lightning Combo: Your weapon is practically an extension of yourself, both you and your weapon reacting together almost without conscious thought. When using a signature weapon and spending Momentum on an initiative bonus, you gain a +20 per point instead of +10, and the cost for you to seize initiative for you alone is reduced to 1 Momentum. You can take this talent repeatedly, each time for a new signature weapon.

Maximum Force: Choose a weapon type for which you have taken the Deadly Critical talent. Once per encounter, you can inflict maximum damage with that weapon. You can take this talent more than once, each time increasing the usage of this talent another once per encounter.

Precise Strike: Your penalty for making a melee called-shot is 10 less than normal. You can take this talent only once per level, each time reducing the called-shot penalty by another 10 (down to no penalty).

Signature Weapon: Choose one weapon — not a weapon type, but a specific weapon in your possession, and give it a name. That weapon is now your signature weapon. From this point on, when you take a talent that requires you to select a weapon type but choose to apply it to just your signature weapon instead, it counts as if you have taken that talent twice. The doubling benefits work for that very weapon only, and not for even another weapon of the exact type or make. You can take this talent more than once, each time designating another personal weapon as a signature weapon.



Thompson 06

ELITE WIZARD PATHS

The elite paths based on the wizard core path are: Channeler, Necromancer, Plane Lord, Sage, Summoner, and War Mage.

Channeler

Channelers manipulate the primary magical leylines and use them to their utmost advantage. Their ability to maximize the energy is both impressive and dangerous. Often found supporting the ranks of an army, Channelers utilize their arcane expertise to launch spells of raw and mighty force to raze the enemy.

Requirements: To become a Channeler, you must first complete a Demeanor/Theme devoted to this path, have at least three spells sharing the same energy type of combined DL 20 or higher in your repertoire, and at least one Arcane Spell Efficiency talent.

D/T Roleplaying Examples: Cast only spells of the elements for a minimum of three days. Invent clever applications of elemental spells. Initiate personal quests for lost elemental spells.

Path Talents: The following talents are exclusive to the Channeler elite path.

Arcane Devastation: Choose a spell. Once per day, you can do the maximum damage with that spell. You can take this talent just once per level, each time either selecting a new spell, or granting an extra daily usage of this talent for a previously chosen spell.

Break Contact: Choose a field of magic. You have learned to recognize when a contact attempt for that field is going to fail and can cut the attempt short before it drains your energy. This talent reduces the Mana lost on a failed Contact roll when casting a spell from the selected field by 5 points. You can take this talent more than once, each time either for a new field of magic, or reducing the Mana loss on a failed Contact roll for a previously chosen field by additional 5 points.



Component Mastery: You gain a +5 bonus to Contact rolls when using complementary components to cast the spell. You can take this talent more than once, each time adding another +5 bonus, but the Component Mastery bonus cannot exceed that granted by use of the complementary components.

Signature Spell: Choose one arcane spell to be your signature spell. When you take a single-spell talent and apply it to a signature spell, it counts as if you have taken that talent twice. You can take this talent more than once, each time for a new signature spell.

Necromancer

Many mages with an inclination for death magic study at the Soulbane. Many more use spells invented there. Very few of these wizards are true Necromancers, however. A Necromancer dissects death itself to glimpse the very essence of life. To fully comprehend death, one must embrace it, and use it as a weapon as well as a defense; this is the lifelong goal of any Necromancer. Necromancers conduct research frequently in complete isolation. Their art is commonly viewed as dark and repulsive, but not all Necromancers are evil. Some sincerely wish to find the elusive secrets of death, and in doing so, uncover the path to eternal life.

Requirements: To become a Necromancer, you must first complete a Demeanor/Theme devoted to this path; have three separate expertise relevant to magic, religion, and the planes of at least 3 ranks

each; plus contain six necromantic or death-related spells (such as Accelerated Decomposing, Bone Snap, etc.) in your repertoire.

D/T Roleplaying Examples: Perform extensive autopsies. Voluntarily handle the dead (and undead). Gather organs, limbs, and various body parts of a corpse for study.

Path Talents: The following talents are exclusive to the Necromancer.

Bind Minion: You gain a trusty, loyal, living minion. This minion has the capabilities of someone half your character level (in any combination of paths), and possesses Transcend Life talents identical to yours. You can use the Share Life, Steal Life and Instant Death (both with no Contact roll needed) talents on a minion (who's always considered willing) at any range within line of sight.

You can take this talent more than once, each time gaining a new minion.

Cause of Death: You can instantly discern the true cause of death of any corpse with just a glance.

Create Undead: You can infuse unlife into relatively intact corpses. After an hour-long preparation and ritual, make a Contact roll against DL 12 and spend 30 Mana Points. If successful, you animate one corpse as a standard skeleton or zombie (depending on the severity of decomposition). Once created, the undead creature will serve you unswervingly until destroyed.

You can take this talent multiple times, each time creating an additional undead per ritual.

Instant Death: Costs 5 Momentum to use. Once per day, you can try to extinguish a target's life energy altogether. On a successful Contact roll against 15 + target's level as DL, the target, if within Near range, becomes incapacitated (if heroes or significant NPCs) or dies instantly (if insignificant NPC). If you fail the attempt, you lose half your own Life Points and cannot use this ability again until this damage is healed.

You can take this talent once per level, each time either gaining another daily usage of this talent, or grant you an additional +5 bonus to Contact rolls when using this talent.

Phylactery: You must have at least 10 levels in the Necromancer path to take this talent. As a Necromancer, ultimately you attain immortality. This is accomplished by placing the source of your life force and soul into a special object—a phylactery. Typically this is a tiny wooden box, but gems and small statues are common as well. The actual object used does not matter, but it must be small enough to fit into a human's palm. Once enchanted, the phylactery becomes indestructible to non-magical means and radiates a magical aura. You are forever aware of your phylactery's location and can clairvoyantly see its immediate surroundings at will. Upon physical contact with it, you can instantly regenerate any damage suffered at a rate of 20 Life Points to all hit locations per round. Even injuries that would normally kill you will only render you unconscious for a single round, as the regenerative power revives you in short order. If you're killed away from your phylactery, your consciousness is transferred into it. In this state, you may levitate the phylactery at Near movement (if unrestrained) and communicate telepathically with anyone in Near range. Magical efforts to restore you to life automatically succeed if you wish. If the phylactery comes into contact with your physical corpse, regeneration begins and you are instantly alive again. Alternately, the phylactery may touch another humanoid corpse and you can return in a new body. Any decay on the corpse will slowly reverse itself at the same speed it decomposed.

Most Necromancers hide their phylactery somewhere safe with a preserved corpse so that they may rise again.

You can take this talent more than once, but each time only after a phylactery is destroyed to create a replacement.



Return to Death: Undeath is an unnatural state. You understand that destroying undead is just a matter of returning them to their former, natural state of death. You can make a Contact roll to do so and thus destroy any one undead creature. The DL is 10 + the target undead's level, and costs you the equal amount in Mana Points, as well as 4 Momentum, per attempt.

You can take this talent once per level, each time gaining an additional +5 to your Contact roll when using this talent.

Share Life: Once per encounter, as an action, you can transfer life energies between yourself and a willing target, between corresponding or equivalent hit locations. You may take on another's wounds or bestow your wounds upon another, but no hit location can exceed the original value in Life Points or be reduced below zero LP. There is no limit to the points transferred each time, but you must concentrate and do nothing else when using this ability. The effective range is Short.

You can take this talent repeatedly, each time giving you another usage of this talent per encounter.

Steal Life: As an action, you can siphon life energies from an unwilling target by making a Contact roll against 10 + target's level as DL and losing the same amount of Mana Points. The victim loses 2d6 Life Points from all hit locations (and the same for those without hit locations). These points can be used to heal any combination of wounds you have, but do not restore any hit location to above its original value. The effective range is Short.

You can take this talent multiple times, each time thereafter granting you a +5 bonus to Contact rolls when using this talent.

Transcend Life: While not undead (yet), you are able to shed the weaknesses and necessities of life. You choose one of the following that you no longer require: sleep, sustenance (food and drink), air, and aging (you cease to age).

You can take this talent more than once, each time choosing another of life's necessities you're able to forego.

Transmute Life: You may convert you own life energies to fuel your magic instantly, sacrificing Life Points for Mana Points on a point-for-point basis. You freely choose which hit location to siphon the Life Points from. There is no limit to the amount of points you can exchange, but the action requires complete concentration.

You can take this talent once per level, each time increasing the exchange rate one point in your favor, i.e., 1 LP for 2 MP the second time, 3 MP the third time, and so on, to maximum of 5 MP per LP.

Undead Army: Once per day, for a whole encounter, by sacrificing your own life energies, you can give rise to a legion of undead very quickly. You must make a Contact roll against DL 18. If successful, you can exchange 2 Life Points to animate any one corpse within

one mile of you. If you spend 4 Life Points on a corpse instead, you grant it enough unholy strength to escape any grave or tomb. You can animate as many corpses at once as you're willing to trade Life Points.

You can take this talent once per level, each time increasing the daily usage of this talent another once.

Plane Lord

Plane Lords' primary — and usually only — interest lies in the other worlds. Extraplanar excursions are both an adventure and homecoming for them, so familiar have they become with the planes. Those of this path can lead a lucrative life, parlaying their research and experience on the different planes of existence into wealth and prestige. Veteran adventurers seek Plane Lords to guide them on otherworldly quests. Moreover, many a fantastic weapon has been crafted from the extraplanar materials and magic brought back by the Plane Lords.

Requirements: To become a Plane Lord, you must first complete a Demeanor/Theme devoted to this path, reflecting the journey to a plane of your choice, as well as the minimum three-month study there afterward; possess the Contact Other Plane arcane spell, plus two separate expertise relevant to magic and the planes at a minimum of 5 ranks each.

D/T Roleplaying Examples: Prepare an expedition to another plane of existence. Investigate accounts of extraplanar entities, creatures and activities. Gather all information available on a particular plane.

Path Talents: The following talents are exclusive to the Plane Lord.

Build Planar Gate: You must have a minimum of 10 levels in the Plane Lord path to take this talent. Your understanding of the planes is sufficient for you to begin constructing a planar gate, a permanent portal bridging two different planes of your choosing. To do so, you must have taken the Plane Affinity talent for both planes (you have affinity for your native plane automatically), then you must complete a Demeanor/Theme devoted to the gate's construction.

The gate's structure may take almost any geometric shape and size (within reason) that you desire. Entrance will require conscious will; inanimate objects do not pass through unless forcibly pushed (water will not inundate through an underwater portal naturally, for example). When these gates reach the planes of the gods, they can deny or destroy one at will.

You can take this talent repeatedly, each time to build a new gate, and you must meet all requisites again.

Greater Shape Planar Reality: You must have at least 10 levels in the Plane Lord path and the Shape Planar Reality talent to take this tal-



ent. This is identical to Shape Planar Reality, except you may use this talent for any plane that you do not have planar affinity for.

Plane Affinity: Choose a single plane of existence. You are now attuned to that plane and no longer need components when casting the Contact Other Plane spell to journey there. You adapt to the chosen plane's environment automatically and are immune to all hazards present (able to breathe freely without magical aid on a watery plane, for example). Should you be subject to magical banishment, you may choose to arrive at a plane with which you have affinity. If you are already on such a plane, you may ignore the effect entirely (unless it's a deity's doing).

You can take this talent more than once, each time selecting a new plane of existence.

Plane Jaunt: Once per day, you no longer need to make a Contact roll or spend Mana Points to cast the Contact Other Plane spell. You may travel to a planar destination through will alone in a single round. You must still spend Mana Points to transport others with you.

You can take this talent multiple times, each time gaining another daily usage of this talent.

Shape Planar Reality: No plane is as stable as Eranon. The planes exist at the will of the gods and are shaped according to their desires and whims. You learn this and are able to utilize the knowledge to alter the plane to your will, as well. On a plane for which you have the Plane Affinity talent, with a successful TEN roll, you may transform and reshape the plane, even its norms of physics and nature. No living creatures, magic effects or items can be created or affected, however, just structure and general appearance. All changes last until

you depart the plane, after which time everything returns to its original state, including anything you may take with you.

The gods may undo any changes on their planes instantly, of course, though few notice or bother unless you become a nuisance.

Share Affinity: You may share the benefits of your Plane Affinity talent with others. This requires you to spend 5 Mana Points per subject, with an indefinite duration (until you decide to end it).

You can take this talent more than once, each time doubling the number of subjects you may include per attunement (though the Mana cost remains unchanged at 5 per subject).

Sage

Knowledge. That is the beginning and end for all Sages. They excel at the study and research of the ancient, the brewing of potions and elixirs, the creation of new magic, and any other scholarly pursuit. Most sages reside in large cities hosting at least one school of magic and well-stocked libraries. A few live as hermits, learning alone and uninterrupted. Some Sages even become adventurers, traversing the lands on quests for knowledge. This is easily the most popular and preferred path of the Hethmarkn historians.

Requirements: To become a sage, you must complete a Demeanor/Theme devoted to this elite path, reflecting the time spent in scholarly development at a major library or magic school; plus one



language expertise and two separate lore/knowledge or research expertise of at least 3 ranks each.

D/T Roleplaying Examples: Pilgrimage to a major depository of knowledge. Lecture at institutes or academies of learning. Revive a forgotten lore. Organize order dedicated to intellectual pursuits.

Path Talents: The following talents are exclusive to the Sage elite path.

Expedite Research: You are a master of libraries, laboratories, and other environments of knowledge. When you research a subject in a venue that holds the answer, you will uncover the necessary knowledge in half the normal time (or half the time interval for extended action rolls). You can take this talent repeatedly, each time reducing the final time (or time interval) by half again.

Improved Magical Mnemonics: You gain additional slots in your memory matrix equal to your INT/10. This talent can be taken multiple times, each time adding another INT/10 slots to your memory matrix.

Living Encyclopedia: You can call upon the vast knowledge in the recesses of your mind for facts and information. Once per session, you can attempt an INT roll. If successful, you are considered for the current encounter to have one rank in any one expertise of your choice that you currently do not possess. You can take this talent once per level, each time gaining another session usage, but no expertise gained this way may rise beyond one rank.

Sage Expertise Mastery: Choose a lore- or knowledge-based expertise. Once per day, you can change a normal success roll for that expertise into a sensational success (rounding to the nearest sensational-success "0" for Success Value). You can take this talent more than once, each time either granting another daily usage of this talent, or choose a new lore/knowledge expertise.

Summoner

The power to call upon almost every creature in the world, beckoning them forth for their aid, is the power that Summoners hold. Summoners are highly sought after in highly-populated cities and all magic institutes throughout Eranon, and adventuring parties hire them for their precious abilities to conjure up supernatural assistance. Experienced adventurers know to prepare themselves when a Summoner is casting a spell, for no one else knows if it will be a tiny moth or a colossal dragon that answers the call.

Requirements: To become a Summoner, you must first complete a Demeanor/Theme devoted to this path, have taken the Arcane Mastery talent for at least one Summon Creature spell; and have two separate expertise regarding magic and the planes of at least 3 ranks each.

D/T Roleplaying Examples: Rely solely on summoning spells in a battle. Summon a creature beyond your current level of ability. Summon a creature much weaker than expected, yet creatively accomplish the task at hand. Refine your summoning techniques.

Path Talents: The following talents are exclusive to the Summoner elite path.

Summon Ally: Once per day, you can summon a specific, unique creature or person. This counts as a DL 15 spell, requiring a Contact roll and Mana Point expenditure, but is not a spell, so no talent can augment it. A part of the subject (e.g., hair, blood, nail trimmings) is required to activate this ability. The subject appears for the remainder of the encounter and returns to from whence it came afterward. The subject recognizes this talent's activation and is able to refuse your summon. A summoned subject retains all free will and is not under your control. You can summon as many allies with this ability as you have levels in the Summoner path.



You can take this talent more than once, each time either gaining an extra daily usage of this talent, or double the number of allies you're able to summon simultaneously.

Summon Enemy: Identical to the Summon Ally talent, but instead you summon one specific foe (only). This counts as a DL 20 spell. The target does get a TEN roll to resist if it so chooses.

Summon Multitude: Choose one Summon Creature spell. You can summon one additional creature of the same type simultaneously at no penalty. You can take this talent multiple times, each time summoning one additional creature.

Summoning Mastery: Choose one Summon spell for which you have the Arcane Mastery talent. It now becomes an innate ability for you. No matrix slot is required and you can use the ability at any time, though you must still pay the Mana Point cost as normal. You can

take this talent only once per level, each time internalizing a new Summon Spell with Arcane Mastery.

Supernatural Animal Ally: Choose an animal ally. That creature now possesses supernatural abilities beyond creatures of the identical type. The GM must approve, as well as controls, all such powers. You can take this talent repeatedly, each time for a new animal ally.

Supernatural Familiar: You can upgrade an unusual familiar to a supernatural creature of up to huge size (i.e., a small dragon).

Dismissal: Once per day, you can attempt to dismiss summoned creatures (usually by others) as an action. You must make a Contact roll as if you are casting the Summon Creature spell of the same difficulty level (regardless of whether you possess the actual spell), with all original improvisational penalties (if any, but not bonuses) and Mana Point expenditure as normal. On a success, you immediately banish all creatures summoned by the targeted spell. You can take this talent more than once, each time gaining another daily usage of this talent.



War Mage

Although almost any wizard can be of assistance on a battlefield, it is the War Mage that masters the martial application of the arcane. Commonly from the War Arts wing of Pyruspa, War Mages learn to utilize their magic to its fullest destructive potential. Whether leading an army or providing magical support, the presence of a single War Mage can decide a battle. Even in peace time, kings and generals retain War Mages as advisors, commanders, and personal guards.

Requirements: To become a War Mage, you must first complete a Demeanor/Theme devoted to this path, representing your admission into, and tuition at, the War Arts wing of a noted magic institute; have an INT and TEN of at least 70; plus two separate expertise regarding magic and tactics at a minimum of 3 ranks each.

D/T Roleplaying Examples: Triumph in at least three battles using only martial magic. Defeat a foe with a martial weapon. Enlist in local militia and fight a military campaign. Invent magic-oriented Special Combat Maneuvers.

Path Talents: The following talents are exclusive to the War Mage.

Arcane Havoc: At your most destructive, you become a harbinger of annihilation, riding your will and leaving a streak of utter devastation in your wake. Once per day, when you succeed in casting a martial spell, you may spend triple the Mana cost to recast the same spell again immediately. The new spell must be identical in every aspect (area, range, damage, etc.) as the first, but instead of a Contact roll, you make a TEN roll. You may continue to recast the spell in a chain, until you decide to stop, deplete all Mana Points, or fail a TEN roll. Immediately afterward, you must make an END roll to avoid falling unconscious from the strain.

You can take this talent more than once, each time increasing the daily usage of this talent another once.

Long-Ranged Bombardment: Choose an arcane spell in your repertoire from the martial field. You take no penalty to improvise the range of that martial spell (though you still pay the extra Mana Points). You can take this talent multiple times, each time for a new martial spell.

Martial Spell Mastery: With GM's approval, you can select a combat or damage-related talent from the warrior core path and apply it to your spells. For example, taking Overpowering Strike will enable you to stun a target with a spell, and Deadly Critical will let you do triple damage on a critical hit for a chosen spell.

You can take this talent more than once, each time with GM's consent and select an appropriate talent from the warrior core path.

Maximum Carnage: Your penalty when improvising the damage modifier for a martial spell is 10 less than normal (you take -10 penalty to add two extra dice of damage, for example). You can take this talent once per level, each time reducing the improvisation penalty to increase the damage for martial spells by another -10.

Maximum Perimeter: One of the first rules of battle a war mage learns is that it's better to wound many enemies than to kill a few. Your penalty when improvising a martial spell's area modifier is 10 less than normal (thus, it's -20 instead of -30 when improvising a single-target spell to cover Intermediate perimeter, for example). You can take this talent once per level, each time reducing the improvisational penalty for area for martial spells by another -10.

Signature Martial Spell: Choose an arcane spell in your repertoire from the martial field. When you take a single-spell talent and apply it to a signature martial spell, it counts as if you have taken that talent twice. You can take this talent more than once, each time for a new signature martial spell.

15 Monsters

15: Monsters

There is a wide spectrum of monstrous creatures roaming Eranon's surface (as well as underneath it!). The adversaries in this chapter are a mere glimpse into what Gabrun and his dark cohorts have at their disposal.

Creature Descriptions

Like characters, creatures also have statistics, though given in a slightly different format. The entries comprised of the following:

Threat Rating: Measures how menacing the creature typically is, when it does not have a significant enough role to warrant hit locations.

Attack Rating: Indicates how well the creature attacks.

Defense Rating: Shows how well the creature defends itself.

CHA/END/INT/NIM/PER/STR/TEN/WIS: Lists the creature's attribute scores.

Movement: The creature's distance of movement is measured in range terms: Near, Short, Medium, Long, with the addition of Miniature for extremely ponderous, less-than-Near speed.

Size Rating: Rates the size for a normal adult of the creature's type.

Attacks: Lists all ordinary modes of attack that the creature possesses and their damage. Barring the use of Momentum or unless otherwise specified, all creatures receive only one action — and thus one attack — per round, as normal.

Special Abilities: Details all special powers, including magical abilities, at the creature's disposal. Like Special Combat Maneuvers, powers that have a Momentum cost usually count as an action, therefore multiple activations of such abilities in a round will require more than one action. Exceptions to this are post-hit effects such as constriction or poison, for which Momentum is spent between rounds as normal, then activated and applied to a successful attack in the following round. All Momentum costs, however, are reduced to 0 against a surprised or defenseless target (although any extra action must still be paid for as normal).

Disposition: Describes the creature's typical temperament.

Habitat: Lists the creature's preferred environment(s).

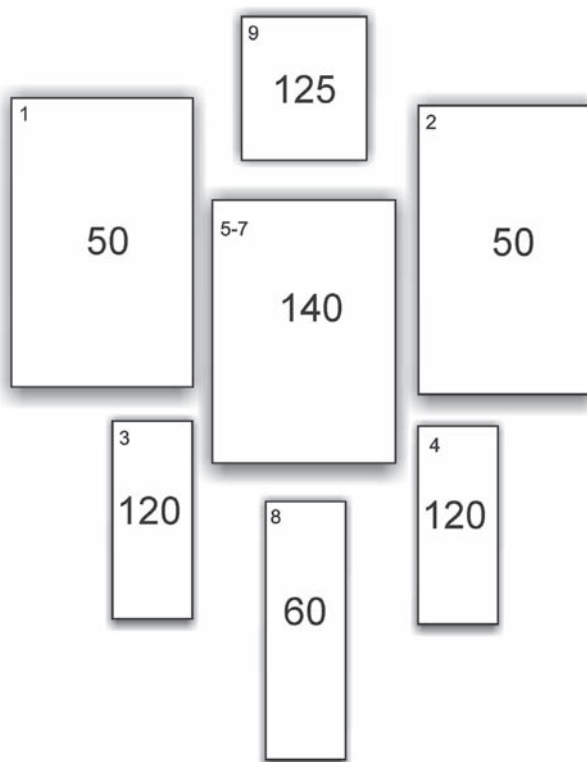
Encountered: Indicates the number of creatures of this type normally seen in an encounter.

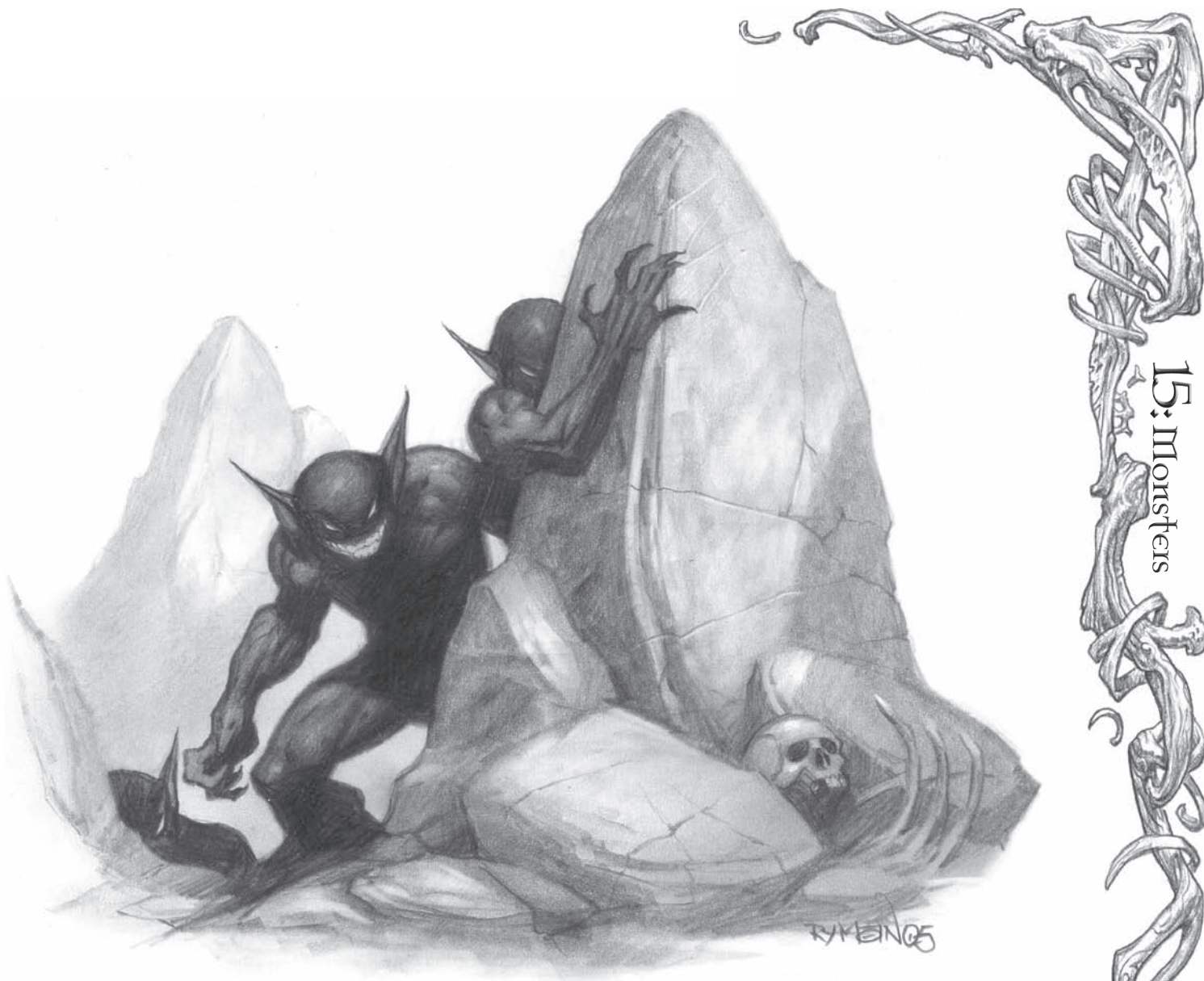
**CORAC****Threat Rating:** 7**Attack Rating:** 15**Defense Rating:** 13**CHA:** 20**END:** 90**INT:** 50**NIM:** 40**PER:** 60**STR:** 75**TEN:** 75**WIS:** 50**Movement:** Near (ground); Short (fly)**Size Rating:** 7 (Large)**Attacks:** Bite (1d10+3 damage); claw (1d12+3 damage); talon pin (1d8+3 damage)**Special Abilities:** Fast Strike: Each extra action costs 2 Momentum SV (instead of 3).*Venomous Sting:* Costs 2 Momentum SV to use, requires an attack roll, 1d6+4 damage, plus TEN -30 resistance roll to avoid paralysis for 1d4 rounds if damage penetrates protection.**Disposition:** Predatory, uncompromising, and vicious**Habitat:** Swamps, rivers, dense forests**Encountered:** 1-3

Known as the “Relentless Hunter,” the corac is one of the most lethal predators of the swamp lands. The creature stands 18’ when fully erect and is dark brown in color. It has two strong hind legs to propel itself into the air via a powerful liftoff from a complete stand-still, and a pair of wings spanning 60 feet to sustain flight, but possesses no other appendage. Its head is well-armored, covered with a carapace, and four elongated horns to pin its prey, plus a maw full of razor-sharp rows of teeth, not unlike a shark. The corac’s most feared weapon, however, is its long tail that ends in a barbed, venomous stinger. The neurotoxin paralyzes the victim for at least the remainder of the encounter, and is used when the creature has pinned its prey to the ground or a tree.

The corac has few natural enemies, and its stubbornness has no peer in Eranon, preying on a target until either is dead. The Speculation holds that the Zentrulians bred this beast to harvest the venom, but later abandoned the plan when they found that three corac stings would cause indefinite paralysis with death soon to follow. Rumors also persist that the corac was one of Vrang’s most favored creations, and the once-regal creature turned ill-tempered after the fall.

The noise a corac makes when stalking quarry is unmistakable and not quickly forgotten. Its terrifying wail can rattle even the hardest adventurers, as it has been compared to an amalgam of a dragon’s roar and a griffon’s shrill call.



**GOBLIN****Threat Rating:** 1**Attack Rating:** 7**Defense Rating:** 7**CHA:** 35**END:** 55**INT:** 50**NIM:** 50**PER:** 60**STR:** 50**TEN:** 35**WIS:** 30**Movement:** Near (ground)**Size Rating:** 4 (Small)**Attacks:** Claw (1d4 damage)**Special Abilities:** None**Disposition:** Belligerent, malevolent**Habitat:** Any**Encountered:** 1-30

These completely hairless humanoids have an average lifespan of forty-years. They have jet-black skin and stark white eyes, with physiques ranging from slender to obese. Their jaw is very wide to accommodate the twin sets of canine teeth. Females reach full maturity around age 10 and average two or three offspring per childbirth.

**NISCRIAN****Threat Rating:** 9**Attack Rating:** 17**Defense Rating:** 14**CHA:** 70**END:** 60**INT:** 60**NIM:** 65**PER:** 80**STR:** 85**TEN:** 75**WIS:** 50**Movement:** Short (ground)**Size Rating:** 7 (Large)**Attacks:** Bite (1d10 damage); crush (1d20 damage)

Special Abilities: *Spike Poison:* Costs 2 Momentum SV to use, requires attack roll. The niscrian's tentacle spikes are venomous. On a successful strike against unprotected flesh, the target must make an END -50 resistance roll or becomes paralyzed for one encounter. Until neutralized, the toxin will continue to deal 1d6 cumulative damage to the upper torso (hit locations 4-6) per encounter (i.e., 1d6 the first encounter, 2d6 the second encounter, 3d6 the third encounter, and so on) for the next 24 hours. The victim is entitled to an END -50 resistance every encounter for half damage.

Tentacle Constriction: Costs 5 Momentum SV to use, requires attack roll. The niscrian can hold and squeeze a target upon a successful hit, dealing 1d12+3 damage to one hit location per round automatically

(2d12+3 to those without hit locations), plus the effect of its spike poison. The target is entitled to an opposed STR roll each round to break the creature's grasp.

Disposition: Malevolent**Habitat:** Swamps, dense forests**Encountered:** 1

The niscrian's origin remains debatable, but the consensus is that the creature arrived in Eranon from Vrang's planar realm. Niscrian is new enough to the mortal world that very few have been witnessed, much less slain or captured for study.

The beast is quite large at 20' in height, and possesses the characteristics of feral animals — another fact that reinforces the belief that it came from the brutal, beastly plane of Vrang. Niscrian is an amalgamation of myriad creatures: the head of a large vulture, the body of a predatory mammal, four powerful legs to traverse terrain at a remarkable speed, and long claws. What makes the niscrian even deadlier are the eight preternatural 30-foot-long tentacles sprouting from its back, each armed with spikes up to seven inches long and capable of delivering lethal toxin.

The creature always lashes out at a potential prey with its tentacles. It can remain perfectly still when spotting multiple targets, choosing to lay in ambush instead. It will also slam one of its hind legs to try and pin additional preys. The niscrian has been seen to feed on a victim while its venom rotted away the flesh.

7(1d4)		9		8(1d4)
75	1	70	2	75
7-2	125	5-6	125	8-2
75		250		75
7-3				8-3
75	3		4	75
	125		125	
7-4				8-4
75				75



OGRE

Threat Rating: 4

Attack Rating: 11

Defense Rating: 12

CHA: 60

END: 85

INT: 40

NIM: 60

PER: 55

STR: 90

TEN: 70

WIS: 30

Movement: 60' (ground)

Size Rating: 6 (Big)

Attacks: Bite (1d6 damage); unarmed (1d10+4 damage); weapon (as per weapon)

Special Abilities: None

Disposition: Mean

Habitat: Any

Encountered: Usually 1, from 3 to 5 if encountered as a group

Ogres usually raid settlements throughout Eranon as big, solitary figures. Most ogres do not have a permanent home, though some have made lairs in deep, large caverns (which are always extremely crude and rudimentary in appearance). Ogres can be enslaved with modest forms of reward (commonly food), since they have the intelligence of a child and not much enticement is needed to sway

them. However, these beasts are also capricious and unpredictable, as they can throw massive temper tantrums at the smallest slight — and unlike a child, they are a great deal stronger and more destructive.

A typical ogre stands between 8'-10' tall, with ruddy skin tones and a very muscular frame. They wear very little clothing and speak in fragments. Some may even have little horns protruding from their head. Most ogres seem to have a penchant for primitive jewelry and usually wear necklaces or bracelets made of bones, teeth, or other parts and shiny materials they may deem valuable.

The ogre employs brute force in combat, such as a powerful charge with a large tree stump, accompanied by a bellow of loud grunt as it works itself up into a frenzy.

**ORC****Threat Rating:** 2**Attack Rating:** 9**Defense Rating:** 9**CHA:** 30**END:** 70**INT:** 60**NIM:** 65**PER:** 65**STR:** 70**TEN:** 60**WIS:** 40**Movement:** Near (ground)**Size Rating:** 5 (Average)**Attacks:** Bite (1d8+2 damage); unarmed strike (1d6+2 damage);
weapon (as per weapon)**Special Abilities:** None**Disposition:** Aggressive, malicious**Habitat:** Any**Encountered:** 1-15

Averaging six feet in height and a 150-year lifespan, orcs are a muscular race of humanoids with light-brown skin, long brown or black hair popularly fashioned as tight ponytail bound by ringlets of gold and silver. Their eyes, limited to brown or black, are not round as is the case for other humanoid races, but are more angular and peek over high-set cheekbones. An orc's jaw is heavy set and protrudes to accommodate the two oversized canines in the lower mandible. Orcs decorate themselves with an abundance of jewelry, especially their disproportionately large ears, through which they hang huge earrings.



TROLL

Threat Rating: 5

Attack Rating: 13

Defense Rating: 10

CHA: 60

END: 110

INT: 65

NIM: 50

PER: 70

STR: 100

TEN: 65

WIS: 60

Movement: Near (ground)

Size Rating: 6 (Big)

Attacks: Bite (1d8+2 damage); claw (1d6+5 damage); crush (1d12+5 damage); stomp (1d10+5 damage).

Special Abilities: *Regeneration:* Costs 1 momentum SV to use but does not count as action, heals 10 total Life Points of non-fire damage, usable twice per round.

Disposition: Cunning, vile

Habitat: Any

Encountered: 1-10

These large, lumbering hulks, averaging 15' in height, are Vrang's creation. They dwell deep within the earth and are native to almost any region. The sight of a troll instills fear into all who haven't a brave heart. A troll can be of almost any color, but most are ruddy brown or deep green. They have a very angular and muscular frame, and their foul temperament seems to complement such physique. Trolls also develop a growth on their backs that matches the terrain of wherever they currently reside. This may be a stony rock carapace in the mountains, or a small clump of tree stumps in a forest. They wield large uprooted tree trunks as weapons, but have been known to use just about anything nearby, from large boulders to even small cattle. It has been observed that a troll can subsist on just about on anything it can fit into its gaping maw.

Trolls do not actively seek to do harm, but they defend their territory fiercely, and will not stop until the intruders are destroyed or repelled.

Trolls possess some innate magic from their maker. For one, they can regenerate certain injuries, making it extremely difficult to kill. One has to dismember a troll, burn its body, and have a sevar consecrate that very ground to prevent its resurrection. Otherwise, the troll will

come back to life in nine days, fully healed, and seek revenge against those who destroyed it.

Trolls do not reproduce in the traditional way; rather, they replenish or bolster their number by transforming non-troll humanoids, particularly humans, into trolls. This is done by erecting a special magical cell or cage that the trolls seem to construct instinctively, then placing a bitten victim inside it. The victim will slowly transform into a troll until the process is complete after a month. Upon becoming a troll, the victim loses all past memories and will never know that he or she was once a humanoid.

However, trolls have limitations. They can only come out of their lair when either of the two moons is full at night. Once the troll is outside, it can walk under the stars for nine nights afterward (with the duration doubling under a full lunar eclipse). It may do so during daytime, but it must stay within its dwelling, as any troll caught in full sunlight will burn to ash—though the burnt troll will come back to life at next full moon. Trolls burrow into the earth and entomb themselves when sleeping. They can be woken from the slumber during the nine nights they are permitted to roam. However, trolls are known to wander in daytime due to magical darkness or severe weather.

Trolls were used in the Dakass Luot at the forefront of many sieges. The destruction they're capable of warns most people to stay clear of their rampaging path.

[illegible][illegible]



GENERATING PRIMARY ATTRIBUTES

Random Roll	
Roll	Modifier
01-20	+30
21-40	+15
41-50	+5
51-100	+0

Points
440 + 100 maximum Concept Points.

Random Roll + Points
4d100 (unmodified) + 200 + 100 maximum Concept Points.

Concept Categories(20 bonus points per category, 100 maximum)
Name/Nickname
Distinctive Feature/Mannerism
Passion/Aversion
Secret/Vow
Motto/Quote

Racial Attribute Adjustments
Dwarfs, Hethmarkn: +20 WIS, +10 PER, -10 STR
Dwarfs, Kasmarnk: +20 END, +10 STR, -10 CHA
Elves, Druegarn: +20 NIM, +10 PER, -10 END
Elves, Fetharn: +20 INT, +10 CHA, -10 STR
Elves, Sinflar: +20 END, +10 TEN, -10 WIS
Elves, Tylvare: +20 STR, +10 NIM, -10 INT
Halflings: +20 NIM, +20 PER, -20 STR.
Humans, Auzronians: +20 TEN, +10 WIS, -10 STR
Humans, Frorinians: +20 STR, +10 END, -10 INT
Humans, Nurinians: +20 PER, +10 INT, -10 TEN
Humans, Osarians: +20 END, +10 NIM, -10 WIS
Spirinari: +20 WIS, +10 INT, -10 END

Half-Breed Racial Attribute Adjustments
Dwarfs, Hethmarkn-Kasmarnk: +10 END, +5 PER, +10 WIS, -5 CHA
Elves, Druegarn-Fetharn: +5 CHA, +10 INT, +10 NIM, +5 PER, -5 END, -5 STR
Elves, Druegarn-Sinflar: +5 END, +10 NIM, +5 PER, +5 TEN, -5 WIS
Elves, Druegarn-Tylvare: +15 NIM, +5 PER, +10 STR, -5 END, -5 INT
Elves, Fetharn-Sinflar: +5 CHA, +10 END, +10 INT, +5 TEN, -5 STR -5 WIS
Elves, Fetharn-Tylvare: +5 CHA, +5 INT, +5 NIM, +10 STR, -5 END
Elves, Sinflar-Tylvare: +10 STR, +10 END, +5 NIM, +5 TEN, -5 INT, -5 WIS
Humans, Auzronian-Frorinian: +5 END, +5 NIM, +5 STR, +10 TEN, -5 INT
Humans, Auzronian-Nurinian: +5 INT, +10 PER, +5 TEN, +5 WIS, -5 STR
Humans, Auzronian-Osarian: +10 END, +5 NIM, +10 TEN, -5 STR
Humans, Frorinian-Nurinian: +5 END, +10 PER, +10 STR, -5 TEN
Humans, Frorinian-Osarian: +15 END, +5 NIM, +10 STR,-5 INT, -5 WIS
Humans, Nurinian-Osarian: +10 END, +5 INT, +5 NIM, +10 PER, -5 TEN, -5 WIS

SECONDARY ATTRIBUTES

Base Life Points = (END + STR)/10; x2 for Upper Torso (hit locations 4-6).
Mana Points = (END + TEN)/2.
Attack Rating = (NIM + STR + WIS)/20.
Defense Rating = (NIM + PER + TEN)/20.
Contact Rating = (INT + PER +TEN)/20.

Optional Mana Point Racial Adjustments
Dwarfs, Hethmarkn: +10 Mana
Dwarfs, Kasmarnk: -10 Mana
Dwarfs, Hethmarkn-Kasmarnk: +0 Mana
Elves, Druegarn: +0 Mana
Elves, Fetharn: +10 Mana
Elves, Sinflar: +5 Mana
Elves, Tylvare: -10 Mana
Elves, Druegarn-Fetharn: +5 Mana
Elves, Druegarn-Sinflar: +3 Mana
Elves, Druegarn-Tylvare: -5 Mana
Elves, Fetharn-Sinflar: +8 Mana
Elves, Fetharn-Tylvare: +0 Mana
Elves, Sinflar-Tylvare: -3 Mana
Halflings: +5 Mana
Humans, Auzronian: +0 Mana
Humans, Frorinians: -10 Mana
Humans, Nurinians: +5 Mana
Humans, Osarians: +10 Mana
Humans, Auzronian-Froronian: -5 Mana
Humans, Auzronian-Nurinian: +3 Mana
Humans, Auzronian-Osarian: +5 Mana
Humans, Frorinian-Nurinian: -3 Mana
Humans, Frorinian-Osarian: +0 Mana
Humans, Nurinian-Osarian: +8 Mana
Spirinari: +15 Mana

CORE TALENTS

Accelerated Development	Off-Hand Parry
Accurate Strike	Resilience
Animal Ally	Special Combat Maneuver
Improved Animal Ally	Special Weapon Familiarity
Ambidexterity	
Battle Ready	
Battle Rider	
Contact	
Defense Mastery	
Enchanter	
Expert Enchanter	
Master Enchanter	
Supreme Enchanter	
Experienced	
Extra Dodge/Parry	
Fleet-Footed	
Forceful Blow	
Hard to Kill	
Improved Resources	
Inner Compass	
Light-Footed	
Lightning Reaction	
Luck	
Magic Resistance	
Magical Energy Sensitivity	
Magical Mnemonics	
Martial Weapons Familiarity	

MERTHWARG PATH TALENT

Animal Stamina
Armored Spellcasting
Bestial Ferocity
Bestial Speed
Component Conservation
Familiar Leylines
Familiar Territory
Improved Recuperation
Improvised Nature Spellcasting
Magical Expertise
Nature's Savagery
Nature Spell Potency
Nature Spell Proficiency
 Superior Nature Spell Proficiency
 Supreme Nature Spell Proficiency
Nature Spell Slinger
Nature Spell Specialization
Nature's Blessing
 Innate Magic
Nature's Gift
Nature's Reserves
Nature's Wrath

ROGUE PATH TALENTS

Armor Deflection
Armor Efficiency
Backstab
 Precise Backstab
Deadly Accuracy
Light Weapon Deadly Critical
Light Weapon Lethal Critical
Elusion
Improvised Weapon
Light Weapon Deadly Critical
Light Weapon Mastery
 Riposte
Off-Balance Strike
Opportunistic Snipe
Pull Strings
Scoundrel's Luck
Shadow Strike
Sidestep

SEVAR PATH TALENTS

Armor Deflection
Armored Spellcasting
Divine Inspiration
Divine Reserves
Divine Resilience
Divine Spell Potency
Divine Spell Proficiency
 Superior Divine Spell Proficiency
 Supreme Divine Spell Proficiency
Divine Spell Slinger
Divine Spell Specialization
Divine Strike
Gifted Healer
Holy Cry
Improved Recuperation
Improvised Divine Spellcasting
Magical Expertise
Sense Aura
Weapon Mastery

WARRIOR PATH TALENTS

Armor Deflection
Armor Proficiency
Berserk
Deadly Accuracy
Deadly Critical
Elusion
Mighty Blow
Opportunistic Snipe
Overpowering Strike
Warcry
Warrior's Defense
Warrior's Fury
Warrior's Stout
Warrior's Strike
Weapon Mastery
 Reactive Strike

WIZARD PATH TALENTS

Arcane Mastery
Arcane Might
Arcane Reserves
Arcane Spell Efficiency
Arcane Spell Potency
Arcane Spell Proficiency
 Superior Arcane Spell Proficiency
 Supreme Arcane Spell Proficiency
Arcane Spell Slinger
Arcane Spell Specialization
Armored Spellcasting
Component Conservation
Familiar
 Unusual Familiar
Improved Recuperation
Improvised Arcane Spellcasting
Magical Expertise

WEAPON/ARMOR CUSTOMIZATION TABLE

Combat	RL	EV
Each +5 attack bonus	+1	+1
Each -5 attack penalty	-1	+2
Each +1 Defense Rating	+1	+0
Each -1 Defense Rating	-1	+2

Damage	RL	EV
D4 Equivalent	+1	+1
D6 Equivalent	+2	+4
D8 Equivalent	+3	+6
D10 Equivalent	+4	+8
D12 Equivalent	+5	+10
Each Additional Die	+2	+5
Each Energy Type	+3	+2

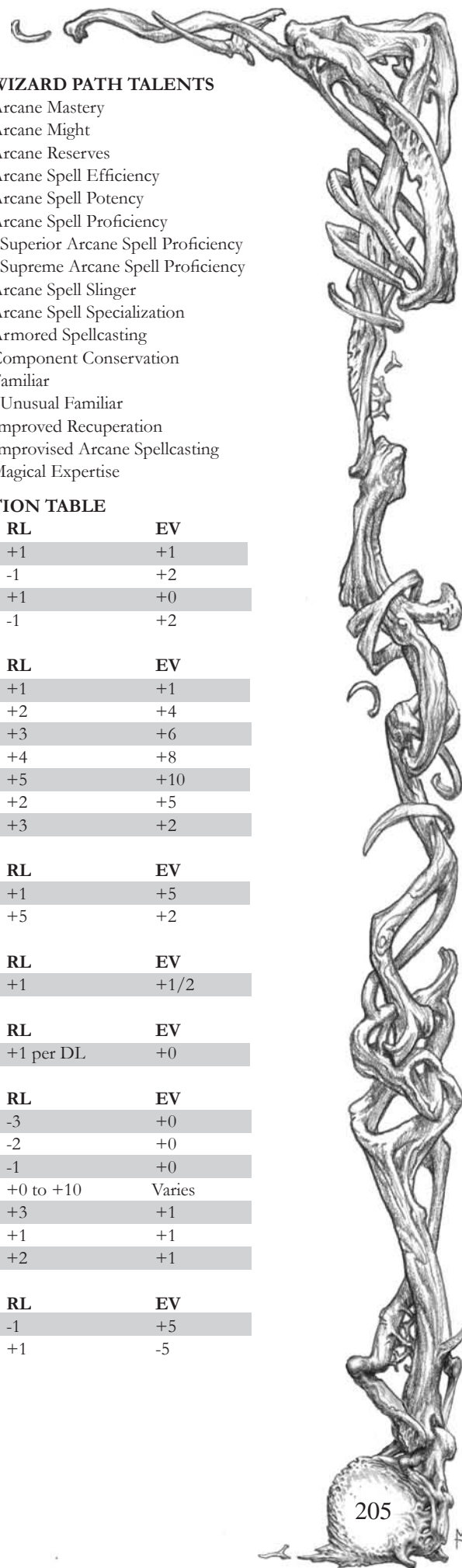
Protection	RL	EV
Each +1 Protection Value	+1	+5
Each Type of Energy Immunity	+5	+2

Skill	RL	EV
Each +5 Bonus to an Expertise	+1	+1/2

Spell Infusion	RL	EV
Each Spell Permanently Imbued	+1 per DL	+0

Special	RL	EV
Flaw, Common	-3	+0
Flaw, Uncommon	-2	+0
Flaw, Rare	-1	+0
Material	+0 to +10	Varies
Trigger, Attuned	+3	+1
Trigger, Easy	+1	+1
Trigger, Hard	+2	+1

Final Encumbrance	RL	EV
Extra Encumbrance	-1	+5
Reduced Encumbrance	+1	-5



SPECIAL COMBAT MANEUVERS TABLE

Combat Modifier	Momentum Cost
Each +5 Bonus to Attack Roll	+1
Each +1 Defense Rating	+1
Each -2 Defense Rating	-1

Compatibility	Momentum Cost
Limited to a Weapon Group	+0
Limited to a Weapon Type	-1
Limited to a Specific Weapon	-2
Requires Special Weapon Familiarity	-1
Usable with All Weapons	+2

Damage	Momentum Cost
None	-2
Strength Modifier	-1
D4	+0
D6	+1
D8	+2
D10	+3
D12	+4
D20	+5
Each Additional Die	+2
Each Additional Multiplier on a Critical Hit	+1

Drain	Momentum Cost
Every 5 Permanent Attribute Points *	-4
Every 10 Temporary Attribute Points *	-2
Every 5 Permanent Life Points *	-4
Every 10 Temporary Life Points *	-2
Every 10 Permanent Mana Points *	-2
Every 20 Temporary Mana Points *	-1

Perimeter	Momentum Cost
One	+0
Close	+2
Intermediate	+4
Wide	+8

Protection	Momentum Cost
Each +1 Protection Value	+1
Each Energy Immunity	+3
Each Spell Immunity	+3
Each Weapon Immunity	+3
Immunity to All Energies *	+10
Immunity to All Spells *	+10
Immunity to All Weapons *	+10

Range	Momentum Cost
No	+0
Near	+1
Short	+2
Medium	+4
Long	+8

Resistance Roll	Momentum Cost
Every -10 to Target's Resistance Roll	+1
For Half Damage	-2
For No Damage/Effect *	-3
Uses Different Attribute	+1
Versus Permanent Damage *	+5
Versus Permanent Damage to One Attribute *	+10
Versus Temporary Damage to One Attribute *	+5

Restriction	Momentum Cost
Conspicuous	-3
Inconspicuous	-2
Obscure	-1

Side Effect	Momentum Cost
Mild	-1
Serious	-2
Severe	-3

Special	Momentum Cost
Counter	+1
Energy Effect	+2
Naming	-1
Precise Attack	+1
Precise Hit Location	+3
Stunning Attack	+1
Uses Contact Rating	+1

DIFFICULTY LEVEL (DL)

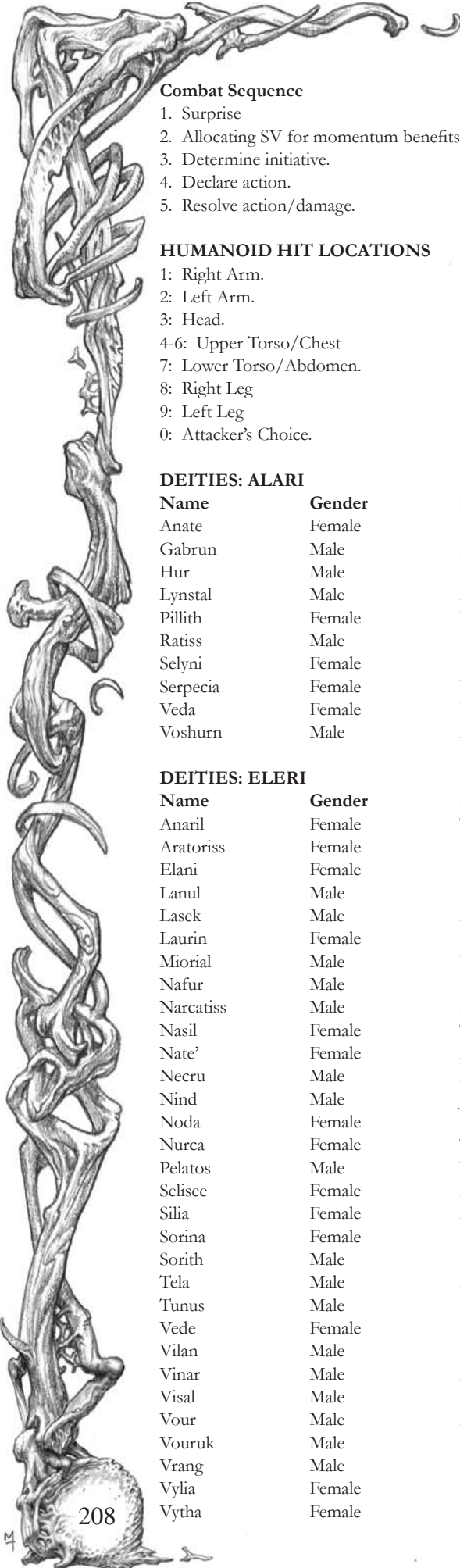
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1	-4	-7
2	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1	-4
3	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2	-1
4	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5	2
5	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8	5
6	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11	8
7	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14	11
8	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17	14
9	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20	17
10	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23	20
11	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26	23
12	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29	26
13	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32	29
14	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35	32
15	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38	35
16	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41	38
17	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44	41
18	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47	44
19	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50	47
20	107	104	101	98	95	92	89	86	83	80	77	74	71	68	65	62	59	56	53	50

Negative Chance: For negative chance, you have to roll a “01” first, then again at the negative percentage + 100 or less.

Failure for 100%+: Even if your percentage for a roll is higher than 100%, there’s still a chance for failure. On a roll of “00,” roll the dice again and add the new result to 100. If the total is greater than your percentage for success, you have failed the attempt. For those very rare occasions when it’s above 200%, continue to re-roll and add on every “00” rolled. If the singles digit shows “0” on the final roll and the result is positive, it’s a sensational success/critical hit. Otherwise, it’s a botch/fumble.

DIFFICULTY TABLE

Difficulty	Enhances Story	Neutral to Story	Deters Story
Moderate	Automatic Success	-10	-30
Hard	+10	-30	-50
Extreme	+0	-50	Automatic Failure



Combat Sequence

1. Surprise
2. Allocating SV for momentum benefits.
3. Determine initiative.
4. Declare action.
5. Resolve action/damage.

HUMANOID HIT LOCATIONS

- 1: Right Arm.
- 2: Left Arm.
- 3: Head.
- 4-6: Upper Torso/Chest
- 7: Lower Torso/Abdomen.
- 8: Right Leg
- 9: Left Leg
- 0: Attacker's Choice.

DEITIES: ALARI

Name	Gender	Dominion
Anate	Female	Honor, righteousness
Gabrun	Male	Darkness, evil
Hur	Male	Earth
Lynstal	Male	Limbo, spirits
Pillith	Female	Night
Ratiss	Male	Fire
Selyni	Female	Oceans, water
Serpecia	Female	Nature
Veda	Female	Beauty
Voshurn	Male	Air, sky, storm, winds

DEITIES: ELERI

Name	Gender	Dominion
Anaril	Female	Trees
Aratoriss	Female	Hatred
Elani	Female	Stars
Lanul	Male	Plains
Lasek	Male	Lies
Laurin	Female	Streams
Miorial	Male	Neutrality
Nafur	Male	Spiritworld
Narcatiss	Male	Demons, devils
Nasil	Female	Time
Nate'	Female	Love
Necru	Male	Death
Nind	Male	Judgment
Noda	Female	Moons
Nurca	Female	Torment, torture
Pelatos	Male	War
Selisee	Female	Magic
Silia	Female	Art, bards, poetry, song
Sorina	Female	Flowers, grasses
Sorith	Male	Hills
Tela	Male	Dawn, sun
Tunus	Male	Physical strength, willpower
Vede	Female	Rivers
Vilan	Male	Beasts
Vinar	Male	Accomplishments, deeds, scribes
Visal	Male	Cold, frigid locales, ice
Vour	Male	Mountains
Vouruk	Male	Greed
Vrang	Male	Fell beasts
Vylia	Female	Seasons
Vytha	Female	Pain

THREAT RATING

- Lump-sum Life Points = TR x 10
- Maximum Attack and Defense Rating = TR + 7
- Maximum Protection Value = TR
- Maximum amount of damage die = TR
- Highest primary attribute = (TR x 10) + 50
- Total expertise ranks = TR
- Combined total of offensive spells, talents, powers and special abilities = TR
- -1 Defense Rating for every 10 Life Points lost

MOMENTUM TABLE

Effect	SV
Each +5 Bonus to All Attacks for Self or One Ally	2
Each +5 Bonus to All Attacks for Self and One Ally	3
Each +5 Bonus to All Attacks for Self and All Allies	4
Each +5 Bonus to All Non-Attack Actions for Self or One Ally	2
Each +5 Bonus to All Non-Attack Actions for Self and One Ally	3
Each +5 Bonus to All Non-Attack Actions for Self and All Allies	4
Each +1 Defense Rating for Self or One Ally	2
Each +1 Defense Rating for Self and One Ally	3
Each +1 Defense Rating for Self and All Allies	4
Each +1 Protection Value for Self or One Ally	2
Each +1 Protection Value for Self and One Ally	3
Each +1 Protection Value for Self and All Allies	4
Each +1 Damage Bonus for one round for Self or One Ally	1
Each +1 Damage Bonus for one round for Self and One Ally	2
Each +1 Damage Bonus for one round for Self and All Allies	3
Each Additional Damage Die on one attack for Self or One Ally	2
Each Additional Damage Die on one attack for Self and One Ally	3
Each Additional Damage Die on one attack for Self and All Allies	4
Seize Initiative for Self or One Ally	2
Seize Initiative for Self and One Ally	3
Seize Initiative for Self and All Allies	4
Each +10 Initiative Bonus for Self or One Ally	1
Each +10 Initiative Bonus for Self and One Ally	2
Each +10 Initiative Bonus for Self and All Allies	3
Each Additional Action	3
Each Precise Attack	3
Each Precise Called Shot	5
Each Re-Roll	5
Each Stunning Attack	2
Each -10 to Resistance Roll against a Stunning Attack	1
Neutralizing a Weapon or Object	1-10





IMPROVISATIONAL SPELLCASTING TABLE

Casting Time	CR Mod	Mana
Session	0	+0
Encounter	10	+0
Round(s)	20	+0
Immediate	30	+1

Damage/Effect

Each Additional Die or Point of Damage/Effect	-10	+2
--	-----	----

Duration

Instantaneous	0	+0
One Round	10	+1
Rounds, 2+	20	+3
Encounter	30	+4
Session	50	+6
Adventure	70	+8
Permanent	80	+10

Effect

Minor	0	+0
Moderate	10	+3
Major	35	+6
Extreme	50	+10

Perimeter

Self	0	+0
One	10	+1
Close	20	+3
Intermediate	30	+5
Wide	50	+8
Extensive	70	+10
Immense	90	+15
Regional	120	+20
Continental	150	+25

Range

No	0	+0
Near	10	+1
Short	20	+2
Medium	30	+3
Long	40	+4
Line of Sight	50	+6
Unlimited	80	+10

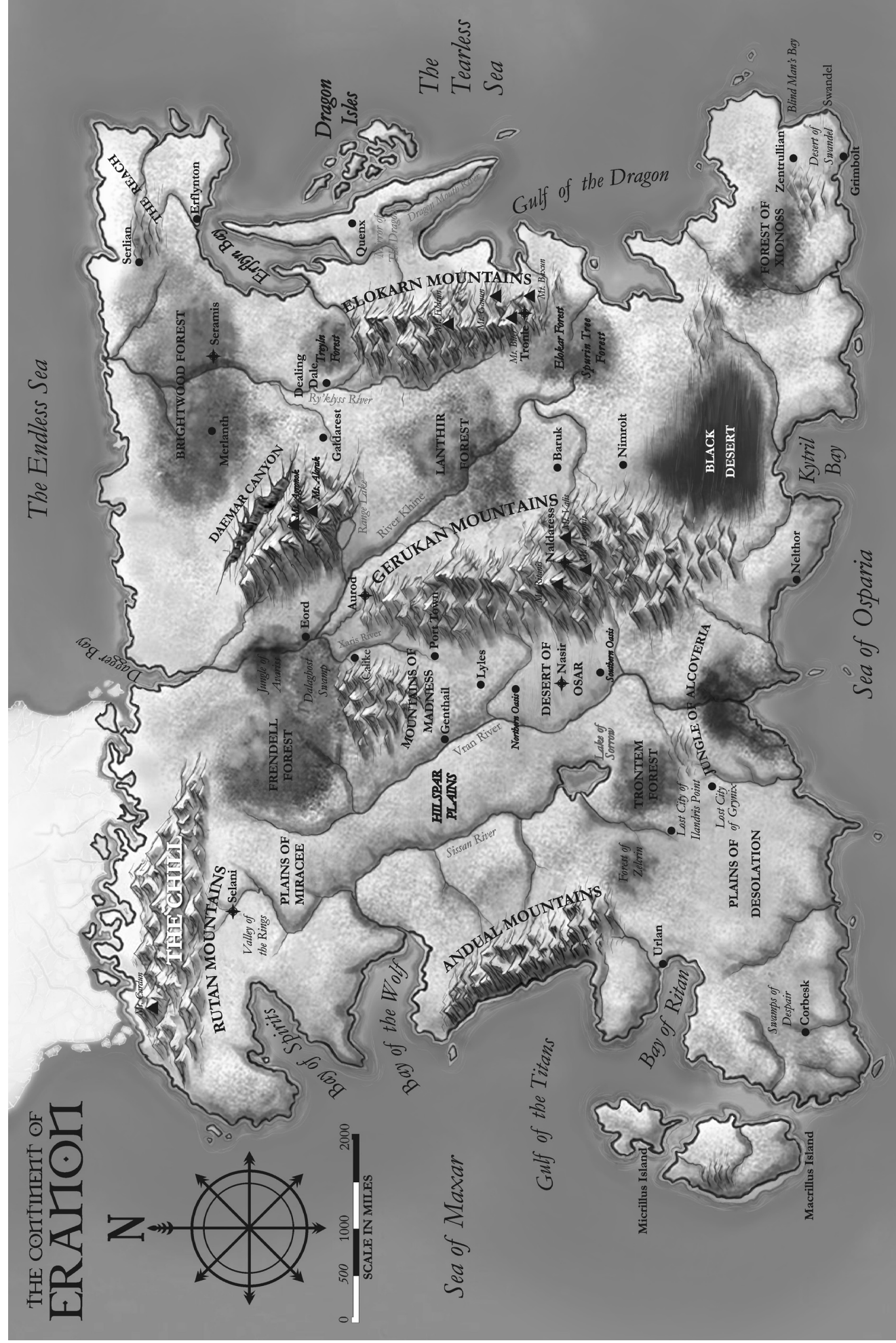
Resistance Roll

Each Additional -1 Penalty	-1	+1/2
Negates	0	+5
Half Damage	25	+5
None	50	+10

THE CONTINENT OF ERANION



0 500 1000 2000
SCALE IN MILES



NOTES

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